



NE MEDIUM UNDEAD

**Perception** +4; darkvision**Languages** Common, Necril**Skills** Athletics +7, Stealth +8, Survival +6**Str** +5, **Dex** +0, **Con** +4, **Int** +0, **Wis** +0, **Cha** +1**AC** 15; **Fort** +10, **Ref** +4, **Will** +7**HP** 25, (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** physical 3**Speed** wall glide 15ft**Melee**  claw +9 (agile, finesse, reach 15ft), **Damage** 1d8+2 slashing plus grab**Eternal Coffin**  (attack); **Requirement** the walcofinde begins its turn with a creature grabbed. **Effect** the walcofinde extends the grab and attempts an Athletic check against the creature's Fortitude DC. If successful, it forces the creature 5ft closer to the wall, causing it to merge with the wall itself if already adjacent (or dragging it through if it's already merged). Freeing a creature merged with the wall requires breaking the stone around it. Because walcofindes died of asphyxiation, it is unlikely anyone would survive being pulled through for long.**Wall Glide**  (move); The walcofinde either glides across the wall or emerges from a different section of the wall, moving to any point within a 15ft range even around corners.

Walcofindes are created when individuals perish after being walled alive. They merge with their own prison, taking on stony properties and viciously assaulting any who come close, but are bound to their burial place.

UNIQUE CE SMALL BEAST

**Perception** +9; low-light vision, scent (imprecise) 30ft

**Skills** Acrobatics +7, Arcana +10, Athletics +7 (+4 to Climb or Swim), Performance +8, Stealth +9

**Str** +1, **Dex** +3, **Con** +2, **Int** +4, **Wis** +0, **Cha** +1

**Items** minor healing potion, wand of shocking grasp

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**AC** 18; **Fort** +6, **Ref** +9, **Will** +12

**HP** 34

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**Speed** 30ft, climb 10ft

**Melee**  jaws +8 (agile, finesse), **Damage** 1d6+5 piercing plus filth fever

**Arcane Prepared Spells** DC 20, attack +9; **2nd** *acid arrow*, *invisibility*, **1st** *magic missile*, *mage armour* (already cast), *goblin pox*,

**Cantrip** *Acid Splash*, *Daze*, *Detect Magic*, *Prestidigitation*, *Light*;

**filth fever** (disease); The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured.

**Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sickened 1 (1 day), **Stage 3** sickened 1 and slowed 1 (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead

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The awakened rat familiar of the unfortunate Eros Glendower, Dagio dedicated his immortal life to realising his master's greatest wish: to one day be able to "join the circle"... whatever it might mean.

In combat, Dagio crawls along the ceiling and walls, casting down on those he sees as transgressors, but does not hesitate to fight them off with his wand or his jaws if running out of spells.

# SILENT INITIATE

# CREATURE 1

NE

MEDIUM

HUMANOID

HUMAN

**Perception** +7

**Languages** Common

**Skills** Acrobatics +7, Deception +7, Intimidation +4, Stealth +6, Thievery +6

**Str** +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +0

**Items** minor healing potion, kukri, dagger, leather armour

**AC** 15; **Fort** +4, **Ref** +10, **Will** +7

**HP** 20

**Speed** 30ft

**Melee** ➤ kukri +7 (agile, finesse, trip), **Damage** 1d6 slashing

**Ranged** ➤ dart +7 (agile, thrown 20ft), **Damage** 1d4 piercing

**Sneak Attack** The silent initiate deals 1d6 extra precision damage to flat-footed creatures.

**Tactical Flanking** The silent initiate treats enemies as flatfooted as long as they're engaged in melee with another initiate.

The initiates move about the warehouse and periodically check in with each other, reacting to intruders by working as a group and raising the alarm if able.

UNIQUE

NE

SMALL

HUMANOID

WAYANG

**Perception** +8; darkvision**Languages** Common, Gnome, Wayang**Skills** Crafting +8, Deception +8, Medicine +5, Nature +5, Thievery +7, Mercantile Lore +7**Str** +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +2**Items**

infused items: cat's eye elixir, minor elixir of life (labeled "poison"), arsenic (labeled "healing"), lesser bottled lightning, lesser thunderstone, lesser smokestick.

**AC** 17; **Fort** +8, **Ref** +11, **Will** +5; +1 vs poison**HP** 30**Speed** 25ft**Melee** ✦ dagger +13 (agile, finesse, thrown 10ft, versatile S), **Damage** 1d4+2 piercing damage plus lethargy poison**Ranged** ✦ bomb +13, **Damage** see bombs

**Bombs** Efarni can draw and throw a bomb with a single action. He only has two bombs on him: a lesser thunderstone (1d4 sonic damage and 1 splash damage, all creatures within 10ft must succeed on a DC17 Fortitude save to avoid deafness) and a lesser bottled lightning (1d6 lightning damage plus 1 splash damage, target hit becomes flatfooted for one turn).

**Lethargy Poison** Efarni's first strike with his dagger carries Lethargy Poison. On a success, the target is affected and must make a Fortitude save, but the poison is spent. On a critical failure, the target is unaffected, but the poison is spent. The poison's statistics are **Saving Throw** DC 18 Fortitude; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** slowed 1 (1 minute); **Stage 3** unconscious with no Perception check to wake up (1 round) **Stage 4** unconscious with no Perception check to wake up (1d4 hours).

Efarni tries to pass for a gnome using his heavy garb in order to get a chance to poison the players and follow them later in the safehouse levels. In combat, he relies on his bombs to assist the initiates and flees if reduced to 10hp or less.

All alchemical items listed are Infused, meaning they become inert and worthless the morning after.

UNIQUE

CE

MEDIUM

HUMANOID

FETCHLING

**Perception** +9; low-light vision

**Languages** Common

**Skills** Acrobatics +9, Deception +9, Performance +10, Stealth +10, Thievery +7


**Str** +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +0, **Cha** +3

**Items** leather armour, sickle

**AC** 18; **Fort** +6, **Ref** +9, **Will** +12

**HP** 45

**Speed** 25ft

**Melee**  sickle +10 (agile, finesse, trip), **Damage** 1d4+4 slashing plus 1d4 poison

**Occult Spontaneous Spells** DC 20, attack +9; **2nd** *blur, soothe* (2 slots); **1st** *command, phantom pain, lock* (3 slots); **Cantrip** *chill touch, dancing lights, ghost sound, inspire courage, prestidigitation*;

**Occult Innate Spells** DC20; 1st Illusory Disguise 1/day


Smiles reacts to loud noises and shouts of alarm by assessing the situation through the window first. If enemies are present, he casts Blur and walks down to the warehouse floor the following round (if not, he sends an initiate to report and waits 2 more rounds). He sticks to the backline, using his spells and inspire courage unless forced to fight, and escapes as noted if reduced below 12hp.

NE

MEDIUM

HUMANOID

HUMAN

**Perception** +8**Languages** Common**Skills** Acrobatics +7, Religion +8, Stealth +6**Str** +1, **Dex** +2, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1**Items** leather armour, dagger, minor healing potion**AC** 17; **Fort** +5, **Ref** +8, **Will** +11**HP** 30**Sudden Shift**  (abjuration, divine, illusion); **Trigger** an enemy misses you with a melee attack. **Effect:** you Step and become concealed until the end of your next turn. This is a Focus power and can be used once.**Speed** 25ft**Melee**  shortsword +9 (agile, finesse, versatile S), **Damage** 1d8+2 piercing**Divine Prepared Spells** DC 16, attack +7; **1st** *Bless, Fear, Harm* (×2), *Ray of Enfeeblement*, **Cantrip (1st)** *Daze, Forbidding Ward, Light, Shield*;**Deadly Simplicity** The cultists' damage with shortwords is increased by one die step because of their devotion to Norgorber.**Sneak Attack** The silent cultist deals 1d4 extra precision damage to flat-footed creatures.

The cultists shift between supporting and frontlining, aiding each other with Bless and attempting to remove threats with Fear. They are highly confident and dislike asking for help.

CE

SMALL

FIEND

**Perception** +11; darkvision

**Languages** Abyssal, Common, Halfling

**Skills** Acrobatics +10, Deception +12, Occultism +8, Stealth +10

**Str** +1, **Dex** +5, **Con** +1, **Int** +2, **Wis** +0, **Cha** +2

**Aura of Revelation** (aura, divine, illusion) 10ft, DC 18; A fantionette appears as a halfling or human child to all creatures outside of its aura. A creature within the aura receives a single DC 18 Will save to perceive the fiend as what it truly is. A creature that succeeds at the save or is attacked by the fantionette immediately sees the fantionette’s true form for the next 24 hours, even outside the aura.

**AC** 22; **Fort** +10, **Ref** +13, **Will** +10; +1 status to all saves vs. magic

**HP** 60; **Resistances** poison 4; **Weaknesses** cold iron 4, good 4

**Speed** 25ft, climb 20ft

**Melee**  bite +12, **Damage** 1d8+7 piercing damage

**Melee**  claw +12 (agile), **Damage** 1d6+7 slashing damage

**Occult Innate Spells** DC 18, attack +10; **2nd** *darkness* (×2), *spiritual weapon*; **1st** *charm*, *fear*, *phantom pain*; **Cantrip (2nd)** *daze*;

**Sneak Attack** The fantionette deals 1d6 extra precision damage to flat-footed creatures.

Appearing as a young child, the fantionette first attempts to isolate a target by asking for help to "find mommy". If that fails, it uses Darkness to guarantee itself sneak attacks and starts cutting down the one who believed it most.



UNIQUE

NE

SMALL

HUMANOID

HALFLING

**Perception** +11**Skills** Acrobatics +8, Deception +12, Intimidation +10, Performance +10, Religion +12, Stealth +8, Thievery +8**Str** +3, **Dex** +0, **Con** +1, **Int** +0, **Wis** +3, **Cha** +2**Items** +1 Glamered chain mail, +1 striking dagger, minor healing potion, Duke Squiggles**AC** 20; **Fort** +11, **Ref** +8, **Will** +14**HP** 60**Speed** 25ft**Melee** ✦ dagger +12 (agile, finesse, thrown 20ft, versatile S), **Damage** 2d6+2 piercing plus 1d6 negative**Ranged** ✦ dagger +10 (agile, finesse, thrown 20ft, versatile S), **Damage** 2d6+2 piercing plus 1d6 negative**Divine Prepared Spells** DC 18, attack +10; **2nd** *Death Knell*, *Harm* (×3), *Heal*, *Spiritual Weapon*; **1st** *Bane*, *Command*, *Fear*, **Cantrip** (**2nd**) *Daze*, *Forbidding Ward*, *Message*, *Prestidigitation*, *Shield*;**Deadly Simplicity** Wyssilka's damage with daggers is increased by one die step because of her devotion to Thamir Gyxx.

Wyssilka leads her assassins with efficiency and ruthlessness, but is not attached to them. If the fight goes against her, she does not hesitate to use *Death Knell* on her own allies, claiming "Duke Squiggles will need their help one last time".