

Quadded Statblocks



Enabling Variable-
Difficulty Adventures
in Pathfinder RPG

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Introduction

What is This?

This work proposes a new way of adapting roleplaying game adventure content to a variety of challenge and difficulty levels. This framework can be used to take an adventure, traditionally designed for an adventuring party of a certain level or narrow range of levels (e.g., “4th-level PCs” or “for characters of 10th-12th level”), and make it playable and enjoyable for a group of PCs of any level.

Although the nuts and bolts and language of this document have been constructed to correspond to the **Pathfinder Roleplaying Game** (PFRPG) system, this

approach will work similarly for any roleplaying game system. Mechanically, the adjustments that will have to be made will vary from RPG system to RPG system, but the general approach of “quadding” remains the same.

This approach is provided free of charge, for two reasons. First, I genuinely feel that this is a useful, interesting alternative to other methods, and it’s worked really well for me over the decades as a GM myself.

Second, as a means of introducing GMs and players alike to the concept, since it’s used heavily throughout all **Infinium Game Studio** RPG products.

Enjoy!

Variable Challenge

One of the things that has frustrated many GMs is that adventures are almost universally designed for a specific level of challenge. Subtitles of most adventures even feature the recommended level: “*An adventure for 4th-level PCs.*”

At most, you may see a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty. In the right hands, it lets a designer/author construct challenges that are the right balance: difficult enough to be rewarding, yet not frustratingly impossible.

Limitations of the Traditional

Approach

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck using an adventure designed for second-level parties. Veteran GMs can certainly make it work by adapting the crunch, but even the most experienced GM is faced with some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

Infinium Game Studios does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves! However, we do want to make it as easy as possible to play our adventures, no matter what level your PCs happen to be.

Alternative Approaches

There are several ways of working around this limitation. Each has its own drawbacks, as follows.

Brute-Force

Several products have found success with this approach, which involves creating an entire separate statblock entry for each monster or NPC, at various levels of difficulty. You end up with a page or more per entry: Joe Swordsman, the NPC, may have a page’s worth of statblock for CR 1, another separate page for CR 5, and so on. The author typically just adds class levels to the basic, initial low-level definition.

One huge advantage of this approach is that it’s easy to simply pick the version of an NPC at the desired CR. Have 8th-level PCs? Then maybe the CR 8 version of the NPC is best to use.

This approach works fairly well with NPCs... but tends to consume a huge amount of paper-space, especially when you consider that in any given use of an adventure, the GM will only ever pay attention to a small percentage of the content presented.

Another drawback, more challenging to get around, is that this approach doesn’t apply well to monsters, for whom it’s not so easy to apply class levels.

Wealth of Diversity

Monsters fare better and more clearly under this approach. Encounters don’t just use a specific monster; rather, a range of monster options is presented for a variety of challenge levels.

For example, there might be an encounter titled “Rats in the Cellar”. At CR 1, the PCs must face **2d4 Giant Rats** in the basement of the city tavern. At CR 5, they might instead face **1d4 Dire Rats**. And so on.

This provides a nice and believable variety to a spread of challenge levels... but has the inverse problem from the **Brute-Force** approach, in that it can work well for monsters, but not as well for NPCs.

“Rollercoaster Admission”

Amusement park rides often have yardsticks or other forms of height measurement, with warnings that “you must be at least this tall to ride.” A similar approach can be applied to RPG adventures.

Each encounter in the adventure might have a “minimum” or “suggested” level. If the PCs in your run-through of the adventure aren’t at that level, then they either skip the encounter, or are presented with a different, easier encounter.

This approach can work quite well, but only in adventures that have a huge variety of encounters prepared to accommodate the possible variety of challenge. It also detracts from the level of continuity or plot cohesion that might be possible, and forces a great deal of repetition.

The IGS Approach to Variable Challenge

The **Infinium Game Studio** approach to offering variable difficulty in an RPG adventure is a marriage of these approaches, mixed with a healthy dose of old-school, second-edition *Monstrous Compendium* formatting.

Design Simply, Yet for A Range of Difficulty

Although the **Pathfinder Roleplaying Game** typically deals with twenty levels of normal PC capability, there’s often not a huge divide between one level and another. Tenth-level PCs might reasonably face an obstacle designed for eleventh- or ninth-level PCs, without too great a difference in their likelihood of survival.

So instead of designing for twenty separate levels of difficulty, a shorter list might work about as well. Four levels of difficulty, each designed itself to represent a subset range of challenge, can offer a reasonably comprehensive variety, splitting the difference between a one-size-fits-all approach, and a twenty-sizes-fits-all approach.

Quadded Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in **Infinium Game Studio** releases have **four** separate sets of statistics, using a four-stage spread of difficulty ranges.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

✖ **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low** CR for a creature will be in the range of fractional, up to 4.

✖ **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. CRs can be in the range from 4-10.

✖ **Advanced** creatures give even more of a fight, representing CRs in the range of 10-15, and are meant for adventurers of the same levels.

✖ **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 CR range. These stat blocks are designed for PCs above 15th level.

The reference or appendix sections in the back of the material should list out statblocks and information for all four levels of difficulty; these are the “quadded” blocks. In-line with their introduction in the bulk of the adventure, it’s perhaps easiest to present a single, default, condensed statblock, using the **Low** values.

This approach is designed to present the best of the alternatives previously described: save space by presenting four times the crunch simultaneously, yet present a variety of creature profiles supporting a wide range of difficulties.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles may have quadded stat blocks as well. A lock that is challenging for first-level rogues might not slow down a fifteenth-level rogue at all!

In practice, the context matters. NPCs and monsters should almost always have quadded difficulty options; locks and traps may only have a subset. This represents the reality that although monsters and people might be of advanced difficulty, cities and dungeons in a given adventure tend to exist in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply might not even exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

✖ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

✖ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

✖ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

✖ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Other NPC Considerations: Crunch and Fluff

“**Crunch**” is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such “softer” yet still important game elements are often referred to as “**fluff**”.

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC’s character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it’s necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, roleplaying content from **Infinium Game Studio** takes the approach of providing a great deal of **crunch**, and a great deal of **fluff**.

Some may consider this overkill, and it’s likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That’s exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature’s **fluff** uses language assuming that you are playing the ✖ **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a +3 *corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any

illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

Beneath this header is the **subheading**, which shows the **Challenge Rating** of the creature, and the **Experience Points** to be awarded if they are defeated. Note that in the context of **quadded stat blocks**, the CR/XP values shown here are taken from the  **Low** difficulty version of the creature.

It's worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: “will fight the PCs on sight, and will fight to the death” is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as “will focus on melee opponents first, and then move on to ranged enemies”. Complex enemies may have a round-by-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Description

All NPCs have some description here, conveying a general sense of the character. Monsters might have a physical description, or a walk-through of how they emerge to face the party when discovered.

Appearance

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

Factions

Nearly all NPCs belong, at least casually, to one or more **factions**. Which factions, and the extent of their membership and involvement, are mentioned in this section.

Quadded Stat Blocks

Below **factions** is the list of quadded stat blocks. Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its  **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—“hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like” doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Known Spells

Creatures of some spellcasting classes may only know a certain number of spells at a time. For those classes, and only those classes, this section exists, and lists all of the spells from which the creature might draw. This is a useful section for GMs wishing to make changes to the **Prepared Spells** section.

For classes who could theoretically memorize every single spell in the world, this section is omitted.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Habits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Nighttime** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hour-by-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

Conversation

Some NPCs have a lot to say; others, not so much. Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish

a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such “additional” dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Creating Variable-Challenge Adventure Content

To create adventure content to the described approach of variable challenge, the process is straightforward, if not always simple:

Step One: Identify the **difficulty band** (**Low**, **Moderate**, **Advanced**, or **Elite**) of the existing content or starting point.

Step Two: Apply modifications to this starting point as needed to  increase and/or  decrease the difficulty to create versions of it for the other three **difficulty bands**.

How exactly you identify the default **difficulty band**, and what mechanically is required to increase or decrease difficulty, varies depending on the nature of the content involved.

Generally speaking, there are three kinds of content: **Skill-Related**, **DC-Related**, and **Creature-Based**.

The GM is King

In creating and converting content, use your head. Some challenges are **supposed** to be easier than others! A very simple lock that's

Skill-Related Obstacles

Doors, locks, jumps, swimming—anything requiring a **Skill Check** or **Ability Check** fits this category.

To adapt an existing challenge, simply identify its **Difficulty Class**, or **DC**. The following table summarizes the default **difficulty band**, and the work remaining to adapt the content to other **difficulty bands**.

Table 1: Adapting Skill-Related Obstacles to Variable Difficulty

Native DC Range	Native Difficulty Band	Work Required to Adapt to Variable Challenge
Under 20	✗ Low	▲ Add +4 to +5 for Moderate difficulty ▲ Add +8 to +10 for Advanced difficulty ▲ Add +12 to +15 for Elite difficulty
20-25	✗ Moderate	▼ Reduce -4 to -5 for Low difficulty ▲ Add +4 to +5 for Advanced difficulty ▲ Add +8 to +10 for Elite difficulty
25-30	✗ Advanced	▼ Reduce -8 to -10 for Low difficulty ▼ Reduce -4 to -5 for Moderate difficulty ▲ Add +4 to +5 for Elite difficulty
30+	✗ Elite	▼ Reduce -12 to -15 for Low difficulty ▼ Reduce -8 to -10 for Moderate difficulty ▼ Reduce -4 to -5 for Advanced difficulty

DC-Related Obstacles

Traps are typically the most common such obstacle. But really, any obstacle or encounter with a **Save** instead of a **Skill Check** may fit the mold.

To adapt an existing challenge, simply identify the **Difficulty Class**, or **DC**, of its **Save(s)**. The following table summarizes the default **difficulty band**, and the work remaining to adapt the content to other **difficulty bands**.

Table 2: Adapting DC-Related Obstacles to Variable Difficulty

Native DC Range	Native Difficulty Band	Work Required to Adapt to Variable Challenge
Under 15	✗ Low	▲ Add +2 to +4 for Moderate difficulty ▲ Add +4 to +8 for Advanced difficulty ▲ Add +6 to +12 for Elite difficulty
16-20	✗ Moderate	▼ Reduce -2 to -4 for Low difficulty ▲ Add +2 to +4 for Advanced difficulty ▲ Add +4 to +8 for Elite difficulty
21-25	✗ Advanced	▼ Reduce -4 to -8 for Low difficulty ▼ Reduce -2 to -4 for Moderate difficulty ▲ Add +2 to +4 for Elite difficulty
25+	✗ Elite	▼ Reduce -6 to -12 for Low difficulty ▼ Reduce -4 to -8 for Moderate difficulty ▼ Reduce -2 to -4 for Advanced difficulty

✗ Creature-Based Challenges

For the purposes of this topic, there is a notable difference between “monsters” and “NPCs”. Specifically, any creature to which **class levels** are applied already as a starting point should be considered an **NPC**. Most non-character, non-humanoid creatures have **hit dice** instead of **class levels**, and should be considered **monsters** in this context.

The difference hinges on what your options as a GM are to increase or reduce the formidability of the creature.

Creating New NPCs

Your first step should be to construct a **Low**-caliber version of the monster or NPC you have in mind. With NPCs, this can be quite straightforward: simply create a character

with between **1-4 Class Levels**, and the **CR** will result in something below **4**.

Native Monsters

“Native” in this context simply means “whatever the monster is presented as in its definition”. For any published RPG product with a creature in it, that creature’s “native” statistics are as they are published.

Summary

Whether you’re taking an existing monster from a published source, or creating a brand-new NPC from scratch, your first step in adapting it to variable difficulty remains the same: Figure out which level of variable difficulty the monster fits into by default.

Use the following approach summary to guide further modifications.

Table 3: Adapting Monsters or Existing NPCs to Variable-Challenge Content

Native CR Range	Native Difficulty Band	Work Required to Adapt to Variable Challenge
0 to 4	✗ Low	▲ Add ~4 class levels / hit dice for Moderate difficulty ▲ Add ~8 class levels and apply Advanced template for Advanced difficulty ▲ Add ~12 class levels and apply Advanced and Giant templates for Elite difficulty
4 to 10	✗ Moderate	▼ Apply Young template and possibly subtract class levels / hit dice for Low difficulty ▲ Add ~4 class levels and apply Advanced template for Advanced difficulty ▲ Add ~8 class levels and apply Advanced and Giant templates for Elite difficulty
11 to 15	✗ Advanced	▼ Apply Young template with additional handicaps for Low difficulty ▼ Apply Young template and possibly handicap for Moderate difficulty ▲ Add ~4 class levels and apply Advanced and/or Giant templates for Elite difficulty
16 to 20	✗ Elite	▼ Apply Young template with additional handicaps for Low difficulty ▼ Apply Young template with additional handicaps for Moderate difficulty ▼ Apply Young template and possibly handicap for Advanced difficulty

Increasing a Creature’s Difficulty Band

NPCs

There are two things you need to do: add or remove **class levels**, and improve or degrade the NPC’s **equipment**.

For **Class Levels**, the safe and simple bet is to use **class levels** that the NPC has already, and work in “chunks” of **four class levels per difficulty band**. As with all other aspects of this topic, however, the GM should use common sense: four levels of **Commoner**, for example, aren’t quite the difference in difficulty that four levels of **Barbarian** would be!

If you're tweaking an 8th-level rogue, for example, she would start out as a **Moderate** challenge, and you'd have to remove about **4 rogue levels** to reduce her to a **Low** challenge.

Monsters

The easiest scenario is if the monster's native **CR** is **4** or less. Simply apply additional **racial hit dice**, about **4** per **difficulty band**, to improve the monster. There is an entire section in the **Pathfinder Roleplaying Game** rules about **Monster Advancement**, found [here](#).

It's worth noting that merely adding **hit dice** will make the creature harder to kill, but may not otherwise affect its abilities. Taking a **CR 1** creature and adding **12 hit dice** won't do much to make the beast more challenging; it'll just take a few more rounds for higher-level PCs to destroy.

It's recommended, therefore, that at the **Advanced** difficulty band, you also apply the **Advanced** creature template (rules can be found [here](#)), as well as adding **4 racial hit dice**.

Similarly, to move a beast from **Advanced** to **Elite**, take the creature with the **Advanced** template applied, add **4** more **racial hit dice**, and top it off with applying the **Giant** template (rules found [here](#)).

The GM should use common sense, and fine-tune things as needed to produce a reasonable challenge. Monsters with poisoned attacks, for example, can have the **DC** of their venom increased; consider boosting this independently of other improvements listed above.

Hybrid Monsters: Creatures with Class Levels

Some creatures have **class levels**, that we might otherwise consider to be monsters in the traditional sense. For example, a **Kobold Shaman** might be a **Kobold**, but might also have **2** levels of **Sorcerer**.

It's up to the GM as to which method or combination of methods to use to improve and reduce difficulty here. Typically, treating the creature as an **NPC**, and adding **class levels** and tweaking **equipment**, will produce a more formidable result than merely applying **hit dice** and **templates**.

Handicapping High-CR Monsters

Creating a **Low**-challenge monster out of a natively higher **CR** beast can be more awkward.

For monsters with a **CR** higher than **4**, you should "weaken" or handicap the creature in some manner. One simple approach is to apply the **Young** template, which reduces the **CR** by **1**. More detail can be found [here](#), but the simple rules for creating a **Young** creature is to grant the

creature **+2** to all **Dex**-based rolls, **-2** on all other rolls, and to penalize the creature's hit points by **-2 hp** per **HD**.

With creatures with a **CR** greater than **5**, however, more extreme measures are necessary.

"Infantilizing" Templates

The concept here is that you apply a more aggressive **Young** template. Instead of the penalties listed in the **Quick Rules**, increase the penalties: so to reduce a natively **Elite** creature to **Advanced**, you might handicap it by **+2** to all **Dex**-based rolls, **-6** on all other rolls, and to penalize the creature's hit points by **-6 hp** per **HD**.

The exact quantification of these handicaps is up to the GM, but a good rule of thumb is **-2** to **-4** for each **difficulty band** you wish to move down.

You might also consider using the more complex **Rebuild Rules** of the **Young** template: **AC** reduce natural armor by **-4** (minimum **+0**); **Attacks** decrease damage dice by **1** step; **Ability Scores** **-4 Strength**, **-4 Con**, per reduction in **difficulty band**.

If taking this approach, you should also consider reducing the **DC** of a monster's **Special Abilities** in similar fashion (see below).

Reducing Hit Dice

This is a brutally straightforward approach: simply remove **racial hit dice**, and all that goes with it. A monster that is an **Ooze 12** natively would be an **Advanced** challenge by default; adapting it to a **Moderate** beast might reduce it to an **Ooze 8**.

In practice, this is effectively a combination of other approaches, but for very straightforward monsters, simply reducing **HD** and **hp** may be sufficient to lower its challenge.

Weakening or Removing Special Abilities

Part, if not all, of the challenge of higher-**CR** monsters lies in their **Special Abilities**. Poison, disease, and spell effects, just as starting points, can be quite formidable, even for higher-level PCs.

When weakening the difficulty of a monster with such abilities, you may wish to forcibly reduce the **DC**. Use **Table 2: Adapting DC-Related Obstacles to Variable Difficulty** (page 7) as a reference for the **DC** of obstacles at various **difficulty bands**, and adjust to fit the appropriate range.

For particularly challenging **Special Abilities**—for example, those that introduce **death effects** or could otherwise slay one or more PCs outright—you may wish to remove the ability altogether when adjusting down the difficulty curve, particularly when moving from an **Advanced** or **Elite** monster to a **Low**-challenge monster.

Swapping Out Monsters

If it's not feasible, or would be comical, to use any combination of the above approaches to reduce a monster's challenge to fit lower **difficulty bands**, then you may face

no other choice than to swap out the monster with another one that is suitably low-**CR**.

A good example of this is the dreaded **Tarrasque**—it would be a sin against the very concept of this creature to attempt to produce a **CR 4** version of it!

Example Quadded NPC

The following NPC is taken from the adventure **Dark Obelisk: Berinncorte**, by **Infinium Game Studio**.

Aramil Xiloscient (Apothecary)

CR 3; XP 800

Combat Tactics

Aramil will defend his secret laboratory (see below) to the death, for he knows full well that discovery would mean his death, or at best, life imprisonment by the authorities. Outside of that, however, he tries to live a secretive, simple life of transacting the business of a seemingly straightforward village apothecary, and as such will avoid armed conflict if he feels it's not absolutely necessary to defend his secrets.

Description

The town's apothecary hides a deep secret—experimentation on sentient life. Behind an illusory wall and secret door in the city's **Lower-Class Residential District**, he conducts his gruesome and macabre experiments on all manner of creature—particularly lost souls who run afoul of his trickery. Some vaguely moral part of him realizes it's a horrible, terrible thing he does... but he feels driven to do it, and justifies it by taking exceptionally detailed notes. Though he has yet to demonstrate or prove anything conclusive or useful, he believes wholeheartedly that his actions will ultimately be justified once he finds something truly remarkable via what others may simply view as torture and dissection.

Appearance

A half-elf he may be, but **Aramil** appears an amalgamation of sinister features from various races. His jawbone and facial structure seem reptilian, as though perhaps there is some lizardfolk in his family tree (there is, in fact, though **Aramil** himself is unaware of this as fact). His eyes are uncannily bright, vibrant, and soulful, giving a clear genetic tip of the hat to his elven mother. His insincere smile and gleaming teeth evoke the very essence of human deceit, and his physical frame and silhouette seem almost verminlike in shape and movement.

Factions

He will admit to being a **Liquid Guardian**, though most likely will not bring it up on his own.

Part of his secret is membership in the **Inner Circle** of the **Meatsmiths** faction; since he is obviously *not* a butcher, mere knowledge of this membership would be enough to raise eyebrows as to his true purpose.



	Low	Moderate	Advanced	Elite
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 11; XP 12,800	CR 17; XP 102,400
Sex / Race	Male Half-Elf; CE Medium humanoid (elf, human)			

IGS-VD-01 Quadded Statblocks to Enable Variable-Difficulty Adventures in Pathfinder RPG

Class	Alchemist 4	Alchemist 8	Alchemist 12	Alchemist 18
Initiative	+1	+1	+2	+2
Senses	Low-Light Vision, Perception +6	Low-Light Vision, Perception +6	Low-Light Vision, Perception +6	Low-Light Vision, Perception +9
DEFENSE				
Armor Class	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 13, touch 11, ff 12 (+1 Dex, +2 <i>padded armor</i> +1)	AC 16, touch 12, ff 14 (+2 Dex, +4 <i>padded armor</i> +3)	AC 15, touch 12, ff 13 (+2 Dex, +3 <i>ghost touch padded armor</i> +2)
hp / HD	25 (4d8)+4	43 (8d8)+8	61 (12d8)+12	90 (18d8)+18
Saves	Fort +7, Ref +5, Will +7 +2 vs. enchantment spells and effects; +2 vs. poison	Fort +10, Ref +8, Will +9 +2 vs. enchantment spells and effects; +6 vs. poison	Fort +11, Ref +12, Will +10 +2 vs. enchantment spells and effects	Fort +14, Ref +15, Will +13 +2 vs. enchantment spells and effects
Defensive Abilities	-	-	Immune to poison	Immune to poison
OFFENSE				
Movement	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Ranged light crossbow +4 (1d8/19-20) or Melee dagger +1 (1d4-2/19-20) or Ranged dagger (thrown) +4 (1d4-2/19-20) or Ranged dart +4 (1d4-2) or Ranged bomb +5 (1d6+2)	Ranged light crossbow +7/+2 (1d8/19-20) or Ranged dart +7/+2 (1d4-2) or Melee +1 <i>dagger</i> +5/+0 (1d4-1/19-20) or Ranged +1 <i>dagger</i> (thrown) +8/+3 (1d4-1/19-20) or Ranged bomb +8/+3 (1d6+2)	Ranged +1 <i>corrosive light crossbow</i> +12/+7 (1d8+1 + 1d6 acid/19-20) Ranged dart +11/+6 (1d4-2) or Melee dagger +7/+2 (1d4-2/19-20) or Ranged dagger (thrown) +11/+6 (1d4-2/19-20) or Ranged bomb +12/+7 (1d6+2)	Ranged +2 <i>corrosive light crossbow</i> +17/+12/+7 (1d8+2/19-20) or Ranged dart +15/+10/+5 (1d4-2) or Melee dagger +11/+6/+1 (1d4-2/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4-2/19-20) or Ranged bomb +16/+11/+6 (1d6+2)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Smoke Bomb, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Precise Bombs, Smoke Bomb, Tanglefoot Bomb, Throw Anything
Prepared Spells	Alchemist (CL 4th): 2nd - <i>blur</i> (DC 14), <i>invisibility</i> (DC 14) 1st - <i>disguise self</i> , <i>identify</i> , <i>see alignment</i> , <i>shield</i>	Alchemist (CL 8th): 3rd - <i>haste</i> , <i>tongues</i> 2nd - <i>alchemical allocation</i> , <i>barkskin</i> , <i>blur</i> , <i>invisibility</i> (2x) 1st - <i>disguise self</i> , <i>identify</i> (2x), <i>see alignment</i> , <i>shield</i>	Alchemist (CL 12th): 4th - <i>fire shield</i> , <i>restoration</i> , <i>stoneskin</i> 3rd - <i>fly</i> , <i>haste</i> , <i>remove disease</i> , <i>tongues</i> 2nd - <i>aid</i> , <i>alchemical allocation</i> , <i>barkskin</i> , <i>blur</i> , <i>invisibility</i> (2x) 1st - <i>disguise self</i> , <i>identify</i> (2x), <i>see alignment</i> , <i>shield</i> , <i>vocal alteration</i>	Alchemist (CL 18th): 5th - <i>dust form</i> , <i>nightmare</i> , <i>polymorph</i> , <i>spell resistance</i> 4th - <i>discern lies</i> , <i>fire shield</i> , <i>restoration</i> , <i>stoneskin</i> , <i>vitriolic mist</i> 3rd - <i>fly</i> , <i>gaseous form</i> , <i>haste</i> , <i>remove disease</i> , <i>tongues</i> 2nd - <i>aid</i> , <i>alchemical allocation</i> , <i>barkskin</i> , <i>blur</i> , <i>invisibility</i> (2x) 1st - <i>disguise self</i> , <i>identify</i> (2x), <i>see alignment</i> , <i>shield</i> , <i>vocal alteration</i>
STATISTICS, SKILLS, & FEATS				

IGS-VD-01 Quadded Statblocks to Enable Variable-Difficulty Adventures in Pathfinder RPG

Statistics	Str 7, Dex 12, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 13, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 14, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 14, Con 13, Int 15, Wis 20, Cha 6
Core Attack	Base Atk +3; CMB +1; CMD 12	Base Atk +6; CMB +4; CMD 15	Base Atk +9; CMB +7; CMD 19	Base Atk +13; CMB +11; CMD 23
Feats	Brew Potion, Great Fortitude, Iron Will, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Fortitude, Iron Will, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Alertness, Blind-Fight, Brew Potion, Extra Bombs, Fleet, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything
Skills	Acrobatics +1, Appraise +6, Bluff -1, Climb -2, Craft (Alchemy) +16, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +11, Intimidate -2, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (Nature) +9, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Motive +4, Sleight of Hand +5, Stealth +2, Survival +8, Swim -2	Acrobatics +1, Appraise +7, Artistry +2, Bluff +1, Climb -2, Craft (Alchemy) +18, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +14, Intimidate -2, Knowledge (Arcana) +11, Knowledge (Local) +6, Knowledge (Nature) +13, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Motive +4, Sleight of Hand +7, Stealth +4, Survival +11, Swim -5	Acrobatics -1, Appraise +8, Artistry +2, Bluff +3, Climb -5, Craft (Alchemy) +25, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +17, Intimidate -2, Knowledge (Arcana) +17, Knowledge (Local) +8, Knowledge (Nature) +17, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride -1, Sense Motive +4, Sleight of Hand +5, Stealth +4, Survival +15, Swim -5	Acrobatics -1, Appraise +10, Artistry +2, Bluff +5, Climb -5, Craft (Alchemy) +31, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +24, Intimidate -2, Knowledge (Arcana) +23, Knowledge (Local) +8, Knowledge (Nature) +23, Perception +9, Perform (Untrained) -2, Profession (Herbalist) +12, Ride -1, Sense Motive +7, Sleight of Hand +10, Stealth +7, Survival +20, Swim -5
Languages	Common, Abyssal, Elven, Giant			
Special Qualities	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Healing Touch, Instant Alchemy, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Persistent Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Swift Alchemy, Swift Poisoning
Treasure	padded armor; crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; light crossbow 75 gp	<i>padded armor +1 (w/ luck save bonus +1);</i> crossbow bolts (20); <i>dagger +1;</i> dagger (x4); dart (x5); formula book; bomb; light crossbow 180 gp	<i>padded armor +3;</i> crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; <i>corrosive light crossbow +1</i> 615 gp	<i>ghost touch padded armor +2;</i> crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; <i>corrosive light crossbow +2</i> 913 gp
MAGIC				
Spells per Day	Alchemist: 0/4/2/0/0/0/0/0/0 DC: 13+spell level	Alchemist: 0/5/5/2/0/0/0/0/0 DC: 13+spell level	Alchemist: (0/6/6/4/3/0/0/0/0 DC: 13+spell level	Alchemist: 0/6/6/5/5/4/3/0/0 DC: 13+spell level

Special Abilities

Acid Bomb* When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +18 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Blinding Bomb* (Su) When you create a bomb, you can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Bomb (Su) You can use 22 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+2 points of fire damage. Your bombs also inflict an additional 8d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile (Su) As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

Healing Touch (Ex) You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your spontaneous healing discovery to that creature; this counts toward your spontaneous healing limit for the day. Your daily limit for hit points healed by spontaneous healing increases to 5 times your alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you.

Immunity to Poison (Ex) You never take poison damage.

Instant Alchemy (Ex) You can create alchemical items with almost supernatural speed. You can create any alchemical item as a full-round action if you succeed at the Craft (Alchemy) check and have the appropriate resources at hand to fund the creation. You can apply poison to a weapon as an immediate action.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and

more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 180 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Persistent Mutagen (Su) The effects of your mutagens last for 18 hours.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Precise Bombs Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Smoke Bomb* When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level.

Spontaneous Healing (Ex) You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 90 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Tanglefoot Bomb* (Su) A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the Core Rulebook). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Extra Bombs You can throw more bombs per day. You can throw two additional bombs per day. Special - You can gain Extra Bombs multiple times. Its effects stack.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Master Alchemist Your mastery of alchemy is nearly supernatural. You receive a +2 bonus on Craft (alchemy) checks, and you may create mundane alchemical items much more quickly than normal. When making poisons, you can create a number of doses equal to your Intelligence modifier (minimum 1) at one time. These additional doses do not increase the time required, but they do increase the raw material cost. In addition, whenever you make alchemical items or poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

Skill Focus (Craft (Alchemy)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Known Spells

1st - Ant Haul, Detect Secret Doors, Detect Undead, Disguise Self, Identify, See Alignment, Shield, Stone Fist, True Strike, Vocal Alteration, Youthful Appearance

2nd - Ablative Barrier, Aid, Alchemical Allocation, Alter Self, Barkskin, Blood Transcription, Blur, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Darkvision, Invisibility, Levitate, Spider Climb, Undetectable Alignment

3rd - Amplify Elixir, Fly, Gaseous Form, Haste, Remove Blindness/Deafness, Remove Curse, Remove Disease, Tongues, Undead Anatomy I, Water Breathing

4th - Discern Lies, Fire Shield, Restoration, Stoneskin, Touch of Slime, Vitriolic Mist

5th - Dust Form, Nightmare, Planar Adaptation, Polymorph, Spell Resistance, Stoneskin (Communal)

6th - Elemental Body III, Giant Form I, Heal, Mislead, Monstrous Physique IV, Plant Shape II, True Seeing, Wind Walk

Habits and Logistics

During daylight hours, **Aramil** can be found in his **Apothecary Shop**.

At night, he will often spend a good deal of the evening in the **Lower-Class Residential District**, experimenting on unwilling subjects. For at least three hours each night, however, he will return to the **Apothecary Shop**, where he sleeps.

Background

Aramil makes no apologies for his sinister appearance; in fact, he welcomes it, and the reputation it enforces. Frequently he will decorate his shop in macabre fashion.

The alchemist will occasionally “forget” which potion should be sold to whom, and switches them around.

Sometimes this is just for a laugh; other times, it's to revenge a perceived wrongdoing.

Conversation

What do you think of Berinn corte?

“It's a town, isn't it? Got people, and people need potions. So yeah, not a bad place, I guess. Speaking of needing potions, can I interest you in anything?”

Do you know anything about the strife between Zugul and Sheergath?

“I've heard, probably the same things you have, and I live here. Law nuts are worried the Chaos folks are going to go crazy and destroy the town; Chaos folks are worried the Law nuts are going to get the Mayor to make the city a police state. Nothing changes, though, so it's nothing to me either way. They're both loons, if you ask me; you gotta have balance if there's to be any sanity around here.”

What do you think of the Mayor and the government?

“Don't really care. They stay out of my way, keep some law and order, sure, that's fine. Long as they don't try and tell me what I can and can't do, they're free to do whatever they like.”

Tell me about being an apothecary.

“Some might say it's the work of the gods, taking power and putting it in a bottle. If you can cast it, it can go in a vial. Never know when you might need it to get you out of a tough situation. I've yet to meet the person who can survive without potions—in the *real* world, mind you; not the cushy city life most of the folk around here lead.”

Do you do any... other sorts of work on the side?

“Not sure what you mean by that. Now, do you want a potion, or not? Stop wasting my time, strangers.”

Sense Motive check opposed by **Aramil's Knowledge (Nature)** check:

“Well, yes, it's true—some of the things around here aren't run-of-the-mill. Special-occasion, you see, for the odd request that comes in here and there. Hardly ever use the stuff... but it's wise to keep certain things on hand in case there's a need.”

Heal check at **DC 18**:

“Those? Oh, those are surgeon's tools, sure. Not really all that useful for making most potions, you understand, but sometimes, for some potions, you have to... extract components from dangerous sources. Teeth, poison glands, that sort of thing. Didn't know you were quite the healer.”

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