

**C-SERIES**

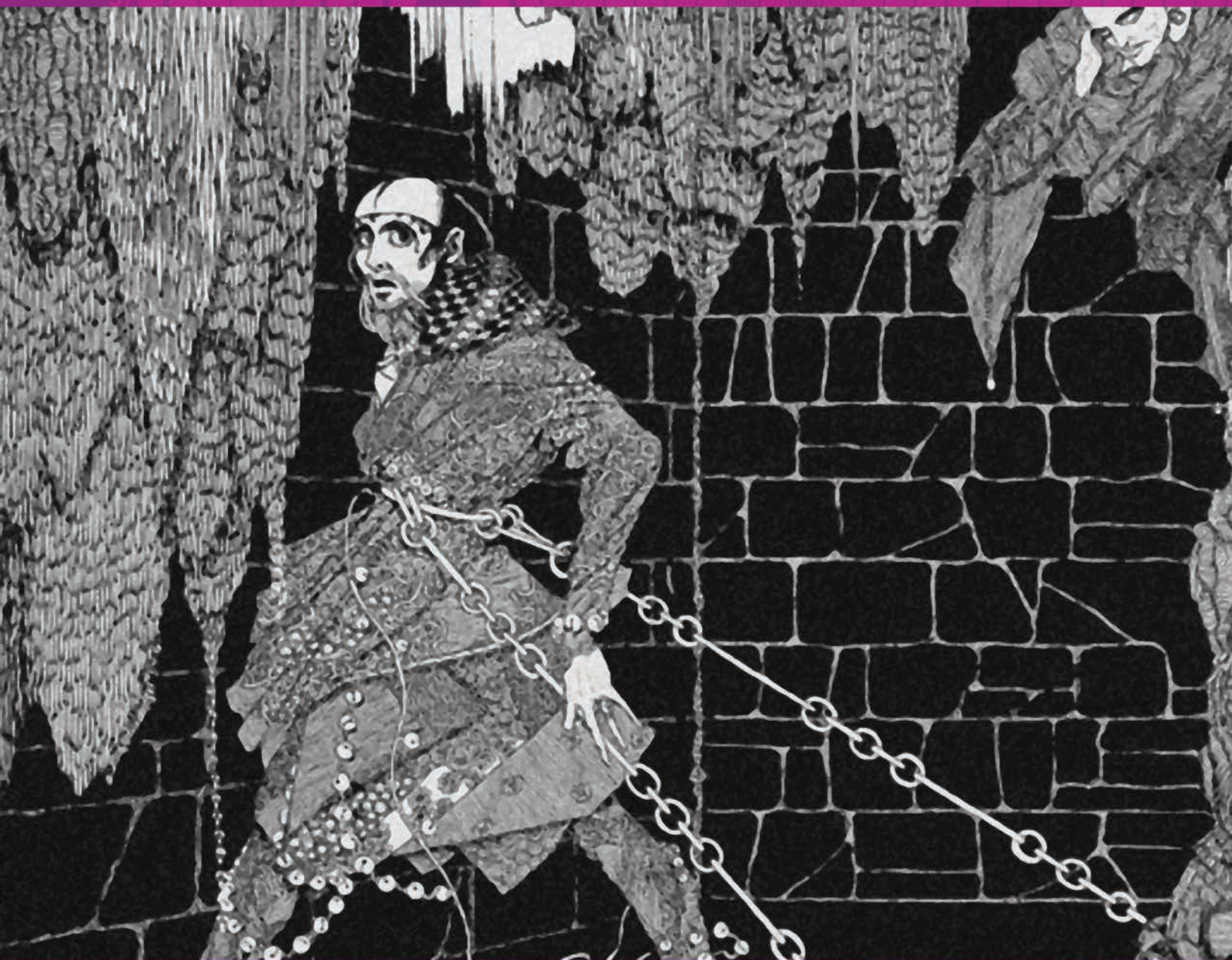


**C6**

# **The Community Dungeon**

by Everyone

**4 PCs | Levels 2-3**





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Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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□ EQUALS 5 FEET

BLANDO<sup>14</sup>



## Foreword



It all started with a post on the world's most popular social networking website. "How would you like to write up your own room in our first ever community dungeon?" I wanted to build an old school dungeon with like-minded folks, throwing the typical adventure building model out the window and starting from scratch with a bunch of empty rooms and only our incredible imaginations to fill the gap. What started off as a simple idea turned into a very complicated process which I can only describe as "herding cats". However, almost two years later here we are! Our first community dungeon adventure is done and with it the chance to do another. If you love this adventure please share your thoughts with us! Post on our forum at AdventureAWeek.com, send us email, go outside and scream about us to the sky and moon. If you the reader, the GM, the old school dungeon lover wants more we would be more than happy to oblige... and if you want to be a part of the next dungeon... well you better get your manuscript ready, it will be here before you know it!

-Jonathan G. Nelson

Author/Publisher/Owner/Bard

AAW Games

## Introduction

Read the following to start the adventure:

*You enter the tavern, looking forward to some rest from your last adventure and as much food and drink as your now overflowing coin purse will allow. It's hard to see anything in the pub, as merriment apparently abounds, and it seems as if everyone from near and far is crammed into the small log building. Pushing against the press of bodies, looking for somewhere to sit. Against all odds, you find a mostly open table.*

*Seated at the table is a large man. Not to say tall, but round. Dressed in all black, his head is as smooth as the table in front of you, but a long beard flows down to a chest wrapped in a belt that has dozens of pockets, tiny figures poking out of them. Small, square spectacles sit in front of his eyes and although they don't seem magical, they seem to know what you are there for. Beside him on the table, a set of dice and a deck of cards sit in the middle of a chessboard that has already been set up. Coins and other tokens are present as well, easily at hand.*

*"A game, my fine friends," he says. "I am a lover of games of every kind. If you know of it, I have probably played it." With a raise of his hand, he signals the bar master and soon both food and drink are delivered to you. "My treat," he says. "I have a game I wish to discuss with people of the adventuring persuasion."*





He takes a moment to consider his words. "My name Is Jossa Gull, although people around here call me the Fat Man. I deal in games and challenges. The stakes vary, depending on the players involved. I bring to you, my friends, a challenge that has gone unanswered for many years. Or I should say that I have been waiting for an answer for many years.

"It doesn't have a formal name, like so many temples or tombs do, but the dungeon of which I speak has numerous foe and varied trials to test your minds and your muscles. Designers, mages, trapmakers, and sneaks of all stripes were brought in from all corners of the world to build a dungeon to confuse and confound. And that was before the wild animals crept in and took up residence."

He leans forward and looks at each of you. "I have played this particular game no less than a dozen times and maybe closer to twice that many, but none have returned to me. Either they succeeded and ran off with whatever riches they could carry, or...well, maybe they didn't run off at all. You could be the first, you know. All you have to do is go into a dungeon. That can't be too difficult, can it?"

"As for a wager, well, there's not much sense in a better man such as myself laying good coin down against those who may not be alive to take it. Instead, I offer this: partake of the dungeon and take what you can. Return to me and give me, say, twenty percent of your earnings. Obviously, I am entitled to something, for pointing out this contest to you. Do this and I will point you toward another goal, this one containing even more dangers...and more riches.

"So, go on and eat your fill and then venture forth to the dungeon and claim your rewards. Make this old gamer proud."

## 1. The Entry (Will Myers)

The entrance to the dungeon is a simple stone spiral staircase leading down into the cold ground.

Read the following:

You see a light gray spiral stone staircase leading down. The steps and walls are moist, spotted with green and red mold, moss, and lichen.

The stairs appears to descend 30 feet, however only the first 10 feet are real. A **DC 12 Balance/Acrobatics** check is needed to prevent slipping and falling down the stairs. The last 20 feet are a permanent image (**Will DC 20**). Falling 20 feet causes 2d6 points of damage (1d6 nonlethal due to mud, and 1d6 lethal damage).



After descending into the dungeon proper the PCs will see three doors with one located on each wall save the south. The entire floor is covered with mud while green and red slime cover the walls.

A young teen in peasant clothing of poor quality is sitting against the south wall holding his foot.

"Thank heavens! I fell off the stairs and hurt my ankle! Can you perhaps provide some healing and help me get back up to the surface? I have uncles who were adventurers, and they always had exciting stories. I thought I could follow in their footsteps and came here looking for stuff to sell so I could afford to buy some weapons and get training."

If the PCs help him:

"I'd like to repay you when you get done here—come to the village and ask for Ethan, everybody knows me and my uncles."

In actuality, Ethan isn't seriously hurt. He and his two older brothers stumbled upon the dungeon while out wandering. The two elder boys dared Ethan to go into the dungeon to prove that "he was a man."

Ethan fell for the stair trap, but managed to tumble his way out of any serious damage. His two brothers laughed and left him down there. Ethan is scared and wants to go home, but not empty-handed.

If a PC checks on Ethan's wounds, he will attempt to pickpocket some small, easily sold item, such as a dagger or a small piece of jewelry. A **DC 15 Spot/Perception check** is required to notice. Once he is free of the dungeon, he will taunt the PCs and run away as quickly as possible.

Should the PCs decide that Ethan is accompanying them into the dungeon, he will stay well out of the way during combat and try to find any leftover trinkets to take back with him.

## 2. "Don't call me. I'll call you."

(Justin Andrew Mason)

### Lure of the Succubi

The twenty-foot high walls of this room have been adorned with masterwork-quality murals. Each wall depicts multiple scenes of voluptuous succubi enjoying their prey. The images are very thorough, explicit, and leave nothing to the imagination.



A five-foot walkway encompasses this room parallel each wall. On the interior face of this walkway descend a series of twelve steps that lead ten feet down into a recessed central chamber. Set haphazardly upon several of the steps are burning candles that faintly illuminate the recessed area.

Upon the floor of the central chamber have been deeply carved a series of arcane sigils and runes enclosed within a series of conjoined circles.

In the center of the recessed chamber, located exactly in the middle of the three conjoined circles, rises a three-foot tall white marble podium capped with a concave bowl shaped like two hands gently cupped together. Within the white stone fingers are grasped a life-sized pomegranate-shaped ruby that gleams and glints as it refracts the candlelight.

### Illusory Candles



The candles found in this room (6d6 in count) are real enough, and appear to have been used in the past. The flames that currently don their wicks are nothing more than a clever illusions. The flames are heatless and do not consume the objects. The illusionary flame illuminates the same as a lit candle providing a 5 ft. radius of dim illumination. The illusion, which is cast upon each individual candle, is permanent but can be broken by actually lighting the wick. **Aura** faint illusion, **CL** 3rd, **Slot** none, **Price** 10 gp, **Weight** 0.1 lb.

### Ruby Pomegranate



The pomegranate-shaped ruby is flawless and alone has a base gem value of 2,000 gp. It has also been imbued with magic. Whomever holds the pomegranate may eat of it. This causes no damage to the item, and provides the user with a fantastically sweet and fulfilling nourishment. Eating from the pomegranate fulfills a creature's need for food or water for 24-hours. The pomegranate can only produce one bite per day. The creature who eats from the pomegranate also gains a temporary +2 Charisma modifier bonus that persists for 2d12 hours. The pomegranate has unlimited charges. **Aura** moderate transmutation, **CL** 8th, **Slot** none, **Price** 6,500 gp (including base gem value), **Weight** 0.1 lb.

### Field of Force Surrounding the Podium



There is a field of force that surrounds the podium in a 5 ft. spherical radius. It has a hardness of 35 and 500 hp. The field forms an impenetrable shield around the podium that prevents any physical, magical, divine or psychic force from moving through it. The field can be dispelled with a **Spellcraft DC 25** check, but only by one specialized in the evocation school of arcane magic; otherwise a **Spellcraft DC 50** is required.

### The Sigil-Engraved Floor



The PCs can determine more about the sigils carved into the stone floor With a **Knowledge (arcane)** check:

**DC 15** – The sigils carved upon the floor are evocational in nature, and appear to be heavily influenced in their design by lore often connected to evil or taboo magic.

**DC 20 (a)** – The conjoined circles combined with the runes appear to be a summoning circle, but one that could never function as the alignment of arcane runes is inverted.

**DC 20 (b)** -- (closer examination; PC must enter conjoined circles to more closely examine the arcane runes) – Upon closer examination it becomes apparent that the reversal of the sigil positioning was not a mistake, but that rather than being a “summoning circle,” this is the ritual base for a “translocation circle” to another dimension or alternate plane. Likely dark and vile place.





### *Lair of the Succubi*

Any creature that enters the conjoined circles and remains there for longer than one minute will be automatically teleported to the extradimensional lair of the succubi.

From the perspective of those that remain in the room, there is a bright red flash that fills the area, and the creature teleported simply vanishes.

From the perspective of the creature being teleported, they are momentarily blinded by a bright red flash, and when their eyes adjust they find themselves in the extradimensional lair of the succubi. The only way to escape this room (other than magic that allows for interplanar/interdimensional travel) is to slay the succubi who are trapped within. When no more succubi remain in the extradimensional lair, it ceases to exist and all other occupants are automatically returned to the original room as near as possible to the spot in which they were originally teleported from.

This room is identical to the last room in size and dimension, but has no doors or exits. Rows of silken pillows and sheer linen throws are scattered about the surrounding stairs, and the walls are adorned with decorative golden braziers alit with carmine-hued flames. The central chamber has been filled waist-deep with steaming water where several succubus recline whilst soaking.

Near one corner of the room rests a long wooden side-table, upon which rests a bowl of fresh exotic fruits and vegetables, several bottles of wine and flasks of whiskey, dozens of decanters of perfumes and oils, and various mysterious and provocative-looking utensils.

The consumable goods upon the wooden side-table magically replenish themselves 1d4 hours after they are used. The perfumes and oils are magical and cast an ambiguous aroma that anyone smelling them will find pleasant and becoming.

There are 1d4+1 *Llacum Parum Succubi* who have been voluntarily trapped in this extravagant extradimensional lair which has been magically outfitted to cater to their every whim and need. The lair was created by an evil wizard to serve as his personal pleasure den. The wizard has long since died, leaving the succubi forever trapped within.

Over the many years the succubi have grown painfully bored and are always ecstatic when new playthings *and fresh meat* are summoned to their prison. They will attempt to first charm, seduce and enjoy the company of those who have become trapped with them (before just outright killing them to consume their delicious remains). The succubi have double treasure, but other items (such as the furniture, décor, wading pool, food and wine) are a magical

function of the extradimensional lair, and thus cannot be removed from it.

#### **Combat**

1d4+1 *Llacum Parum Succubi* (3.5) pg 40

1d4+1 *Llacum Parum Succubi* (Pathfinder) pg 40



## **3. The Lab (Anonymous)**

This stark room appears to have been set up as some sort of magical laboratory, runes covering the walls and a circle of glyphs has been cut into the floor in the centre of the room. At random intervals individual runes on the walls glow a random colour.

Most of these runes are simply light shedding runes however one of them is really a Rune Guardian of Sloth. The Rune Guardian is indistinguishable from the runes on the walls, however a detect magic spell will detect a faint aura of conjuration from one specific rune; the glyphs on the floor are merely decoration and radiate no magic at all.

#### **Combat**

Rune Guardian (3.5) pg 41

Rune Guardian (Pathfinder) pg 41

Fiendish Fire Beetle (3.5) pg 42

Fiendish Fire Beetle (Pathfinder) pg 43







## 4. A Room of Doors (Larry Wooters)

### GM Action

Label 6 spots anywhere on the main dungeon map with letters (A) through (F), make sure they are outside of doorways, preferably in hallways and not inside rooms.

As you enter the room, a slight tingling sensation makes the hair on your arms and neck rise. This was an ornate bedroom at one time, but has fallen into disrepair over the centuries. A large king-sized bed, the bedding old and dusty, sits against the eastern wall. A small, shiny chest sits at the foot of it. A writing desk sits against the western wall. Against the north wall is a large wardrobe closet. A layer of dust covers everything.

Give everyone a chance to enter, once the last person who is going to enter the room does, the door magically closes behind them. Allow the party to make a **DC 25 Knowledge (arcana) check**. Those that pass know that some powerful planar magic is happening in this room, although they are unsure what it is. The power is coming from the doors. There is a powerful gate spell on each door, except for the secret door.

When a door is opened, have one of the players roll a six-sided die then consult the map. You should have labeled six locations with (A) through (F). Each roll corresponds to the lettered location on the map (1=A, 2=B, 3=C, 4=D, 5=E, 6=F). Each door opens to different locations. If the doors are propped or wedged open, they stay open to those areas, otherwise the doors will close by themselves again and reset to a new location. Anyone opening the doors from room 7 or 8 will see room 4. The doors open into room 7 and 8 from those rooms and into room 4 from that room. There is no way to get to rooms 7 or 8 from room 4.

If the PCs search the room, they discover nothing but old, rotten clothing in the closet and the desk empty of anything. If the inquire about the shiny chest from a distance, the chest seems to look like a shiny, new chest. Allow a **DC 15 Spot/Perception check** to notice the Gray Ooze.

### Combat

Gray Ooze (3.5) pg 43

Gray Ooze (Pathfinder) pg 44



### Treasure

Inside the chest are 500gp and two *potions of cure moderate wounds*.



## 5. The Stone Guardians (Haakon Sullivan)

The good wooden door to this room is stuck shut and requires either a **DC 16 Strength check** or a good bashing (hardness 5; 15 hp) to get open.





## The Eternal Guardians

This dark thirty foot square room has life size stone statues of an orc, a goblin, a kobold, and a gnoll all standing at the opposite end of the room. Each are standing on a pedestal in front of a stone chest. It looks like each of them should be holding a weapon. Strewn about the room is a longsword, an axe, a mace, a spear, a gem, a copper coin, a bone, and a key. Carved in the west wall are the words "Give the eternal guardians their weapons and treasure. Incompetence shall be punished."

The PCs can make a **DC 15 Spot/Perception check** on the statues to find the following small inscriptions. Inscribed under the orc statue is a crossed out mace and on the chest behind the orc is an inscription of a gem. On the kobold statue is a crossed out spear and a crossed out sword. On the statue of the goblin is a crossed out mace and a crossed out spear.

The PCs can also search the objects with a **DC 20 Search/Perception check** to find even smaller inscriptions. The axe has a crossed out bone and and a crossed out gem. Inscribed on the spear is a key.

With these hints, it is possible for the PCs to solve this logic puzzle. The goal here is for the PCs to put each weapon and item with the correct monster. If a PC puts any of the items in the wrong place, all of the placed items launch out of their places and scatter all over the room. Getting it wrong three times (or trying to damage any of the statues) results in the statues coming to life and attacking anyone in the room.

When the piece is put into place, it [and all the other set pieces] pop out like the other two times. However, this time the statues slowly begin to move and step off of their pedestals.

## Combat

**Orc and Gnoll Statues** (3.5) pg 44

**Orc and Gnoll Statues** (Pathfinder) pg 44

**Goblin and Kobold Statues** (3.5) pg 45

**Goblin and Kobold Statues** (Pathfinder) pg 45

After the statues are destroyed, there is no way for the PCs to solve the puzzle and so they lose out on the treasure - unless they can find the secret door and open it themselves. It is a **DC 30**

**Search/Perception check** to find it and a **DC 35 Disable Device check** to open.

## Puzzle's Solution

The correct combination is the sword-wielding orc guarding the gem, the axe-wielding goblin guarding the coin, the mace-wielding kobold guarding the bone, and the spear-wielding gnoll guarding the key.

If the PCs find the solution, the statues crumble apart and the treasure room opens.

As the last piece slides into place, you see all four of the statues begin to crumble away. Behind the chests a section of the wall begins to open, revealing a small room filled with glittering coins and other treasure.

## Treasure

Masterwork short sword

*2 potions of cure moderate wounds*

*2 potions of cure light wounds*

Light crossbow

20 bolts

2 Sunrods

6 pieces of jade worth 5 gp each

22 gp

103 sp

265 cp

The party should also be awarded with 1,200 experience for solving the puzzle.



## 6. Water World (Will Myers)

This 25 foot long and 30 foot wide room has a floor that slopes toward a circular set of steps that is completely full of water. Sitting on one of the steps is a water elemental, who appears to be staring down into the water. It pays you no mind. Upon further investigation, you can see that held under the water by numerous chains is an earth elemental. The earth elemental is holding eye contact with the water elemental.

The earth elemental sees you and attempts to move, but can barely do more than rattle its chains. The water elemental turns its head-ish region and begin to speak to you in the Aquan language, while making vague hand motions with its hand-ish regions. The earth elemental struggles some more.

If any of the PCs speak Aquan, the water elemental is explaining that it is a scientist among its people and the experiment it is conducting is to see how long it takes for an earth elemental to become a mud elemental. They have been here for almost 100 years, but so far, not much change has occurred.

The PCs may try to rescue the earth elemental or they may simply go on their way. If they choose the latter, they are free to go and the water elemental will not follow them. If they choose the former, eight chains, four on each arm, wrap up the earth elemental. Each chain requires a separate **DC 26 Strength check** to break or a **DC 25 Open Locks/Disable Device** to unlock the Average locks.

If the PCs attempt to help the earth elemental, the water elemental will attack, remaining in the water to take full advantage of its water mastery ability. The water elemental will begin by attacking the PC that is already in the water. If there is more than one PC in the water, such as trying to pick locks and burst chains simultaneously, the water elemental will go after which ever PC has been more successful after one round. Once the earth elemental is free, it will join in the battle, attempting to push the water elemental onto dry land.

Should the PCs attempt to help the water elemental by casting a spell such as *rock to mud*, the water elemental will attack because the PCs have ruined its experiment. This will be a more difficult fight, as the earth elemental will still be chained up.



### Combat



**Large Water Elemental** (3.5) pg 45

**Large Water Elemental** (Pathfinder) pg 47

**Medium Earth Elemental** (3.5) pg 47

**Medium Earth Elemental** (Pathfinder) pg 48

Assuming the earth elemental is freed, it will thank the PCs in Terran and find its way out of the dungeon. If the earth elemental is not freed, it will wait. If it is freed at a later time, it may choose to find the PCs.

## 7. The Fountain of Snakes (R.A. McReynolds)

As you approach the wooden, metal-banded green door you notice a bronze crest depicting a coiled snake encircled by an ouroboros (a snake swallowing its own tail).

If the players succeed on a **DC 25 Perception check** they notice a pattern is worn slightly around the area of the ouroboros. If the ouroboros is rotated completely around the crest, a click is heard. This is the trap's bypass switch. Otherwise activate Fountain of Snakes trap below.



Above you, you see the crumbling olive plaster has pulled away from the vaulted ceiling, and several rose bricks are missing. Dust motes dance between dripping water and shafts of light that slice thru the darkness overhead. The ground beneath is composed of uneven flagstone and is covered in mold and brackish puddles.



You notice the flagstone has heaved over time due to the frost-thaw cycle and thus causing footing to be treacherous.

A rose brick fountain lies illuminated from sparse light in the center of the room. The basin is wider than a man and covered with a rose pattern motif, and at the bottom you catch a glint of coins resting within the water. Rising in the center is a cube bearing four vaguely snake like human faces with open mouths. The telltale sign of movement reveals that you are not alone within the room.

### Fountain of Snakes

CR 3

XP 800

Type magic; Search/Perception

DC 25; Disable Device

DC 25

#### EFFECTS

**Trigger** Opening door from the outside; **Reset** automatic when door closes

**Effect** spell effect (*summon monster III*, CL 5th, see summon chart)

The fountain of snakes activates whenever one of the doors to the chamber is opened from the outside. When the trap is activated, roll on the table below to see what is summoned. The summoned creatures cannot leave the room, and are treated as in all ways as summoned by *monster summoning III*. The trap is reset when the open door is closed. Opening any door from within the chamber does not trigger the trap again. The trap has a bypass on the outside of any of the doors, if the ouroboros is rotated this activates the bypass for the next time the door is opened. A subtle wear pattern is the only clue to this bypass switch.

Once all the creatures summoned have been dispatched, the fountain of snakes second power activates. By tossing into the fountain fifteen gold pieces, the fountain will dispense a random potion. The player must have a container to catch the liquid in, drink it immediately, or have it be wasted. Once the potion has been dispensed, the money thrown into the fountain disappears.

### Combat

Roll a d10 to determine which snakes are summoned:

Roll	Result
1-3	1d4+1 Fiendish Vipers (3.5) pg 49 1d4+1 Fiendish Vipers (Pathfinder) pg 49
4-6	1d3 Fiendish Venomous Snakes (3.5) pg 50 1d3 Fiendish Venomous Snakes (Pathfinder) pg 50
7-9	1 Fiendish Constrictor Snake (3.5) pg 50 1 Fiendish Constrictor Snake (Pathfinder) pg 51
10	1 Iron Cobra without poison (3.5) pg 51 1 Iron Cobra without poison (Pathfinder) pg 51

### Potion Chart

Roll a d12 and consult the following chart for potion gained:

1 = poison, treat as black adder venom

**Black Adder Venom (Ex) (3.5)**

**Damage** DC 11; **Initial and secondary damage** 1d6 Con.

**Black Adder Venom (Ex) (PF)**

**Type** poison (injury); **Save** Fortitude DC 11

**Frequency** 1/round for 6 rounds

**Effect** 1d2 Con damage; **Cure** 1 save

2 – 5 = cure light wounds

**Cure Light Wounds (Sp)**

Cures 1d8+1 hit points

6 – 7 Magic Fang

**Magic Fang (Sp) (3.5)**

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

**Magic Fang (Sp) (PF)**



Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

#### 8 – 9 magic armor

##### *Mage Armor (Sp)*

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

#### 10 – 11 pass without trace

##### *Pass Without Trace (Sp)*

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

#### 12 delusion

##### *Delusion (Sp)*

Roll d10 on this chart again and the subject believes that they are under the effect of the resulting potion.

If the trap aspect of the fountain is disabled, destroyed, or disenchanting, the magic aspect is also disabled.

Within the basin of the fountain, lies 257 copper, 49 silver, 12 gold, and 3 platinum. Also within lies 60 brass coins (each coin worth 1/20 of a copper) and 11 electrum coins (each worth five silver).

## 8. Hot and Humid (Rachel Ventura)

Read the following:

*As you enter you notice the change in humidity, a sticky and moist air surrounds you. The temperature is several degrees warmer than the last room. The smell of moss and algae fill your nostrils. A slight floral scent lingers in the air and yet another sickly sweet smell you can almost make out. The walls of the room are easily 60 feet high and end in darkness. The ceiling cannot be seen. The walls themselves seem to be made of a shiny smooth rock and appear to be made of a mixture of sandstone, limestone, and a heavier rock like whinstone making the sounds in here echo. Moisture drips down the side of the walls which are also covered in thick vegetation including high reaching vines, ferns, mosses and other water plants. The walls appear to continue out straight on either side of the entry way but visibility beyond a few feet is difficult due to the over growth of plants. Inside the room, groups of fauna grows in bunches creating a natural pathway, in an otherwise jungle, towards the center of the room. Sailfin Dragons can be seen scurrying underbrush. The sounds of tree frogs and other frogs can be heard only slightly over the sounds of running water.*

*In the center of the room is a pond measuring 10 x 40 ft. spanning the width of the room. One each side of the river there are two closed doorways. The water is pristine blue and clear enough to see small fish swimming beneath the surface. A steam rises off the water. In the middle of the pond a waterfall flows from what appears to be the ceiling. The pond does not appear to have any rivers or streams exiting it and yet the water level does not seem to increase. A sense of calm comes over you as you approach the water.*

Any aggressive behavior towards the frogs, Sailfin Dragons, or plant life provokes the pseudodragon to vanish, the room floods as described below and while the majority of frogs will hop or swim for cover, the more aggressive frogs and the Sailfin Dragons swarm to attack.

Any disturbance to the water prompts the pseudodragon to arise out of the water on the player's side of the pond. The pseudodragon is initially friendly if the ecosystem has been left undisturbed. He greets the adventurers telepathically and proposes a riddle to cross the pond.





## Table of Riddles



Roll 2d6	Riddle
2, 12	Water
3, 11	Waterfall
4, 10	River
5, 9	Plant
6, 8	Fish
7	Bridge

### Water

*I am punished by nature  
To go ever down and never up  
I destroy everything  
I save lives and kill them  
For I am life and death*

### Waterfall

*This old one runs forever  
But never moves at all  
He has no lungs nor throat  
But has a mighty roaring call  
Bright as diamonds  
Loud as thunder  
Never still  
A thing of wonder*

### River

*What can run but never walks  
Has a mouth but never talks  
Has a bed but never sleeps  
Has a head but never weeps  
Crooked as a rainbow  
Slick as a plate  
Ten thousand horses  
Can't pull it straight*

### Plant

*You bury me when I'm alive  
and dig me up only when I die  
I may be indoors or stand in beds  
I come in many colors including red  
In birth I spring forth  
In life I unfold  
In death I wilt and die  
But never remain cold*

### Fish

*Alive without breath as cold as death  
Never thirsty, ever drinking  
Drowns on dry land  
Clad in mail but never clinking  
Thinks an island is a mountain  
Thinks a fountain is a puff of air*

### Bridge

*To cross the water I'm the way,  
Water below, path I pave  
I touch it not and, truth to say,  
This is the way you will be saved  
Man walks over;  
Man walks under  
In time of war  
he burns asunder*

The water at the edge of the pond begins to ripple and a mystical small dragon appears on the surface. The scales of the dragon shine like diamonds as the water drips off its body. The steam parts around the dragon giving it a glow like appearance. You hear a serene voice in your mind, "Welcome to the room of ever flowing water. Wisdom within can reveal a path yet unseen. However choose carefully, for recklessness and haste will be your inner fiend."

Use the table below to determine difficulty of riddle. If PCs answer the riddle correctly a bridge appears on the side of the waterfall crossing the pond and thus allowing PCs to access the other portion of the room and the other two doorways. On the bridge is a large emerald valued at 700 gp and two potions of cure light wounds.

If the PCs do not answer correctly the dragon vanishes into the pond's steam. The magic of the pond also vanishes. The PCs feel a sense of doom as the waterfall significantly increases in flow and the pool begins to overflow. The PCs have 5 rounds before the room is filled with water. The frogs and Sailfin Dragons swarm to attack. The PCs can test the doorways on their side of the pond and they should open. If the PCs attempt to swim across the pond, which is now blocked by the increased waterfall, they must succeed swim check DC 18. If they are successful, they may exit out the doors on the other side.



## Combat

3 Sailfin Dragons (3.5) pg 52

3 Sailfin Dragons (Pathfinder) pg 52

6 Poisonous Frogs (3.5) pg 52

6 Poisonous Frogs (Pathfinder) pg 53

1 Pseudodragon (3.5) pg 53

1 Pseudodragon (Pathfinder) pg 54



## 9. Don't Beetle the Door Down! (Justin Andrew Mason)

Outside the Room:

Read to the players as the PCs approach the door to this room:

*The closed door leading into this room appears quite ancient and has been crafted of finely wrought ironwood. Engraved into its surface is the symbol of a flame-wreathed rampant lion. The carved emblem fits snugly between the two iron-studded crossbeams that reinforce the portal. The heavy door rests securely on two massive hinges affixed to its left side, and is rigged to open outwardly when pulled by a large rust-corroded iron ring that has been affixed near the midsection of its right side.*

The door is heavy (weighing 500 pounds). It will creek very loudly when opened unless the PC opening the door succeeds in a **Move Silently/Stealth check DC 40**. If an oil or grease of some sort is applied to the hinges before opening the Stealth check to open quietly is lowered to DC 30.

When the door to this room is opened, read the following to the players:

*As the massive door is opened, a dank, earthy scent permeates from within. Beyond the entrance, the roof above has given way, littering the floor with thick chunks of splintered stone and decaying matter that appears to have once been wooden beams – in its place, a ceiling of thickly caked mud and soil is matted together by countless knotted roots that dangle from it like frayed lengths of twine.*

*The stone-brick walls of the chamber still seem to be in tact, though covered in grey mold that lends a sickly velvet-like appearance to their surface.*

*Small bits of rotting wood and discoloration upon the floor suggest this room once held an ensemble of furniture, though all that remains now is a humanoid-shaped stone statue.*

*Beyond the myriad of hanging roots, the statue stands near the wall opposite the door. It is about the height of an average human, though its features are impossible to discern through the furry growth of mold completely encompassing it.*

**A glint of interest –**

From the opened doorway, a DC 10 Perception check reveals the following...

*A momentary glint sparkles from beneath the mute-toned substance covering the statue. As you focus more intently, it becomes obvious there is a definite metallic gleam coming from beneath the mold growing on the figure.*

**I think we're alone now –**

The mold-like substance covering every stone surface in the room isn't really mold at all, but instead the digestive spray of the gorgon scarabs that infest the area. The substance slowly breaks down the various elements contained in the rocks, and generates an enzyme in the process that is consumed by the beetles, though this digestion process happens so slowly that the substance is harmless to touch.

**DC 20 Knowledge [Nature]**

Success "That substance isn't mold at all."

**DC 30 Knowledge [Nature]**

Success "The dangling roots are apt to tangle those walking through the room, and will make the entire area difficult terrain, forcing hampered movement."

The room is infested by 6d6 gorgon scarabs. The PCs are granted 2 full rounds of activity after the door has been opened before their movements catch the attention of the infestation. Once stirred, the gorgon scarabs become hostile and attack all characters immediately. If the PCs managed to quietly open the door to this room then increase the wait to begin the encounter to 3 full rounds.





A faint skittering sound can be heard from all around, followed by a sudden movement of several dangling vines. Within moments, several large crimson beetles, each nearly two feet in length and bearing large pincer-like mandibles, advance toward you from every direction.

The gorgon scarabs are proficient climbers and very agile. The scarabs gain automatic flanking and swarming bonuses in this environment.

## Combat

6d6 Gorgon Scarab (3.5) pg 55

6d6 Gorgon Scarab (Pathfinder) pg 55



## Treasure

If the dead gorgon beetles are searched by the PCs they will find flawless gems formed inside the thorax of each. These gems are formed naturally over time as trace elements of the rocks consumed by the beetles conjoin and crystallize within the body of the vermin.

To determine the type of gem found inside a gorgon scarab, use the following chart:

Gorgon Scarab Treasure Chart --

Roll 1d10	Gem Type	Value
1-3	cloudless quartz shard	5 gp
4-5	oblong reticulated beryl	7 gp
6-7	spherical blue topaz	10 gp
8-9	spindle of green tourmaline	15 gp
10	an irregular-shaped sapphire	50 gp

## The faceless statue –

Clearing away the muck covering the surface of the stone statue, you come to discover it has a vaguely feminine form to it, and that it's actually holding a sword in its right hand and a dagger in the other. It is also wearing a golden breastplate. These three items are in near perfection condition, but the remainder of the statue exhibits extreme wear, and no further features are distinguishable from its worn surface.

The statue is actually a long-ago victim of the gorgon scarabs. She was turned to stone many centuries ago, and over that time the beetles have slowly fed on her stone surface to the point her previous features are unrecognizable.

The three magic items she possessed could not be consumed by the scarabs due to their arcane properties, and thus remain in near pristine condition, though clenched by her stony grasp and covered in the gruff gorgon scarab digestive spray. The remainder of her non-magical equipment has long since decayed away.

The statue has been damaged too greatly for any restoration process to have an effect. Her spirit has long ago found peace with her beloved in the hereafter, and she will not be willing to return to the living via a raise dead or resurrection spell.

Her name was *Lady Aradia Winterstone*, a female half-elf knight (ranger 4+3) in service to an ancient king of a nearby land. By investigating the magic items the PCs may be able to learn a bit more about the woman who became the gorgon scarab's victim, though the purpose for her delving into such a dangerous place may be lost to history.

Once her name is discovered (likely by the engraving found on the inside of the breastplate), the PCs may be able to glean more information about who Aradia was.





## Knowledge [history]

**DC 20** – There is mention of a Lady Aradia in several legends from a nearby kingdom. Though details are vague at best, she is usually represented in those stories as one of many heroes in service to an ancient King that ruled in the area.

**DC 30** – Tucked away in a few lesser-known historic tomes is the tale of Lady Aradia Winterstone. Though there are several versions of the story, each of them remains consistent in telling that she was a great hero and a brave knight who fell into a deep depression when some great tragedy befell her. Several of the renditions tell how the Lady took a vow of silence and never spoke another word.

**DC 35** – Referencing from a single, rare esoteric tome, the story of Lady Aradia, Knight of House Winterstone is well documented. She loyally served her King, rising in stature among her fellow knights to the position of Knight Regent. Her mother, who was a magess, also served at the council of the King, and the family was much beloved throughout their lands.

History tells that the lady knight fell in love with a local farmer's daughter, and the relationship between the two caused quite a scandal throughout the kingdom. In the end, her lover was mysteriously murdered and Aradia fell into a deep sorrow. She resigned from her knighthood, took a vow of silence, left the kingdom – some say in search for some magic item or artifact that could be used to return her lost love.

## Aradia's Breastplate of Valor

**Aura** moderate abjuration; **CL** 9th

**Slot** armor; **Price** 27,350 gp; **Weight** 30 lbs.

### DESCRIPTION

This is an elaborate golden breastplate crafted for a feminine physique.

The master craftsmanship of this breastplate is immediately apparent. Formed of highly polished steel and dyed a golden hue, the surface seems to gleam with a mirror-like quality. Embossed in silver upon the slightly raised breasts of the armor are dual banners of intricately depicted rose vines intertwined with the figures of sinuous maidens who appear to be bearing stylized mother-of-pearl inlaid snowflakes. On the reverse side of the armor, etched in very elaborate calligraphy of the common language, are the words, "Oh, hail! Lady Aradia, Valorous maiden of House Winterstone, Lady Knight, and Valiant Protector: accept this gift bestowed in gratitude upon you by your Liege. May it serve you with the steadfastness and surety you have always dedicated to our Kingdom. May your life be long and your name forever remembered."

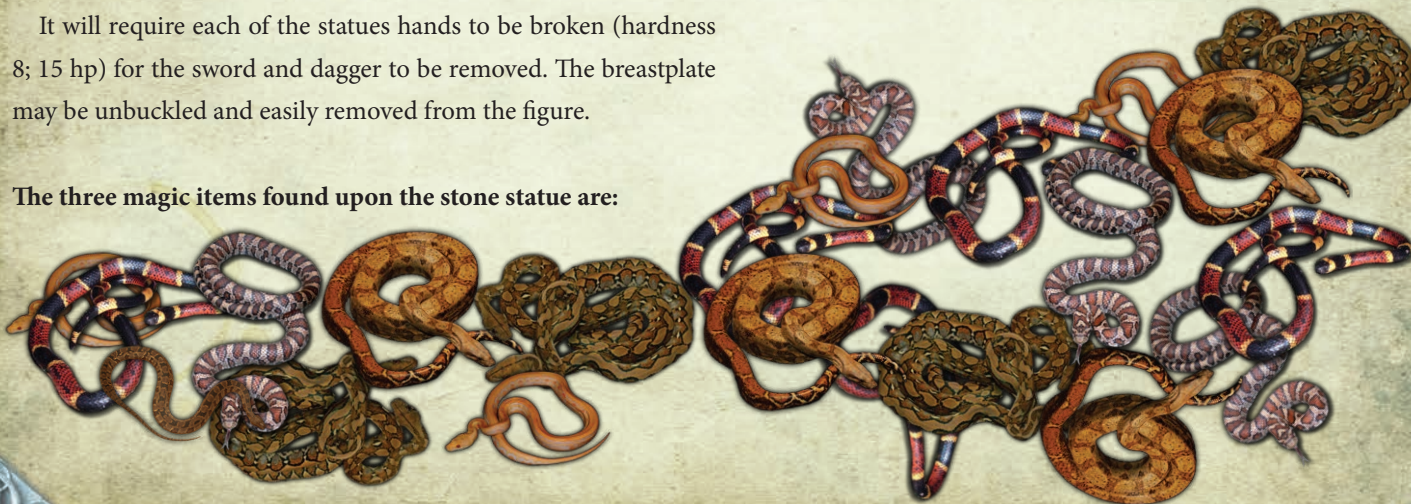
**History** The breastplate was bestowed upon Lady Aradia by her King in recognition for her service when she announced she was going to resign from her knighthood. It was crafted by the kingdom's finest metal-smiths and imbued with arcane magic by her mother, a magess on the council of the King.

*Masterwork breast plate (+1 non-magical); moderate fortification, energy resistance (cold)*

## Three items of Power

It will require each of the statues hands to be broken (hardness 8; 15 hp) for the sword and dagger to be removed. The breastplate may be unbuckled and easily removed from the figure.

The three magic items found upon the stone statue are:





## Aradia's Winter Embrace

**Aura** moderate abjuration; **CL** 15

**Slot** weapon; **Price** 20,315 gp; **Weight** 4 lbs.

### DESCRIPTION

A deeply engraved gold-hilted longsword forged from cold iron

The long silver-gilt cold iron blade of this elaborate longsword has been engraved in deep relief with the scene of sinuous word-wielding maidens charging what appears to be a frost giant. The crossguard and quillons of the weapon are fashioned from gold and lend the blade an air of nobility. The handle is wrapped in deep cobalt-dyed leather that continues down the length in a crosshatch style until reaching a heavy platinum pommel. Upon the butt of the sword is engraved a sigil depicting the letter 'W' with a line crossed through the center peak to form the letter 'A.'

**History** The longsword was an heirloom of the Winterstone family, passed down through generations of knights in service to their King. Aradia inherited it when her father, also a knight, was slain in battle. It gained its name from its unusual icy burst effect – the last sensation many of her King's enemies felt before they were slain by its edge.

*+1 longsword (+1 non-magic, +1 magic – do not stack); cold iron, frost weapon (+1d6 cold on hit), icy burst (+1d10 cold on critical hit); 1d8 slashing, 19-20/x2*



## Aradia's Frost Shard

**Aura** moderate abjuration; **CL** 12, faint illusion;

**CL** 8

**Slot** weapon; **Price** 18,304 gp; **Weight** 1 lbs.

### DESCRIPTION

A curious white-handled cold iron dagger crafted in the likeness of a jagged icicle

Forged of cold iron, this dagger has been crafted in an unusual stylized form. Its thick, tapering blade has been fashioned into the rough likeness of an icicle. The hilt, formed of silver spikes, provides the appearance of a bulky icecap at the end of the blade, while the handle has been wrapped in bleached, bone-white leather. A heavy round



pommel sets the handle sturdily to the blade, and upon it is engraved a sigil depicting the letter 'W' with a line crossed through the center peak to form the letter 'A.'

### Triggered Illusion

If detect magic is cast on this dagger, it will trigger a small illusionary effect in the form of a transparent visual that will appear midair just adjacent the blade. The visual casts no sound until it has finished its story, and only lasts for a few moments depicting the following:

As the spell is cast, there is a dim white glow that surrounds the dagger. Like tendrils of listless fog, the glow drifts into the air just beyond the blade's edge. The translucent fog begins to take the shape of two humanoid figures in miniature, and soon fills out to depict, in ghostly shades of grey and white, a middle aged half-elf woman with long, wavy hair. As the misty images coalesces, it becomes obvious that the woman is wearing an elaborate breastplate (the same one found with this dagger), and has her arm wrapped around the shoulder of a much younger looking human woman with short hair.

The armored woman stands with a demeanor suggesting etiquette of nobility, while the younger girl, dressed in commoners clothes gaze up, almost in awe of the lady at her side. With a gentle smile, the older woman glances down into the eyes of the younger and leans forward, gracing her companion with a soft kiss upon the lips.

With a notable startle, the younger girl begins to step away from the lady, but shifts her stance suddenly. The young woman emotionally throws her arms around the armored lady and pulls her closer as the two share a far more intimate, passion-filled kiss.

The sharpness of the image begins to shift, and after a few seconds the fog completely dissipates leaving nothing behind but a slight glow across the surface of the blade. As the glow disappears completely from the dagger, a soft, feminine voice speaking in common wisps longingly upon the air, "I will always remember you, my sweet Lalria."



**History** The dagger was an heirloom of the Winterstone family, passed down through generations of knights in service to their king. Aradia inherited it when her father, also a knight, was slain in battle.

The triggered illusion upon the blade was created by Aradia's mother, a magess on the council of their King, when her daughter resigned from her knighthood.

The un-stationed lady knight took upon her self a vow of silence when her lover, Lalaria, was murdered. However, before doing so her mother bound the illusion to the dagger's blade so that Aradia would never forget the face of her lover or the sound of her own voice. The words 'recorded' in the Illusion were the last words ever spoken by Aradia.

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+1 dagger (+1 non-magic, +1 magic – do not stack); cold iron, frost weapon (+1d6 cold on hit), triggered illusion (permanent); 1d4 slashing/piercing, 19-20/x2

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## 10. Party in the House (Dan Sudkamp)

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If no one in the party speaks Gnoll, read this:

*From behind the door you can hear creatures talking with a growl like tone. You are unable to understand them. The sound of what seems to be dice or coins rolling across a wooden table is heard, and then some cheers along with some sounds of dissatisfaction.*

---

If someone in the party speaks Gnoll, read this:

*From behind the door you can here creatures talking in Gnollish. "Roll the blasted die already you fool!" The sound of what seems to be dice or coins rolling across a wooden table is heard, and then some cheers along with some sounds of dissatisfaction. "You're a dirty cheater!"*

### Combat

The Gnolls in the room should be out patrolling the dungeon, but have chosen to hide in the room and gamble and drink instead. Four of them are 1st level fighters, while the fifth is a 2nd level wizard.

4 Gnoll Fighters (3.5) pg 57 | Gnoll Wizard (3.5) pg 57

4 Gnoll Fighters (Pathfinder) pg 57 | Gnoll Wizard (Pathfinder) pg 58



There is an *alarm* spell cast on the floor right in front of the door. Anyone within 5 feet of it will activate this spell. It is silent and will only inform the caster mentally. The wizard will drink an invisibility potion after being alarmed, and stand near the back wall. Due to the size of the room, the two in front will fight with their battleaxes while the two behind will shoot with short bows until they need to melee.

The wizard will wait invisible and analyze the party before attacking. First he will cast *sleep* on the party, trying to take down as many as possible before using offensive spells.

## 11. Walk This Way (Stephen Yeardley)

As the PCs open the door, they are greeted by a stone shaft 20 feet by 20 feet. Neither a floor nor a ceiling can be seen in the inky blackness. A cold draft can be felt if the PCs look downwards, whilst warm air can be felt falling from above.

### Listen/Perception DC 25

**Success** If you are particularly still, you can hear an echoing grinding sound from below. Then it sounds like there is a distant scream, right at the edge of their hearing.



### Spot/Perception DC 15

**Success** If light is introduced to the shaft, you can see that there are three grooves cut into each of the walls; one in the middle, one towards the left-hand side and one towards the right-hand side.

If they happen to put their hand into one of these grooves, she or he will find that it is about 4 inches wide and 4 inches deep. At the back of it is an extremely sticky strip of leather.

If the PC isn't careful, he will find himself stuck to this band (**Reflex DC 12 roll to avoid**). If the PC does become stuck to the leather, a high-percentage proof alcohol will remove his hand from the glue (anything over 40%).

On the wall to the left of the door hangs a small bell on a metal bracket. The bell appears to be made of brass. If struck (it doesn't have a clapper) a rather flat note seems to almost crawl through the air and the grinding begins to get louder. Then, from below, a floor begins to ascend.

When it reaches the level of the door, the bell and bracket folds into the wall and the floor stops.

The PCs are able to step onto the floor quite safely. At the points where the floor touches the grooves, it extends into them sufficiently to completely fill the space – it appears that the floor is stuck to the leather.

### Spot/Perception DC 18

**Success** The floor is dusty, but a few footprints are visible, as if they have been there a long time and the dust is gathering in them. Through the dust, you are able to see that there is a pattern on the floor. If the dust is disturbed, part of the pattern can instantly be seen.

U	D	U	D
D	1	1	U
U	1	1	D
D	U	D	U

If all the PCs are standing on the floor OR after 4 rounds, the door shuts and locks (**Open Locks DC 40 roll to unlock**). It will then begin to move according to where the PCs are positioned. If more PCs are standing on "U" than "D" it will move up instead of down, and vice versa. If an equal number are on each letter, it will move downwards. If there is an equal number on "U" and "D", it will move downwards.

It will then move 1 "floor" plus one additional floor for each "1" that is being stood on, so between 1 and 5 floors. It will then stop next to an identical door to the one the PCs just left behind, but they will have travelled for one minute (at 30 feet per round) for each "floor" indicated. If the PCs open the door, they are looking out onto the corridor they just left.

However, the PCs aren't on a different floor, the door is the same but there are some severe differences when the PCs walk back into the dungeon as follows. Wherever the floor does stop, the bell on the bracket will reappear.

Floor movement	Result	Rooms influenced (choose or roll randomly)		
		1st time	2nd time	3rd time
Up 1	1 emptied room fully restocked			
Up 2	2 emptied rooms fully restocked			
Up 3	3 emptied rooms fully restocked			
Up 4	4 emptied rooms fully restocked			
Up 5	5 emptied rooms fully stocked			
Down 1	1 full room, all contents doubled			
Down 2	2 full rooms, all contents doubled			
Down 3	3 full rooms, all contents doubled			
Down 4	4 full rooms, all contents doubled			
Down 5	5 full rooms, all contents doubled			



The PCs may think that they can just get back on the floor and travel back to wherever they came from. However, this isn't the case. If they get back into the lift and step on the mosaic floor, they will be subjected to the new result. There is no return to the original floor as it has now gone, lost in the multiverse of unlimited parallel planes. Each time the PCs move, the effect comes into play rather than the area going back to its original setting. This way, the PCs could re-meet a whole lot of undesirables AND may find they have bitten off more than they can chew.

Treasure does not re-appear when they go back into a room.

## 12. Stu For You! (Gent)

The following words can be read on the large oak door, "1 Coper and Stu for u, sword away gud, sword out bad! Nock 3 tymz for stu." A grating sound followed by a big thump can be heard on through the door. In the center of the door roughly 4 foot off the ground is a speakeasy grill.

### Strength check DC 14 or Disable Device DC 8

**Success** The PC can open the door.



If characters listen to the door they hear all kinds of commotion going on, pots banging, goblin shouts, glass breaking, crates breaking, sound of something being dragged on the floor.

Once the door is open, read the following:

*A white cloud of powder hovers in the middle of the room, as a goblin dressed in a stained apron stands in the centre of it amongst a broken flour sack. A two headed kobold is dragging an open box filled with bones, while another is cutting a slab of meat on a table. A third two-headed kobold can be scaling the walls next to some tall stacks of crates, barrels and sacks. A huge bear skin hangs on the northern wall. In the South-East corner of the room, are three cauldrons sitting in open pits of hot coals and flames. Various forms of meat hang along the far-east wall. A door that appears to be made out of flesh stands on the far north-east corner. The goblin smiles at you, and says "You must be here for the stu! Everyone loves it, even adventurers!"*

This room belongs to Couky, an alchemist/wizard goblin who loves to cook. Couky belongs to a secret society called "The Mumbo Jumbo Nine," a group of 6 goblin alchemists (3 are dead) who believe that alchemy will provide the first steps for goblin tribes

to move to a grander position of might and awe amongst the other humanoid races of the world.

Couky plays a vital role in the ecosystem of the dungeon, he prepares a special discovered 'Good Stu' from ingredients found in the dungeon or brought to him by the other dungeon dwellers.

Intelligent creatures from around the dungeon have even taken to bringing Couky supplies of meat in the form of slain adventurers. Couky goes over the bodies to see if anything valuable or useful may have been left behind by the other humanoids. On occasion Couky has found a few worthwhile baubles he keeps around. Other items, such as damaged weapons, armor, he keeps and puts them in large crates around the room as he believes old leather and metal can later be reused to outfit soldiers for the Mumbo Jumbo Nine. The kobolds are his servants and were naturally born deformed and rejected by their tribe.

Couky will serve "stu" to the adventurers for 1 copper piece each or anything of value. If the party is hostile, he tells them to leave. If they attack, the kobolds fight to defend Couky, who they view as a father figure.

### Alchemist Discovery: Good Stu (Su)

**Prerequisite:** Craft (Cooking 2)



**Benefit:** The alchemist is familiar with flavors, spices and meats that impact the taste buds and minds of humanoids. Any creature eating the stew takes no action while eating or while the stew/aroma is present in the room for a maximum of 30 minutes. Any intelligent creature who consumed the stew will associate the alchemist who prepared the stew as a friend and ally. Continued regular consumption of the stew, (minimum of once a week for 20 weeks) will enhance the power of the stew on all those who consume it. They will become enthralled by the alchemist whenever he has the stew present.

If the alchemist does not have the stew with him or are normally hostile towards him they can make a Charisma check to end the effects of the 'Good Stu'.



## Combat

3 Two-Headed Gnarled Kobolds (3.5) pg 58

3 Two-Headed Gnarled Kobolds (Pathfinder) pg 58

Couky (3.5) pg 59

Couky (Pathfinder) pg 60

## Treasure

*In the many crates in the room, the characters can find the following items.*

16 belts

13 bandoliers

3 backpacks

14 bedrolls

5 chain mail shirts

2 suits of banged up plate armor

7 suits of leather armor

6 shields

7 long swords

20 daggers

4 hammers

1 broad sword

4 quarterstaffs

6 short swords

2 shovels

2 picks

14 iron spikes

4 maces

4 robes

6 pantalons

7 shirts

2 explorers outfits

20 pairs of boots

2 hats

2 scarfs

2 pairs of glasses

4 axes

6 wool blankets

2 battleaxes

2 throwing axes

50' of rope (x3)

## 13. Gambling Parlor (Rory Toma)

A single, wizened old gnome sits behind a small card table in front of a set of steel doors. He gestures at the table and asks, "Care to test your luck?"

He will ask the characters to buy into the game. Use any amount that you feel is appropriate for the PCs. He then will gamble with them. You can use simple opposed Bluff or Perform checks (the gnome has a +12) or you can actually play poker or some other game of chance.

Win or lose, the gnome will send the characters into room 20 to cash out their remaining chips.

## 14. The Terrarium Trap (Peter Bayly)

As the door swings open, an unexpectedly bright light stabs your eyes, rather than the dark and damp conditions that you've come to expect from this dungeon. That is to be expected, since the room was open to the bright noon day sunshine.

At first, you can't believe your eyes. You appear to have stepped out on to a platform overlooking a woodland glade. Twenty feet below, the ground appears to be covered the grass and dotted with wild flowers, small trees and shrubs dot the area.





A faun perches on a rock playing a set of pipes while clusters of fairies whirl and gyrate in a complex dance around the grove.

On closer examination, you realize that the room is completely silent. You can't hear the music of the pipes, the rustling of the leaves or any noise from the fairies.

## Skill

### Spot/Perception DC 5

**Success** You notice that there is a single sheet of glass acting as a 'floor' between the forest glade and where you stand.

### DC 10 or more on a Knowledge (engineering) DC 5

**Success** The glass doesn't look thick enough to support any weight apart from the black path across it which looks sturdier.

A **Strength DC 8** will shatter the glass dispelling the illusion and revealing a set of thin paths around the edges of the room. A **Balance/Acrobatics DC 10 check** once per round is required to cross at half base speed, failure by less than 5 and they can't move that round, failure by more than 5 and they fall off.

The room is square and appears to be 80 ft by 80 ft. Although the walls are the same dark stone that make up the rest of the dungeon, the floor appears to be made entirely of a sheet of highly polished glass apart from three 10' x 15' sections of stone in front of the three doors. The entrance into the room and the exits to rooms 23 and 30.

On the far wall directly opposite the entrance appears to be a 4 ft by 6 ft mirror.

Starting in the center of the stone entrance platform and leading in a straight line terminating in the opposite stone platform is a 5 ft wide black path, a second path branches off this one approximately 40 ft along and leads to the third stone platform.

Suspended from the roof at the juncture of these paths is a large metal bell, approximately 10' by 10'. Shooting the bell (AC 5) will also shatter the glass but also cause 1d4 sonic damage and deafness (**Fort DC 12** to avoid deafness).

The fairies and faun spot the PCs and wave cheerfully.

## The Trap

Despite its innocuous appearance as a fey goldfish bowl the entire room is a meticulously crafted trap.

**Scenario:** The PCs walk out on the the glass path. As they reach the bell the trap triggers.

### Crossbow Trap

CR 2

XP 600

**Type** mechanical; **Spot/Perception 15; Disable Device 15**

### EFFECTS

**Trigger** stepping onto the glass; **Reset** This trap does not reset, it would have to be re-crafted with a **DC 20 Craft (trapmaking) check**.

**Effect** A bolt shoots out from a recess above the door striking the bell with a loud 'BONG' all PCs take 1d6 sonic damage and go deaf (Fortitude DC 15 to avoid going deaf). The glass shatters and the PCs fall 20ft to the ground below (taking 1d6 fall damage). If 2d6 worth of damage is too much for your party to handle before combat, reduce the fall distance to 10ft to avoid all falling damage, as the forest was an illusion it doesn't have to correspond entirely to reality.

When the glass shatters so too does the illusion of the fey garden, the faun and fairies are revealed to be skeletons and zombies who continue to dance gracefully but steadily toward you.

## Combat

**3 Danse Macabre (3.5) pg 60**

**3 Danse Macabre (Pathfinder) pg 61**

If the PCs avoid the trap, they get nothing. If they fight and survive the Danse Macabres, they find that the zombie/satyr's pipes are in fact a set of Pipes of Sounding.



## Pipes of Sounding

Aura faint illusion; CL 2nd

Slot —; Price 1,800 gp; Weight 3 lbs.



### DESCRIPTION

When played by a character who has the Perform (wind instruments) skill, these shiny metallic pan pipes create a variety of sounds. The figment sounds are the equivalent of ghost sound.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, ghost sound; Cost 900 gp

## 15. Dead Drunk (Kevin Long)

In this room is a table, this table is 6 feet long and 4 feet wide. This table is magical and can grow if there is more room needed.

Sitting at this table is a Dwarf drinking from a keg. This keg never runs out of drink no matter how much is taken out. This dwarf's name is Talbert.

When anyone enters the room Talbert will invite them to join him for a drinking game. If they join him for the game they will soon find out that booze and zombies go hand and hand. When ever someone drinks from the keg they have to make a **Fortitude save DC 15**. The DC goes up 2 points for every drink. If a player misses the save they start to see zombies. The zombies don't do anything unless they are attacked. Every time a save is missed, there is a new zombie.

Talbert never attacks the zombies or the PCs, he just enjoys his drinks.

## 16. A Study in Refreshment (Lance Repner)

The sturdy iron door to this chamber is covered in scratches, dents, and blast damage, yet remains structurally sound. The locked door has a keyhole with an engraving of a ceremonial dagger. Whatever is behind this door has remained concealed for some time.

The locked door can be picked with a **Disable Device** check DC 24. It can also be opened with a key found in room #24. The door is reinforced and sturdy and requires a **DC 28 Strength** check to burst the door. It is a 4 in thick door with Hardness 10 and 100 HP remaining.

If the PCs are able to enter read the following:

*Entering this 30' by 60' chamber is like walking into another world. The dark, grey, muted dungeon gives way to a well decorated, well lit, opulent chamber. Tapestries decorate the walls with full bookshelves lining the room. A warm fireplace, a large oak desk, a plush couch and a set of six bunk beds greet you. The room is warm and cozy and inviting.*

### Room Features

This opulent room is a well decorated study, and contains numerous amenities that refresh weekly, including a barrel of water and food (enough to feed 6 for the week), ink, paper, parchment, and most other sundry supplies. There is no trap here. This place and why it exists is a mystery. But it is a safe haven. The door itself, if broken, will replace itself after 5 minutes.

### Treasure

Any sundry or common item can be found here in limited quantities, refreshed weekly.

A weapons rack has an assortment of martial weapons available of masterwork quality that also refreshes weekly. One spot on the top of this rack is reserved for an exotic weapon, chosen randomly by the GM.

A similar armor rack exists in the opposite corner of the room.

A bookshelf is lined with books for reading and more, one bookshelf contains a spellbook with all level 1 spells. This can be used to transcribe spells, although the magic will not allow this spellbook to be used as scrolls.





## 17. The Vault of Auras (Jeremy Rileve)

This stone room is nearly empty, save for two small round tables at its center and three tiny dancing lights near the ceiling of the vaulted chamber. Atop each table rests a variety of precious stones arranged in a semi-circular pattern. Entering the vault, you begin having mental visions depicting yourself performing death defying feats and heroic deeds.

As the PCs arrive in the vault they are afflicted with mental visions depicting them performing great deeds. The jewels are dispersed so that each table has three harmful stones and two or three beneficial ones.

### Knowledge (Planes) DC 12

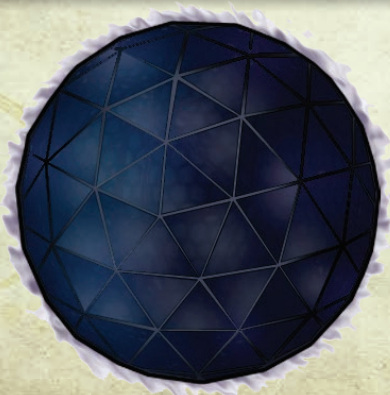
**Success** The dancing lights at the top of the room are identified as a type of outsider called a paracletus. Recognizing the paracletus draws its attention to the identifying PC to whom it immediately begins using its ability emotion aura. There is a 50/50 chance that the effect is beneficial or harmful.

With a **DC 15 Intimidate check** the PCs force the three paracletus to answer any questions that they might have (within their knowledge), but these answers are given in the form of visions. If the adventurers ask about the gems in the center of the room, the paracletus only show the same visions they had when they first entered the room.

### Combat

3 Young Paracletus Aeon (3.5) pg 61

3 Young Paracletus Aeon (Pathfinder) pg 62



### Jewels of Boon and Burden

**Aura** strong transmutation; **CL** 13th

**Slot** miscellaneous; **Price** 5,400 gp; **Weight** —

#### DESCRIPTION

These eleven gems radiate magic and confer a temporary boon or bane depending on which jewel is used.

All effects (DC 15 Will save negates) last 1d6 + 10 minutes and can not be removed by normal means unless otherwise stated. Each gem's magic ability can only be triggered once, turning them into ordinary gems thereafter. The gem's magic is triggered by touch, and the target creature is the one touching the gem.

- Aquamarine — Target creature gains invisibility as per the spell (any attack by the character temporarily ceases the effect until the PC has been out of combat for one round).
- Garnet — Target creature inflicts an additional 1 point of bleed damage with each attack
- Tourmaline — Target creature gains bonus DR/— (effect ends after 20 damage is absorbed)
- Sapphire — Target creature gains +4 Str bonus
- Opal — Target creature becomes ethereal
- Emerald — Target creature receives 1 negative levels lasting 24 hours.
- Amethyst — Target creature gains the confused condition
- Ruby — 50/50 chance each metal object carried by target creature receives the broken condition until removed.
- Topaz — Target creature gains the deafened condition
- Black Pearl — Target creature gains the blind condition
- Saltwater Pearl — Target creature gains the frightened condition

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bleed*, *blindness/deafness*, *bulls strength*, *confusion*, *enervation*, *ethereal jaunt*, *fear*, *invisibility*, *rusting grasp*, *stoneskin*; **Cost** 2,700gp



## 18. The Ancient Altar (Michael Holland)

The door to this room is closed but is not locked. The door itself is old but it looks like it has recently been reinforced.

### Listen/Perception DC 15

**Success:** "A flickering flame in the room beyond casts moving shadows under the door. From beyond the door you can hear faint moans of pain."

When the PCs open the door, read or paraphrase the following.

*On the far side of a long, open pit moans of agony ooze from a hobgoblin secured to the northern wall with rope and piton amid the ruins of an ancient altar. A scarlet mold covers the sorry creature in patches and several sections of skin look as if they had been cut away. An inquisitive tiefling dressed in elaborate purple robes probes at the hobgoblin's open wounds with a dagger while two other hobgoblins stand watch nearby. In each of the four corners of the room stands a statue, each of them so worn with age you can no longer distinguish their features. The tiefling glances in your direction and asks, "Maaldrek, is that you?"*

Hadren (the tiefling), Maaldrek (see room 26) and their minions were exploring the area when they found this dungeon and its strange inhabitants. Always the curious types they decided to study the ancient ruins to learn more about them. Some time ago Maaldrek went out for supplies and has not returned since. Hadren has occupied himself studying the strange mold which grows here. He has even gone as far as intentionally infecting the hobgoblins so he can study the mold more closely. Hadren is already one edge since Maaldrek's failure to return. It will not take much to provoke him into battle.

If any PC comes into contact with the scarlet mold infesting the hobgoblin secured to the wall they risk contracting it if they have been injured prior (without healing).

### Cerise Mold

**Type** disease, injury or ingested; **Save** Fortitude DC 12

**Onset** 1d3 days; **Frequency** 1/week

**Effect** 1d3 Wis damage plus a random insanity according to GMG, page 250; **Cure** 2 consecutive saves

**Creatures:** The hobgoblins will move immediately to intercept the PCs while Haldren draws out a vial with blue swirling colors. At the beginning of the second round of combat he smashes the vial releasing a medium air elemental. The air element launches itself at the PCs while Hadren casts spells at them from afar.

### Combat

**Hadren, Tiefling Sorcerer** (3.5) pg 63

**Hadren, Tiefling Sorcerer** (Pathfinder) pg 63

**2 Hobgoblins** (3.5) pg 64

**2 Hobgoblins** (Pathfinder) pg 64

**Medium Air Elemental** (3.5) pg 65

**Medium Air Elemental** (Pathfinder) pg 66

If Haldren can be subdued and/or captured he is not against trading information for his own well-being. He and his companions have been exploring this dungeon for some time and they have learned a great deal about its inhabitants, the strange dimensional magic at work and the Cerise Mold. He will tell the PCs anything they wish to know and will even "embellish" details they seem interested in, especially if it increases the chances he will survive.

### Search/Perception DC 15

**Success:** "You find scratches on the floor near the north west statue. Looking closely you find a hidden latch which frees the statue and allows you to slide it away from the wall with moderate effort. Behind the statue you find a hidden niche containing a small horde of treasure. The contents of the niche have not been disturbed in some time and you do not think Haldren was aware of its presence."

Finding the hidden niche provides the PCs with the following treasure.

### Treasure

25 gold pieces

16 copper pieces

2 scrolls containing poetry of a religious nature devoted to a long forgotten goddess

short sword +1



## 19. Like a Caged Animal (Anonymous)

The door is covered in what appears to be pulsating flesh with boils and sores. A closed skeletal fist protrudes where a door knob should be. Every so often a boil pops and a yellowish liquid runs down the door.

The door is unlocked and can easily be opened by using the skeletal fist. In truth the door is a mimic that has been working with Couky. The goblin feeds the mimic door to ensure its loyalty. The mimic will not reveal itself until at least one adventurer attempts to use the handle, nor will the mimic attack the party during combat with Couky and the kobolds if it occurs. The mimic prefers to wait until the group is weakened.

### Combat

**Mimic** (3.5) pg 66

**Mimic** (Pathfinder) pg 67

### Inside the Room

The east wall of the small room is covered in cages containing diseased rats. On a table in the centre of the room are a number of bottles, jars, mortar and pestles, various alchemist tools, five sealed bags and two dirt covered books. In the floor in the western wall sits a large metal hatch. A large rat rushes you from behind several crates next to the metal hatch.



On closer inspection, the adventurers will notice that some rats have died. The contents of the barrels next to the hatch are bones, scalps, rotting meat, and rotten onions. The hatch is locked with a simple bar and can easily be opened from inside the room. If the adventurers entered the tunnels through room 12, then the adventurers must make a **DC 20 Strength check** to break the lever and open the hatch.

### Combat

**Dire Rat** (3.5) pg 68

**Dire Rat** (Pathfinder) pg 68

### Treasure

Bag #1: ½ lb. dried death cap mushrooms (value of 100 gp)

Bag #2: 1 lb. dried cerise mold (value 100 gp)

Bag #3: Dried rat bladders

Bag #4: 1245 Human teeth (includes 6 gold teeth, each worth 5 gp)

Bag #5: 1 lb. of sulphur

Book #1: Alchemist book containing several recipes of the GM's choosing. (value 250 gp)

Book #2: Spell book: 0-level: acid splash, open, mage hand, message, 1st level: comprehend languages, shocking grasp, hypnotism

### Below the hatch

The hatch leads to a series of tunnels, roughly 100 ft. in total, where a gelatinous cube has been kept and is fed organic waste by Couky. A second hatch to the tunnel can be found in room 12.

### Search/Perception DC 18

**Success** "Shuffling through the darkness you find a small metal box on the ground, with a fist-sized rock on top of it."



### Treasure inside the metal box

113 silver pieces

27 gold pieces

2 bloodstones (50 gp each)

A broken silver sword hilt carved as a screaming skull with a violet garnet embedded in the forehead (825 gp value total).

### Combat

Gelatinous Cube (3.5) pg 69

Gelatinous Cube (Pathfinder) pg 69

## 20. Treasury (Rory Toma)

Several chests lay open in here, some with gold spilling out onto the floor, and some with chips. 2 of the chests are mimics, and once the characters start collecting coins, they will attack.

### Combat

2 Mimics (3.5) pg 66

2 Mimics (Pathfinder) pg 67

## 21. Oh, rat(ling)s (Andrew C. Durston)

Read the following.

*The door to this room appears to be ajar. As you push it open, odors of must, dust and decay waft into the hallway. Your view is blocked by set of wood and stone shelves, full to the brim with an incredible array of miscellany. Walls line the shelves to the left and right. The only paths are narrow alleys between tall teetering piles of the remains or parts of most everything known to adventurers.*

This chamber is home to a clan of Ratlings who have found themselves a home in this active complex of chambers and caverns. The Ratlings regularly move throughout the dungeon observing the movements of both inhabitants and intruders. Careful to avoid notice, they scrounge through the remains after adventurers have explored a room or finished a battle.



The Ratlings gather any bits and pieces not claimed by the adventurers and haul them back to their lair. Hence one might find any number of Small or Medium-sized items, usually broken but sometimes not, in and about the piles of now moldering debris.

Unlike many hoarders, the eldest Ratling maintains a great tome that details the entire contents of the lair. That tome is in the furthest corner of the room within a locked chest that requires a DC 20 Search/Perception check to find it and a DC 25 Disable Device check to open it.

If the PCs are careful or call a greeting, read the following

*An older Ratling, wearing a small leather apron and a patch-work pair of glasses about his neck, appears.*

*"Good day, visitors. Are you interested in a trade or purchase? We have many items that may be of use to you."*

They sell patched-up versions of all standard adventuring items at 1d6+1 times normal cost.

If the PCs are not careful, knocking over the carefully stacked towering piles, a chattering rises from all about and the Ratlings attack from all sides.



## Combat

1d10+5 Ratlings (3.5) pg 70

1d10+5 Ratlings (Pathfinder) pg 71

## Treasure

PCs can also choose to search the stacks (either before hailing the Ratlings, which may cause them to attack per above, or after they have defeated them).

Have each Player make one **DC 25 Search/Perception check**. If they succeed they find a usable item. Roll 1d20 for type and then 1d20 for quality.

### Item Type (D20):

- 1-5 – Non-armor/weapon Adventuring Gear (rope, backpack, etc.)
- 6 – Alchemical Creations
- 7 – Animal Gear
- 8 – Books, Paper & Writing Supplies
- 9-10 – Clothing and Containers
- 11 – Locks, Keys, Tools and Kits
- 12 – Religious Items, Toys & Games
- 13-14 – Melee Weapon
- 15-16 – Missile Weapon
- 17 – Exotic Weapon
- 18 – Armor
- 19 – Shield
- 20 – One random minor wondrous magic item

### Item Quality (D20):

- 1 – Initially normal but has a flaw
- 2-15 – Normal
- 16-18 – Masterwork quality
- 19 – +1 magical bonus
- 20 – +2 magical bonus

## 22. Water, Water Everywhere (Jonathan G. Nelson)

This room is 15' wide, 20' long, and 8' tall, has three doors, one of each of the west, north, and east walls. Each of these doors shuts once all of the PCs have entered the room, after this has occurred all three doors immediately lock from the outside then become trapped from the inside.

Door	Lock	Trap
North	DC 20	Acid Arrow Trap
West	DC 25	Scythe Trap
East	DC 18	Door Spikes

As soon as the PCs enter this room all doors slam shut, lock, and traps become engaged; simultaneously three large pipes from the ceiling begin pumping a viscous brown liquid into the room. The liquid has no taste or smell but is very thick making movement very difficult ( $\frac{1}{4}$  movement), furthermore the PCs cannot breathe in the stuff but are able to "tread water" until the liquid reaches the ceiling of the room. Exactly two rounds after the water starts a blue shark (previously in stasis) is dumped into this room through one of the large pipes. It approaches the beefiest member of the party and begins feeding upon their flesh.

This room is 2400 cubic feet and the three large pipes pump roughly 2250 gallons per round into the room filling 300 feet of this space per round. Thus, it will take 4 rounds for the brown liquid to reach the halfway point at 4 feet and another 4 rounds for the brown liquid to completely fill the room making it impossible to breathe.

*748 gallons = 100 cubic feet of liquid*

## Combat

Large Shark (3.5) pg 71

Blue Shark (Pathfinder) pg 72





In order to stop the liquid from filling the room the PCs must work hard at disarming a trap and unlocking one of the three doors, once a door is open the liquid will flow out into the other rooms and the pipes will automatically shut off. The trouble is, as soon as they begin to meddle with the doors another trap is triggered dumping a piranha swarm (originally held in stasis) into the water flowing into this room! Each door they trigger dumps an additional swarm of piranhas into the stream of water which arrive here 1 round later.

### Acid Arrow Trap

CR 3

XP 800

Type magic; Perception DC 27; Disable Device DC 27

#### EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

### Scythe Trap

CR 3

XP 800

Source: Pathfinder 3: The Hook Mountain Massacre

Type mechanical; Perception DC 25; Disable Device DC 25

#### EFFECTS

Trigger location; Reset manual; Bypass hidden switch on each door (Perception DC 20)

Effect Atk +15 melee (large scythe; 2d6+4/x4)

### Door Spikes

CR 3

XP 800

Source: Pathfinder 3: The Hook Mountain Massacre

Type mechanical; Perception DC 20; Disable Device DC 25

#### EFFECTS

Trigger touch; Reset manual

Effect Atk +10 melee (4 bone spikes; 1d6 each)

## Combat

Piranha Swarm (3.5) pg 72

Piranha Swarm (Pathfinder) pg 73

## 23. The Observation Room (Larry Wooters)

As the PCs approach the door to this room, they notice the door is recessed into a archway. There doesn't seem to be any visible handle or hinges.

### Read the following:

*As you approach the door to this room, you hear a slight hissing sound, like the breaking of a seal. The door slides open on its own accord and slides to the right, disappearing into the wall. A slight "whoosh" comes from the room beyond, as if the room was a sealed tomb. A slight smell of decay emanates from the chamber beyond. Also, it seems as if the room was enveloped in a silence spell as a cacophony of tweets, whistles and thrumming sounds come pouring out of the room.*

The room will seem totally alien to the PCs. Describe it in detail without explaining what it is. No skill check of any sort will explain what the objects are, or their purpose. Against the wall next to the door is a table with a metallic device with numerous lit switches, buttons and dials. Above the table the group notices a window. PCs will immediately figure out that the mirror from the other room is opposite this window, allowing someone to view into the next room, but unable to see into this room.

In front of table is a chair unlike anything the PCs have ever seen. It's made of dark, leather material and instead of four legs; it has a single leg sitting atop five horizontal legs which, in turn, sit atop small round wheels. Sitting in the chair, slumped onto the metallic device, is a robed figure. Its arms are draped across the device and well preserved, corpse-like hands can be seen coming out of its sleeves. A hood covers the head. The robe is a solid black cloth with no discernible markings.

The rest of the room is filled with another huge metallic device. There is a small pathway, big enough for one person at a time, going around the device. The entire thing is covered in more switches, dials and lit buttons. The majority of the noise seems to be coming from this device.



After a few seconds, have the door close. If the PCs panic and approach the door, it easily “whooshes” open again.

If the PCs lift the hood, they will see the well preserved remains of a creature that was human shaped, but its skull is immense, twice the size of a normal human. If they disturb the body in any fashion (including searching for treasure), they will hear a ‘click’ and the door to this room will close and the door to room 14 will slam shut and lock. Plus, they will be subject to attack from Rot Grubs (see below). If they approach the door to going back into room 23, it will not budge and no amount of damage will get it open.

If this happens, read the following:

*As you move the body, you hear a “click” from the metallic device and the door to the room “whooshes” closed and through the window you can see the door to the other room slam shut. Suddenly you hear a female voice emanate from somewhere ask, “Please enter command.” Suddenly, 7 buttons become lit on the device.*

The buttons are a puzzle. When they ask you to describe the buttons, tell them the seven buttons are arranged in a row and colored: Green, Orange, Purple, Light Blue, Red, Yellow and Dark Blue. These are actually the colors of the rainbow. They have 3 tries to figure out the correct pattern. If they press any color instead of red to start with, there is a buzzing sound, the lights blink on and off and the player who pressed the button is shocked for 1d6 Lightning damage. If they press red, then the button clicks and its light goes out. This continues until they press the buttons in the correct order or their third attempt. If they press a wrong button during the sequence, there is a buzzing sound, the lights blink on and off, the player who pressed the button is shocked for 1d6 Lightning damage and all the buttons reset.

If they press the buttons in the correct order: Red, Orange, Yellow, Green, Light Blue, Dark Blue and Purple, then both doors re-open and any standing at the window will see another door slide open in the north wall of room 14 (which leads to room 30). On the third failed attempt, the panel explodes doing 2d6 Lightning damage to everyone within five feet of the device. At this point, the door to rooms 14 and 23 will open, but not the door to room 30.

Aside from the button puzzle, the PCs face another dilemma from the corpse, in the form of Rot Grubs.

## Treasure

100gp, a 50gp garnet and a Bracers of Armor +1.

## Rot Grubs

Type infestation; Save Fortitude DC 17

Onset immediate; Frequency 1/round

Effect 1d2 Con damage per grub

If the PCs search the robed figure they will find a pouch inside the robe that contains the following treasure items (doing so disturbs the body, see below for details):

## Rot Grubs

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time, and a DC 15 Perception check is enough to notice and avoid the grubs. Otherwise, 1d6 grubs swiftly burst from the carcass to burrow into the creature, which can attempt a DC 15 Reflex save to avoid the grubs (but only if the creature is aware of the grubs’ presence). Any amount of damage reduction is enough to provide immunity to infestation.

Once rot grubs have infested a living body, they burrow toward the host’s heart, brain, and other key internal organs, eventually causing death. On the first round of infestation, applying flame to the point of entry can kill the grubs and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the grubs out also works, but the longer the grubs remain in a host, the more damage this method does. Cutting them out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. Remove disease kills any rot grubs in or on a host.

**Infestations:** Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.



## 24. What a Dive (Lance Repner)

Read the following:

*You enter a 15' by 20' stone chamber. The phosphorescent moss that grows sporadically here shines a dim purple illumination throughout the chamber. You hear the trickling sounds of water. Dominating the center of this room is an ominous dark pool of water, its surface reflecting the light of the moss and concealing the unknown beneath its inky depths.*

Phosphorescent moss grows here in the wetness. Condensation from the temperature changes and the large pool of water provide all the nourishment the moss needs. It only covers about 20% of the room and provides dim light. The moss is inedible and if removed from the wall will dim slowly over 10 minutes until it gives no light.

There is a large pool that dominates the room. A 5' walkway extends around the room. The pool itself is 40' deep. It is impossible to tell the depth by sight. The pool is a combination of traps. The pool itself is a *pool of fear*. In addition, a *summon monster* trap is triggered by anyone diving 10' down. The pool is not covered in a magical darkness, but the dirty water and the depth of the pool will likely only allow magical light sources to work underwater.

### Treasure

Resting at the bottom of the 40' pool is a single Bead of Force and a strange ivory key in the shape of a knife (opens door to room 16).



### Pool of Fear

CR 1

XP 400

**Type** magical; **Search/Perception** DC 26; **Disable Device** DC 26

#### EFFECTS

**Trigger** proximity (anyone who peers into the pool from close distance); **Reset** automatic

**Effect** spell effect (*cause fear, frightened* for 1d4 rounds, Will DC 11 negates)

Those who gaze into the pool see a horrid, rotting reflection that slowly turns to murder the others in the room. Those who make their saving throws against this trap are immune to its effects for 24 hours. Those who fail their save flee, screaming.

### Summon Monster II Trap

CR 2

XP 600

**Type** magic; **Search/Perception** DC 20; **Disable Device** DC 15

#### EFFECTS

**Trigger** proximity (10' below pool surface); **Reset** 1 minute

**Effect** spell effect (*summon monster II*, summons 1d3 Sharks)



### Combat

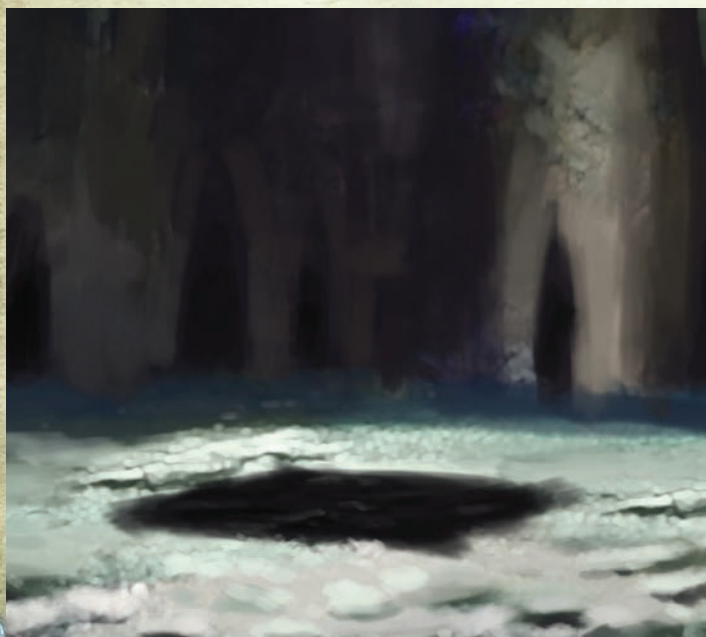
Large Shark (3.5) pg 71

Blue Shark (Pathfinder) pg 72

## 25. No Moss! (Lance Repner)

Read or paraphrase the following.

The sturdy iron door to this chamber swings open to reveal a 15' by 15' chamber of rough wet stone. The chamber reeks of mold and mildew, and although none of it looks dangerous, the smell of dampness permeates the room. Glinting and catching light are sparkles on the eastern wall.





None of the moss or mildew or mold in this chamber is particularly dangerous. The dampness of the room could create slippery conditions on exposed floor, of which there is little. The sound of rushing water can barely be heard (**Perception DC 18**).

Of more interest are the five gemstones in the east wall. Three amethyst and two silver pearls are set into tiny cracks and depressions in the wall, water seeps slowly from the cracks. The gems were placed here by the now crazy denizens of room 26 in a futile attempt to stop the room from flooding. If the gems are removed water immediately begins to pour through the open socket in a solid stream. Two gems can be removed without fear of damaging the structural integrity of the wall, but if three or more are removed, the wall begins to crumble within 4 rounds and floods the room with a wall of water 6' high. Unless the door is closed, the PCs have little chance of drowning from the torrent. Once the room floods, the PCs must exit the room in 10 rounds, as the added weight of the water crushes the unsound floor beneath them. After 10 rounds the entire room save a 5' section by the door collapses into the rushing underground stream. Any PCs caught in the room could be swept away into the inky blackness of the underground stream and almost certain death. Although anyone caught in the stream can emerge in room 26 with a successful **DC 14 Reflex save**. Anyone who fails is swept away into the undergrounds stream that submerges for 1d4 miles before exiting into the open.

### Treasure

3 Amethyst worth 100gp each.

2 Silver Pearls worth 100gp each.

## 26. The Ring of Nothing (Michael Holland)

The door to this room is closed but is not locked. A reddish mold grows along the bottom edge of the door.

### Listen/Perception DC 15

**Success** "You hear the sound of somber cackling and running water coming from the other side of the door."

When the PCs open the door, read or paraphrase the following.

*An underground flow of water has torn down the south-east corner of this ancient room and now passes through the chamber*

*unimpeded. Along the edge of the water a trio of goblins wrestles back and forth, each trying to drown the other. Opposite the stream on the west wall a haggard looking tiefling sits upon a wooden makeshift throne joyfully watching the entertainment and slapping his companion on the back, a rather fat gnoll bodyguard. Patches of red mold cover everything in the room, even its inhabitants.*

Maaldrek (the tiefling) and his companions have been infected by the **Cerise Mold** and they have completely lost their minds. He laid claim to this chamber which happens to be one of the few sources of water in the dungeon and declared himself king. He will demand tribute from the PCs immediately. Allow them the opportunity to try to appease the mad king but the truth is he has no intentions of allowing them to leave alive and will attack once the opportunity presents itself.

### GM Tip

As the GM, you should try to play up the insanity which plagues Maaldrek and his subjects. The goblin's eyes glow with psychotic glee. The gnoll stops periodically as if he forgot something but can't remember it. Maaldrek has completely lost touch with reality. Have fun with it.

The goblins by the water will stop wrestling and will watch the group with interest. Each of them has been driven psychotic by the Cerise Mold but they will wait to attack until ordered to do so by their "king." The gnoll has been afflicted with amnesia and he doesn't even realize that he is a gnoll. He suffers a -4 penalty on Will saving throws and skill checks. All of the inhabitants in this room have the mold growing on them, including their weapons. A successful melee attack will do the normal amount of damage plus the disease. If the party consists of 4 or 5 PCs Maaldrek will not participate in the battle. He will sit back and laugh with glee and will surrender when things don't go his way.

If 6 PCs are present in the party add a fourth goblin and Maaldrek will be more than happy to leap into the fray.





## Cerise Mold

**Type** disease, injury or ingested; **Save** Fortitude  
DC 12

**Onset** 1d3 days; **Frequency** 1/week

**Effect** 1d3 Wis damage plus a random insanity according to GMG, page 250; **Cure** 2 consecutive saves



## Combat

3 Goblins (3.5) pg 73

3 Goblins (Pathfinder) pg 74

Gnoll (3.5) pg 75

Gnoll (Pathfinder) pg 75

Maaldrek (3.5) pg 76

Maaldrek (Pathfinder) pg 76



## Treasure

(1) Masterwork Silver Dagger (lying in the shallows of the water)

(15) Gold Coins



## 28. An Arch with a View (Stefanos "netlich" Patelis)

Once the PCs negotiate the door to this room (standard door, unlocked) and check inside read or paraphrase the following:

*This small square room contains four arch-like monuments and a single stone podium. Each one of the stone archways is of simplistic architecture, no more than two column-like blocks of grey stone that support a vertical block. The three blocks have a single adornment apiece, a polygonal gem encased within a golden frame and embedded in the stone. The archways are arranged in the four wall sides, essentially one for each compass direction, and emplaced in the centre of each wall almost touching the dark stone. The stone pedestal is located at the centre of the room, rising at roughly chest height and contains a flattened top, a top which contains the engraving of a hand expertly chiselled. You blink twice as you are pretty sure you notice the engraving flicker with a blue-ish aura and immediately snuff out.*

## GM Tip

Feel free to allow the PCs to worry about passing through the gate to enter the room. Nothing will happen unless they touch the pedestal.



## 27. Music to my Fears! (Rory Toma)

This small closet's shelves are stuffed with sheet music. When the door opens, a few of the sheets ruffle in the breeze. Careful examination of the sheets shows that on some of the papers, the notes are actually vibrating, emitting an almost inaudible sound. If the trap is not disarmed, some of the notes will leave the pages and attach themselves to anyone who enters the closet. The notes will remain hidden on the person until they attempt a Hide/Stealth check. When a stealth check is attempted, the notes burst into life, emitting a *sound burst* directed behind the character.

## Note Trap

CR 3

**Type:** magical **Spot/Perception:** DC 27 **Disable Device:** DC 27

**Trigger:** location **Reset:** none

**Effect:** *sound burst* (1d8 damage plus DC 14 Fortitude Save or become stunned for 1 round); multiple targets (all targets in a 35ft cone)



The pedestal does indeed flare with a weak blue aura but only momentarily – PCs spending even a little time in the room will eventually notice it as an elliptical aura that glows briefly over the flat pedestal top and then subsides.

The four arches and the pedestal will glow with very strong magic should the PCs check. The predominant school of this latticework of magic that will show to divining PCs is that of *Conjuration (Teleportation)*.

Should any person touch the pedestal's handprint, then two of the four gems flare with the radiant blue glow and another two with a bright red, while a vortex will seem to blur the air within all four arches as if a portal has formed. If the pedestal is touched again, the effect stops allowing only the occasional burst of blue glow form the handprint area.

While formed, the gates are portals to small prison like rooms in the astral plane. As soon as any being crosses an active arch, they are instantly transported to the 10' square featureless room and



they may spend their eternity gazing at the vast emptiness through the transparent, indestructible walls of force of their prison. While in there, powerful enchantments ensure they survive without need of nutrition, rest or breathing (if they need such things). A blue glow indicates the prison is empty while the red glow indicates the prison already holds an entity. If the PCs (or any entity) attempt to enter a taken extraplanar cell then they exchange positions and the past prisoner is finally freed. Both occupied prisons have already driven their occupants mad. On the northern gate, a particularly large **Troll (69)** is imprisoned, while the western holds a **Cloaker (51 hp)**.

### Planar Prison Gate (x4)

CR 1

**Type** magic; **Perception** DC 25; **Disable Device** DC 25 (Special – see below)

The Disable Device skill check given is for PCs trying to remove a gem from its socket. A critical failure in this case is the same as destroying the gem. A destroyed or removed gem is counted as inactive and the gate will never be usable again. The gem is quite tough and has a **hardness** of 5, has 10 hp and **DR** 10/bludgeoning or magic. If a gem is destroyed or removed then the small planar prison is forever destroyed but not before emptying its contents in the room and then zapping everyone in the room for 2d6 fire damage. A **DC 16 Reflex save** halves the damage.

*Dispelling* the whole contraption should be beyond your PCs skillset – consider it a caster level of 20.

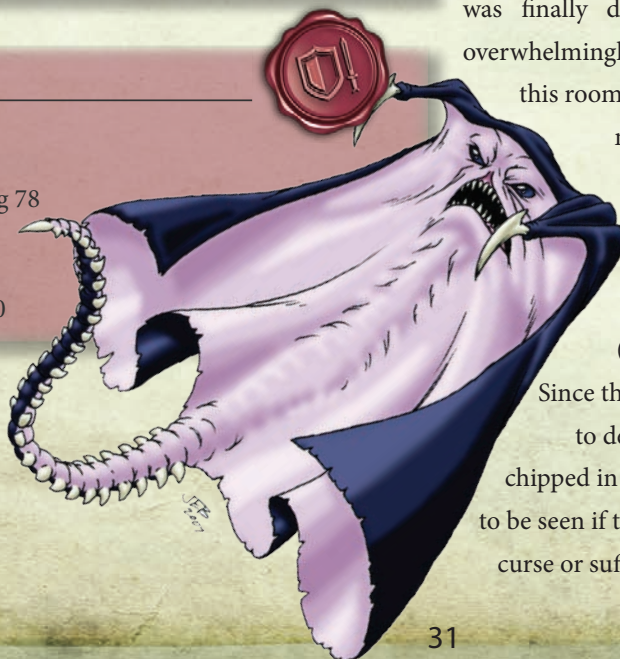
### Combat

**Cloaker** (3.5) pg 77

**Cloaker** (Pathfinder) pg 78

**Troll** (3.5) pg 79

**Troll** (Pathfinder) pg 80



## 29. Ruins of Flesh and Stone (Stefanos “netlich” Patelis)

The door to this room is closed but not locked. It opens towards the inside of the room.

There is no light within the small room. As soon as the door is opened, and according to the current light conditions, read or paraphrase the following:

*This small square room is at a glance a shamble of debris and stone fragments. What seems to be the few remnants of four stone arches stand in the four corners of the room in ruins, their chunks of rock strewn about within the room. The only other feature is a big mass of unidentifiable matter in the center of this chamber with hints of gray and brown color, lying in the middle of a spiral pattern once engraved on the stone floor.*

If no player asks specifically how the debris is laid out on the floor have them all roll a **Spot/Perception check** in the beginning of the encounter:

### Spot/Perception DC 14

**Success** “You realize that there is a spiral pattern in the way debris has been deposited on the floor. The larger pieces, big chunks of stone in themselves, lie towards the center and the mass of matter. The further from the center the smaller the rocks ending with a layer of dust and fine gravel towards the walls of the room.”

Although an extremely hard feat to accomplish, this room was finally destroyed by a strong adventuring group. The overwhelmingly powerful magic of the gate traps that used to lie in this room was permanently dismantled, but the backlash was more catastrophic than the previous trap. Remnants of the magical explosion have now infused and corrupted the ruins of the four stone arches making them animated objects. At the same time a whirlwind like effect remains from the previous (similar to a weaker version of the *whirlwind* spell.). Since the original catastrophe, a few groups have attempted to destroy the remnants of this cursed room and indeed chipped in by destroying some of the cursed stones. It remains to be seen if the current party will finally end this room’s magical curse or suffer the same fate as previous adventurers; providing



more matter for the central pile of matter.

If magic is used, the pulp in the center excludes nothing as it is simply the fate of past adventurers and their equipment smashed and crashed together so many times that it has become this unidentifiable ooze of grey and brown colors.

On the other hand, the whole room excludes magic. If *detect magic* is used and the spellcaster concentrates and successfully identifies the auras present they can glean the following:

The whole room and contents exclude a faint aura of a once overwhelming magic (like the other Gate rooms this would have been caster level 20) which would have dissipated if not remnants of it having infused the stones. The stones and debris do give off a separate aura though, a moderate Transmutation (animate object). Finally the spiral itself radiates with a strong Evocation (air) aura.

As soon as any being takes a step in the room a swirling wind rises from the center and can soon be felt spiraling around the room, rising in speed and power the more the PCs approach the center. soon the debris and dust rise up and gravel starts hitting the PCs.

You can choose when the door closes; it could be as soon as anyone identifies the matter in the center or as soon as all PCs are in the room. But at your chosen dramatic moment the circling winds, erupt abruptly to a whirlwind like effect. One that not only picks up the small debris but also some larger chunks and also forces the door closed. The largest chunks of rock form into a vaguely humanoid shape that after one round of forming attacks the nearest creature.

The winds are strong enough that opening the door from the inside requires a contested check against a Strength score of 25. Pushing from the outside gives a +2 bonus to the check. At any time the PCs may try to destroy the door:

### Skill Check

Open Locks/Disable Device N/A

Smash the door: **Hardness 5; HP 20; Break DC 18;** (Whirlwind held simple wooden door)



The creature itself functions as a medium animated object. Unfortunately for the PCs when destroyed its pieces assault them as two new small sized objects. And then each one that is destroyed rises once again as two tiny animated objects for one final assault. All in all the PCs are thus forced to fight one medium, two small, and four tiny animated objects. The objects will attack only those within the room; always starting from those closer to the center. The magic of the room lasts for 1d10 turns even after every living or moving creature has left the room so anything left inside is quite likely to be destroyed, smashed and added to the central repository of matter. Finally the whirlwind and the debris are such a nuisance that although no damage is caused, a **Concentration DC 12** is required for any applicable action (like spellcasting).

**Rock Man (Animated Object, Medium):** hp: 34; *hardness* 8;

**Rock Arm & Rock Leg (Animated Object, Small):** hp: 20, 11; *hardness* 8;


**Whirlwind Rocks (Animated Object, Tiny):** hp: 5,3,3,2; *hardness* 8;

Finally the whirlwind effect has a slow pull towards the center. PCs can easily overcome this pull without any effect in combat. But should any item or body drop on the ground it will slowly whirl towards the center where the biggest rocks will start crushing it!





## GM Tip



Let the PCs worry about the weird ooze/slime like mass in the center and ignore the real danger of the animated stones. Only if they near the mass will they be able to identify it as a pulp of organic and inorganic matter smashed and almost melded together in a sludge like ooze with the occasional glimpse of an identifiable component (piece of skull with flesh and hair, fragment of a sword blade, top of a potion and cork etc). But if by then they have not taken notice of the rising wind and swirling debris, it might be too late for them.

Additionally, smart or lucky PCs may realize that leaving the room puts them away from harm; provided they deal with the held door. Those who try to strike the stones from afar may get a chance to destroy some at your discretion but do not forget the stone's hardness and that once the wind settles the PCs might not be able to tell which stone is animated and which is not unless magic is used or an INT check is made. Do not punish the PCs who think of this way of dealing with this encounter as this has been factored in the encounter's DC (normally an EL 5).

Note: *Dispelling* the whole contraption should be beyond your PCs skill-set – consider it a caster level of 20. Alternatively and since this is the only room where the magic holding it together has failed you could assign appropriate levels to each magic in the room (Animated Object and Whirlwind) allowing the PCs to dispel one or two of them but obviously the challenge and XP granted should also be modified.


## 30. The Four-Arched Bandit (Stefanos "nefllich" Patelis)

The door to this room is mechanically locked but with no apparent mechanism for opening or closing. It lies a few inches within the stone arch of the doorframe and only when the PCs come close to it will they be able to discern that it extends into the wall. Unless they manipulate the contraption in room 24 (The Control Room) the door will not give in unless broken down. If the PCs have successfully negotiated that room then approaching it will have the same effect with the door between 24 and 14. The hissing sound will be heard and of the door will slide to the right in its own accord. As with room 24 the door will close after some

time but it will work and slide open again every time someone approaches it.

## Skill Check

### Open Locks/Disable Device N/A



Smash the door: **Hardness** 11; **HP** 66; **Break DC** 31; (Extra hard iron door)

This small square room contains four arch-like monuments and a single stone podium. Each one of the stone archways is of simplistic architecture, no more than two column-like blocks of grey stone that support a vertical block. The three blocks have a single adornment apiece, a polygonal gem encased within a golden frame and embedded in the stone. The archways are arranged in the four wall sides, essentially one for each compass direction, and emplaced in the centre of each wall almost touching the dark stone. The stone pedestal is located at the centre of the room, rising at roughly chest height and contains a flattened top, a top which contains the engraving of a hand expertly chiselled. You blink twice as you are pretty sure you notice the engraving flicker with a red aura and immediately snuff out.

In almost all cases, the PCs will have ample lighting conditions due to the *daylight* effect of **Room 14**. If the illusion of **Room 14** has been broken or the door swishes shut, those inside will have no light unless the gems flare due to PC actions. Additionally although the PCs might take precautions before entering the room as they would pass through one of the arches; going through the gates while they are not active does nothing.

The pedestal does indeed flare with a weak red aura but only momentarily – PCs spending even a little time in the room will eventually notice it as an elliptical aura that glows briefly over the flat pedestal top and then subsides.

## Encounter Development

The room will obviously detect strong magic, but of such varied conditions that arcane schools may not be identifiable. Unless the control device in **Room 24** has been negotiated with successfully, nothing further will occur in this room no matter what the PCs try (with the exception of damaging the gems - see below). Note that even if the PCs solve the colour riddle of **Room 24** and also use this room, if they ever cause the machine to explode or change the colour combinations in future forays, this room and door will also fail to function.



This encounter is essentially a game of chance, the fantasy equivalent of a slot machine. As soon as a living entity places their hand on the pedestal (and the room is not already being used by another being) the door to this room slides closed and will not open (unless destroyed or the effect runs its course). Then the four gems flare up with a red glow and thick grey fog billows and rolls within the archways while the air between the stone blocks of each arch shines and blurs as if a portal is forming. The clouds immediately start forming into shapes and then back to cloud form and back to shape form. The morphing is done blurringly fast and then slows down until in the end a shape is formed under each archway. Each archway's specific shape sequence and the rate of slowing down and the final space are completely random each time (so they don't always end up on the final shape at the same time). The four shapes that may randomly take place are: **an archway, a chest, a dragon and a doppelganger** (seen as an alien, long-limbed, featureless being with no hair or clothes). Either the DM or the PCs may roll a d4 for each gate to see what result comes up with each use of the pedestal.

The handprint used to activate this device cannot be reused while the gates are active and nothing happens no matter how the PCs interact with it. As soon as a result is established and the effect takes place the gems stops glowing, the archways become normal and the door slides open. Once a living entity has used this complex puzzle once they may never use it again and nothing happens if they touch the pedestal's hand etching.

Allow players to utilize chance affecting magical items and spells as normal – either by modifying the dice rolls or applying to them some bonus in results. The easiest way is to let the PCs roll the die twice and choose the most beneficial combination or let them change one result to their liking.

**Note:** *Dispelling* the whole contraption should be beyond your PCs skill-set – consider it a caster level of 20.



## Random Gift Gate (x4)

CR 1

**Type** magic; **Perception** DC 25; **Disable Device** DC 25 (Special – see below)

The disable skill check given is for PCs trying to remove a gem from its socket. A critical failure in this case is the same as destroying the gem. A destroyed or removed gem is counted as inactive and the gate will never be usable again. The gem is quite tough and has a **hardness** of 5, has 10 hp and **DR** 10/bludgeoning or magic. If a gem is destroyed (and not removed) then resolve it as if only one shape was randomly chosen (roll one d4 and check on the table below).

### The Results

After rolling a d4 for each gate and decided which shapes have appeared check with the following table to decide what happens:

**Arch (Magic):** From each portal that ends up with an arch-like symbol the cloud will billow forth and fill the room for one round. Allow the PC who initiated the gamble a single **DC 12 Reflex save** to hold their breath only if they state so. Otherwise they are affected by the magic vapours. Anyone else present is not affected at all. Everyone's vision though will be affected for one round as if an *Obscuring Mist* spell engulfs the room (and only the room) for 1 round.

**One Arch:** A poisonous gas that causes 20 hp of damage, 10 if the save is made.

**Two Arches:** The cloud simply obscures and does nothing.

**Three Arches:** The PC is considered blessed for 24 hours.

**Four Arches:** The PC breathing the cloud is blessed and also gains enough XP to rise one level.

**Chest (Treasure):** A chest appears in front of the Pedestal (it will never appear in the place of another entity – it will simply be displaced to a nearby square)

**One Chest:** The chest is not only empty but contains a mimic.

**Two Chests:** The chest is empty.

**Three Chests:** The chest contains some minor treasure : 1d10 PP, 1d20 GP and a better version of one the PCs favourite weapons or armour (including defensive magical items).



**Four Chests:** The chest contains the treasure above and a Tome that will modify one of the PCs ability scores by +2 (chose something the PC will really benefit from).

**Dragon (Monster):** The creature materialises before the Pedestal at an empty space and immediately attacks any beings in the room until destroyed – at which point it disappears.

**One Dragon (EL ½):** A **medium Monstrous Centipede** (4 hp)

**Two Dragons (EL 1):** A **Troglodyte** (13 hp) without any weapons.

**Three Dragons (EL 3):** An **Allip** (26 hp).

**Four Dragons (EL 6):** A **Babau Demon** (66 hp)

**Doppelganger (Joker):** This is a special case. The Doppelganger shape is considered exactly as the same shape with the one chosen for the arch directly opposite it. If 2 Doppelganger shapes are rolled and they are opposite each other the PCs are in for a treat as two exact clones of any beings within the room are created and immediately attack. In the unlucky case 4 Doppelganger appear then 4 such clones are created. They can be of the same entity so a PC who attempts the random game alone in a room may end up facing 4 clones of themselves!

## 31. Restless Gate Syndrome (Stefanos "nefllich" Patelis)

The door to this room is closed but not locked. The PCs may notice small wisps of grey fog coming out from under the door. The smoke radiates magic (see further down).

### Spot/Perception DC 12

**Success** "You see faint tendrils of grey fog creep under the door frame and evaporate in the corridor."



As soon as the door is opened read or paraphrase the following:

*A condensed wall of a thick grey fog blocks your vision and hides the contents of this room. Invisible currents seem to give motion to the peculiar vapors which toil and wreath before you. Tendrils of the smoky material seem to reach out as if to grasp you, only to evaporate as soon as they exit the noticeably colder room. Your mind is convinced that you can detect multiple sources of light within this fog; but the way the light is diffused you are not sure whether it is the*

*fog itself that is glowing or there are indeed light sources within the room.*

The small room beyond the door is home to a devious trap of four linked gates, enhanced by a collection of enchantments and rituals, all serving one ultimate cause; to forever trap anyone who braves the room inside. Make sure you have read the full text and are prepared before running this encounter.

**Note:** There are no saving throws given for this encounter. There is no immediate threat to PCs and rolling saving throws each time for each magical effect that takes place within this room would heavily complicate an already complicated encounter. If you do not feel this is to your style of gaming then consider rolling a DC 25 saving throw for each spell per PC for each gate and once for the spinner (so each PC rolls 5 saves) and keep those results. A PC that succeeds on a save against the Gate teleportation effect does not trigger the gate and it is not disabled. Equally dispelling the whole contraption should be beyond your PCs skill-set – consider it a caster level of 20.

The room is 10'x10' and follows the common layout and architecture of the other dungeon. The noticeable differences (if the fog does not hide them that is) are as follows.

There are three components to this room's magical trap. The magical fog that obscures and confuses the senses of trapped beings; a magical glyph with a spiral shape that takes most of the floor; and four stone gates that occupy the center of each wall of the room (including the one the PC's enter from). What completes the confusing image is the set of three fake wooden doors that are identical to the entrance door. Once the entrance door is closed then it is very difficult to identify which way is which.

If the PCs manage to breach through the obscuring fog or use other means to properly scry the layout of the room they would see the following. Otherwise use partial information from below to describe to the PCs what they manage to make out (due to perception checks or getting to close to one of the gates for example) also ensuring you update the description with any changes the PCs might have incurred (broken gems, deactivated gates):

Four wooden doors stand at the center of each wall of this room. Each door is preceded by a stone archway of simplistic architecture, no more than two column-like blocks of grey stone that support a



vertical block. Each block has a single adornment, a multifaceted gem encased within a golden frame and embedded in the stone. Each of these three gems glows with a faint aura that seems to be fueled from the depths of its crystals. The left column has a blue glowing gem, the right column a purple while the top frame has an ashen glow around the crystal. The space directly under the frame of each stone archway seems to tremble as if watching a vertical surface of water slightly touched by a weak breeze. Finally almost all of the central part of the stone floor is taken by massive carving. A glyph shaped as a twisting spiral has been carved on the floor inlaid with a silver hued paint and is also glowing with a purplish aura of magic.

This composite trap's strength lies in the three components working together and it is at this point that the PCs may find it very hard to escape the room once they enter it. All three effects are powered by the three gems found on each stone arch, if these gems are deactivated or destroyed then the trap ceases to function. In fact every-time any gems may be deactivated or destroyed then the attuned trap is also affected. Read the following rules carefully in order to understand how things work and remember to allow the PCs any experimenting with this complex trap.

### Teleporting Gate (x4)

CR 1

**Type** magic; **Perception** DC 25; **Disable Device** DC 25 (Special – see below)

#### EFFECTS

**Trigger** pass under gate (front side only); **Reset** automatic (activate any other gate)

**Effect** Random teleportation to another gate; single target. Reset all other functioning gates and close all wooden doors (fakes and normal).

These gates trigger's is directional so will only work when a PC walks through them from the center of the room towards the wall (therefore first timers who come into the room do not trigger the south gate). In any case the archways are too close to the wooden doors so that no corporeal being could squeeze from the sides. While a gate is active then its blue gem glows. While the gem of an archway does not glow then PCs may pass through and reach the wooden door behind it. Otherwise the first being that walks through archway of an active gate is instantly teleported randomly to any of the four

gates (including the one just used) facing as if it simply walked out of that archway. If more than one being attempts to pass at the same time only one does (roll initiative to settle disputes). As soon as a gate is used its blue gem releases a surge of blue light and then snuffs out, while any non-active blue gem on all other gates is once again activated (and its associated gate functional again) and all the wooden doors are closed. Creatures in the room including the teleported creature will probably notice the burst but may find it hard to pinpoint the direction or the exact source (considering the obscuring fog). Have all PCs roll a **Spot/Perception DC 12** check modified by the fog conditions and if anyone succeeds decide whether they can discern only the direction of the burst or they can actually see the gem glow and die down (if there is no fog then obviously the PCs will see everything).

The Disable Device skill check given is for PCs trying to remove a gem from its socket. A critical failure in this case is the same as destroying the gem. A destroyed or removed gem is counted as inactive and will never reset again. The gem is quite tough and has a hardness of 5, has 10 hp and DR 10/bludgeoning or magic. If a gem is destroyed, then all creatures in the room suffer 2d6 electricity damage. A **DC 16 Reflex DC** halves the damage.

### Spinner Trap

CR 1

**Type** magic; **Perception** DC 25; **Disable Device** DC 25 (Special – see below)

#### EFFECTS

**Trigger** living being steps on glyph; **Reset** automatic (as soon as no one is standing on the glyph)

**Effect** Randomly change facing of all living creatures in the room (1d4 for each compass direction); multiple targets (all in room).

This trap is also fueled by the energy of the gems on the archway, although this is attuned to the purple gems. As long as even one of these gems is active and glowing then the spinner is also active and glowing as well. The glyph's glow can be spotted by a **Spot/Perception DC 12** check modified by the fog conditions. The glyph's magic is very subtle and any being affected will only feel a slight discomfort in their stomach



and a faint spell of dizziness. Nothing in the outside world will seem to change unless there are deactivated gems and the affected creatures can see them in which case they will notice the new layout of the room.

The disable skill check given is for PCs trying to remove a gem from its socket. A critical failure in this case is the same as destroying the gem. A destroyed or removed gem is counted as inactive and will never reset again. The gem is quite tough and has a hardness of 5, has 10 hp and DR 10/bludgeoning or magic. If a gem is destroyed then all creatures in the room suffer 2d6 sonics damage. A DC 16 Will save halves the damage.

## Obscuring Fog

CR 1

**Type** magic; **Perception** DC 25; **Disable Device** DC 25 (Special – see below)

### EFFECTS

**Trigger** always active; **Reset** always active;

**Effect** Sense obscuring fog billows from gates; affects room 30 only.

While the four grey glowing gems are active then each gate is also the source of this obscuring fog that billows from the dimensional portals into the room. The fog is magical in nature and will obscure any divination/detection spells just as it obscures sight and hearing. Each time a grey gem is deactivated (whether by PC' actions or because of a used arch way) then the respective gate stops creating fog. While all four gems are active then all Spot, Search, and Perception checks in the fog are at -6, sight is completely obscured as if in total darkness and all creatures gain total concealment. The bonus is decreased by a cumulative -2 for each gem that is currently deactivated (or permanently destroyed). With 3 or 2 gems active then, visibility is at 5' and every PC is affected by the equivalent of an *Obscuring Mist* spell. When only one gem is active then the fog evaporates too quickly for it to have any effect on the PCs. Weather manipulation spells like gust of wind can help by functioning as if one gem was deactivated.

The Disable Device skill check given is for PCs trying to remove a gem from its socket. A critical failure in this case is the same as destroying the gem. A destroyed or removed gem is counted as inactive and will never reset again. The gem is quite tough and has a hardness of 5, has 10 hp and DR 10/bludgeoning or magic. If a gem is destroyed, all creatures in the room suffer 2d6 poison damage. A DC 16 **Fortitude** save halves the damage.

Be prepared for the players to try various strategies on this complex puzzle trap. In fact welcome it and enjoy it. The basic two ways for PCs to exit this room are the brutal strength mode where they destroy enough gems in order to render the southern gate permanently inert or by figuring out how they are being teleported and span around and then choosing the southern gate in order for it to become inactive and then finding it and walking through it. Of course there is the absolute random case where the PCs might simply keep running through gates until they bump through the right door. And finally there is the chance that the PCs can outsmart the device by simultaneously walking through many gates. Have them all roll a DC 14 **Dexterity** check (or similar according to their plan) and if they succeed they indeed may pass simultaneously (always one person per gate) and deactivate more than one gate. If anyone fails, then roll *initiative* to see in what order they pass and decide the results. If you want to help the PCs have them roll an **Intelligence** check to remember where the spiral glyph started (its outer edge starts at the side of the real door so they might have noticed it when it first glowed through the fog).

Use the diagram above to keep track of what is active and what is not. If you draw or print out the diagram you can also turn it around in order to remember facing of characters (note which side is the real door before you start twisting it though). You may also want to pre-roll a few dice to avoid rolling constantly while the players are trying things out. Have 20 or 50 d4 rolls ready and keep checking them of each time you need such a check.

Future Development: Where do bodies of adventures who succumb to the trap go? Who cleans the place up and resets any possible damage? Is there truth in the rumor of the off chance that a gate may discharge a poor soul to another dimension and the home of the creator of these powerful dweomers? And what is the connection between the three rooms that share the same motif of arches?



## 32. Lost Marbles (Jonathan Hughes)

The door opens into an elongated room with a dusty floor. The air is cool and stale, and the only remarkable features are at the far end of the room: a small corpse on the floor, while twelve blank marble panels and a strange verse carved above them cover the wall.

This room contains two threats: an ethereal filcher looking for magic items and an electric trap that covers fifteen feet closest to the marble panels at the far end of the room.

The marble panels are covered with magical writing that become visible if detect magic or true seeing is cast. Additionally, on the wall above the panels is carved the following verse written in Terran:

**If you seek my hidden wealth, touch not the words of gold.**

*Common items hide in stealth a value never sold.*

*All but one will take your health and leave you naught to hold.*

**The magical pictures that appear, in order from top left, are:**

elephants	gauntlet	fountain	violins
cauldron	squares	greataxes	turkey
towers	lightning	pumpkin	wizards

A **DC 16 Decipher Script/Linguistics check** lets PCs know exactly what the images represent. (For example, that the first panel indicates ‘elephants’ not ‘elephant’, ‘pachyderm’ or ‘animals’.)

If the letters are turned into numbers where A=1, B=2, up to Z=26, the letters contained in each word total to one hundred for every word except “cauldron”. Pressing the plate where the cauldron is magically drawn causes that section of the wall to extend out, revealing a drawer that contains the original treasure hidden inside, as well as any trinkets recently stolen by the ethereal filcher. If any magic items were taken from the PCs, they will be found in this drawer.

Touching any other panel triggers the lightning trap.

### Lightning Trap

CR 4

XP 1,200

Type magic; Search/Perception DC 28; Disable Device 28

#### EFFECTS

**Trigger** proximity; **Reset** 1 minute

**Effect** spell effect (lightning bolt; 5d6 damage, DC 14 Reflex for half); single target (person who pushed the plate)

The ethereal filcher lives in the room and keeps its hoard of magical items hidden behind the non-trapped marble plate. If any characters carrying magic items enter the room, the filcher attempts to phase into the room, grab a magic item, and vanish to store its new acquisition. If reduced to fewer than 5 hit points, it flees the room, abandoning its hidden cache.

The body near the panels is a halfling rogue that triggered the lightning trap. A **DC 18 Heal check** reveals scorch marks and other signs that the trespasser was electrocuted. The halfling has a masterwork dagger, but his Vest of Escape was claimed by the ethereal filcher long ago. The only other items of interest found on the body (**DC 20 Perception**) are two coins: a copper piece with the letter ‘a’ scratched into the face, and a silver piece with the letter ‘j’ similarly marked. This is a clue that a=1 and j=10 and the total of 100 would represent a gold piece.

### Combat

Ethereal Filcher (3.5) pg 81

Ethereal Filcher (Pathfinder) pg 81

## Hallway Trap (Michael Holland)

This trap may be placed anywhere within the dungeon.

While exploring the dungeon the party comes upon a peculiar hallway filled with the bones of the fallen.

From door to door brittle bones litter this hallway. It is impossible to move from one end to the other without feeling them ground underfoot.



### Search/Perception DC 15

**Success:** "Listening closely you hear gibbering whispers of misery which echo up and down the hallway."

Any PC who speaks goblin can understand the whispers which beg for mercy and to be spared their awful fate.

### Search/Perception DC 20

**Success:** "Examining the bones reveals them to be the remains of goblins which died within these halls although the cause of their demise is impossible to determine."

### Lingering Nightmare

CR 3

XP 800

CE haunt (5 ft. by 15 ft. hallway)

**Caster Level 3rd**

**Notice** Perception DC 15 (gibbering whispers in goblin)

**hp 6; Trigger** proximity; **Reset** 1 week

**Effect** When this haunt is triggered a fog swirls up from the floor and ghostly goblins hands reach up to grab and pull at all creatures in the room. While all are tormented by this haunting only a single arcane spell caster is targeted by its sinister effects, a nightmare spell (DC 17) which will take effect when the target attempts to go to sleep. Creatures which do not sleep will not be targeted by this effect.

**Destruction** The bones littering the hallway must be gathered together and burned.

There is nothing of value in this hallway.

### A Second Level to the Dungeon?

After returning to town to rest the PCs may want to return and continue to explore this dungeon. Will there be a second level beneath this one? That is entirely up to you!

If you liked this module please join [AdventureAWeek.com](http://AdventureAWeek.com) and post on our message boards. We would be super happy to hear from you and even have you write up a room for the next dungeon!

Happy Gaming!

-Will Myers & Jonathan G. Nelson



# COMBAT APPENDIX

## Llacum Parum Succubus (3.5)

<b>Size/Type</b>	Medium outsider (chaotic, demon, evil, extraplanar)
<b>Hit Dice</b>	4d8+22 (40 hp)
<b>Initiative</b>	+3
<b>Speed</b>	30 ft.; fly 50 ft. (average)
<b>Armor Class</b>	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
<b>Base Atk/Grapple</b>	+3/+4
<b>Attack</b>	2 claws +6 melee (1d6+1)
<b>Full Attack</b>	2 claws +6 melee (1d6+1)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	energy drain, spell-like abilities, <i>summon tanar'ri</i>
<b>Special Qualities</b>	damage reduction 3/cold iron or good, darkvision 60 ft., immunity to electricity, fire, and poison, resistance to acid 5 and cold 10, spell resistance 10
<b>Saves</b>	Fort +5, Ref +7, Will +6
<b>Abilities</b>	Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 25
<b>Skills</b>	28 Bluff +15, Diplomacy +13, Disguise +13, Escape Artist +10, Fly +10, Hide +10, Intimidate +13, Knowledge (planes) +11, Listen +17, Move Silently +10, Sense Motive +9, Spot +17
<b>Feats</b>	Combat Reflexes, Persuasive, Weapon Finesse
<b>Challenge Rating</b>	4
<b>Alignment</b>	Chaotic Evil
<b>Languages</b>	Abyssal, Celestial, Common, Draconic, telepathy 100 ft., <i>tongues</i>
<b>Spell-Like Abilities (CL6)</b>	Constant – <i>detect good, tongues</i> At will – <i>detect thoughts, suggestion, vampiric touch</i> 1/day – <i>dominate person</i>

## Llacum Parum Succubus (PF)

CR 4

XP 1,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +3; **Senses** darkvision 30 ft., detect good; Perception +18

### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 44 (4d10+20)

**Fort** +5, **Ref** +7, **Will** +8

**DR** 3/cold iron or good; **Immune** electricity, fire, poison;

**Resist** acid 5, cold 10, SR 10

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +6 (1d6+1)

**SA**energy drain, profane gift

**Spell-Like Abilities (CL 6th)**

**Constant** – *detect good, tongues*

**At will** – *detect thoughts, suggestion, vampiric touch*

**1/day** – *dominate person*

### STATISTICS

**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 25

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

**Skills** Bluff 21, Diplomacy 17, Escape Artist 13, Fly 13, Intimidate 17, Knowledge (planes) 14, Perception 18, Sense Motive 17, Stealth 13,

**Racial Modifiers** +4 Bluff, +4 Perception

**Languages** Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

**SQ** Change Shape (alter self, Small or Medium humanoid)

### SPECIAL ABILITIES

**Energy Drain (Su)** A llacum parum succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of



passion from the succubus. The victim must succeed on a DC 15 Will save to negate the suggestion. The DC is 15 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift (Su)** Once per day as a full-round action, a llacum parum succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 1d6 Charisma drain to the victim, no save).



#### Rune Guardian (3.5)

<b>Size/Type</b>	Tiny construct
<b>Hit Dice</b>	2d10 (11 hp)
<b>Initiative</b>	+6
<b>Speed</b>	fly 60 ft. (perfect)
<b>Armor Class</b>	14 (+2 Dex, +2 size), touch 14, flat-footed 12
<b>Base Atk/Grapple</b>	+2/+2
<b>Attack</b>	slam melee +2 (1d2–2)
<b>Full Attack</b>	slam melee +2 (1d2–2)
<b>Special Attacks</b>	sin magic
<b>Special Qualities</b>	construct traits, darkvision 60 ft., fast healing 1, low-light vision, school vulnerability, spell resistance 12
<b>Saves</b>	Fort +0, Ref +2, Will +2
<b>Abilities</b>	Str 6, Dex 15, Con —, Int 11, Wis 14, Cha 12
<b>Skills</b>	Fly +18, Hide +12, Spot +3
<b>Feats</b>	Improved Initiative
<b>Challenge Rating</b>	1
<b>Alignment</b>	Neutral
<b>Languages</b>	Common (does not speak)
<b>Spell-Like Abilities (CL 3rd;</b>	At will— <i>burning hands</i> (DC 12), <i>color spray</i> (DC 12), <i>hold portal</i> ,

**concentration +4)**

*ray of enfeeblement* (DC 12),  
*reduce person* (DC 12), *sleep*  
(DC 12), *summon monster I*

#### Special Abilities

##### School Vulnerability (Ex)

A rune guardian's spell resistance does not apply against spells or effects from its opposition schools. Rune guardians of envy are vulnerable to evocation and necromancy spells, rune guardians of gluttony are vulnerable to abjuration and enchantment spells, rune guardians of greed are vulnerable to enchantment and illusion spells, rune guardians of lust are vulnerable to necromancy and transmutation spells, rune guardians of pride are vulnerable to conjuration and transmutation spells, rune guardians of sloth are vulnerable to evocation and illusion spells, and rune guardians of wrath are vulnerable to abjuration and conjuration spells.

##### Sin Magic (Sp)

A rune guardian has a single spell-like ability, usable at will, from the school of magic associated with the reward of rule it represents. Rune guardians of envy cast hold portal, rune guardians of gluttony cast ray of enfeeblement, rune guardians of greed cast reduce person, rune guardians of lust cast sleep, rune guardians of pride cast color spray, rune guardians of sloth cast summon monster I, and rune guardians of wrath cast burning hands.

Every 1d4 rounds the Rune Guardian flashes purple and casts summon monster I and summons a Fiendish Fire Beetle into the centre of the ring of glyphs.



#### Rune Guardian (PF)

CR 1

XP 400

N Tiny construct

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

#### DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 11 (2d10); fast healing 1

**Fort** +0, **Ref** +2, **Will** +2



Immune construct traits; SR 12

Weaknesses school vulnerability

### OFFENSE

Speed fly 60 ft. (perfect)

Melee slam +2 (1d2–2)

SA sin magic

**Spell-Like Abilities** (CL 3rd; concentration +4)

At will—*burning hands* (DC 12), *color spray* (DC 12),  
*hold portal*, *ray of enfeeblement* (DC 12), *reduce person*  
(DC 12), *sleep* (DC 12), *summon monster I*

### STATISTICS

Str 6, Dex 15, Con —, Int 11, Wis 14, Cha 12

Base Atk +2; CMB +2; CMD 10 (can't be tripped)

Feats Improved Initiative

Skills Fly +18, Perception +3, Stealth +12

Languages Common (does not speak)

### SPECIAL ABILITIES

#### School Vulnerability (Ex)

A rune guardian's spell resistance does not apply against spells or effects from its opposition schools. Rune guardians of envy are vulnerable to evocation and necromancy spells, rune guardians of gluttony are vulnerable to abjuration and enchantment spells, rune guardians of greed are vulnerable to enchantment and illusion spells, rune guardians of lust are vulnerable to necromancy and transmutation spells, rune guardians of pride are vulnerable to conjuration and transmutation spells, rune guardians of sloth are vulnerable to evocation and illusion spells, and rune guardians of wrath are vulnerable to abjuration and conjuration spells.

#### Sin Magic (Sp)

A rune guardian has a single spell-like ability, usable at will, from the school of magic associated with the reward of rule it represents. Rune guardians of envy cast *hold portal*, rune guardians of gluttony cast *ray of enfeeblement*, rune guardians of greed cast *reduce person*, rune guardians of lust cast *sleep*, rune guardians of pride cast *color spray*, rune guardians of sloth cast *summon monster I*, and rune guardians of wrath cast *burning hands*.

Every 1d4 rounds the Rune Guardian flashes purple and casts *summon monster I* and summons a Fiendish Fire Beetle into the centre of the ring of glyphs.



#### Fiendish Fire Beetle (3.5)

Size/Type	Small fiendish vermin
Hit Dice	1d8+2 (6 hp)
Initiative	+0
Speed	30 ft., fly 30 ft. (poor)
Armor Class	12 (+1 natural, +1 size), touch 11, flat-footed 12
Base Atk/Grapple	+0/+1
Attack	bite +3 melee (1d4+2)
Full Attack	bite +3 melee (1d4+2)
Special Attacks	Smite good
Special Qualities	cold resistance 5, darkvision 60 ft., fire resistance 5, immune to mind-affecting effects, luminescence, spell resistance 5
Saves	Fort +4, Ref +0, Will +0
Abilities	Str 14, Dex 11, Con 15, Int —, Wis 10, Cha 7
Skills	Fly +2
Challenge Rating	1/3
Alignment	Neutral

#### Special Abilities

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

**Smite good** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (+1) against good foes; smite persists until target is dead or the fiendish creature rests).

**Augment Summoning:** Items in brackets [ ] represent the spell being cast by a character with the Augment Summoning feat.



**Fiendish Fire Beetle (PF)**

CR 1/3

XP 135

N Small fiendish vermin

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +0**DEFENSE**

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

**hp** 6 (1d8+2)**Fort** +4, **Ref** +0, **Will** +0**Immune** mind-affecting effects; **Resist** cold, fire 5; **SR** 5**OFFENSE****Speed** 30 ft., fly 30 ft. (poor)**Melee** bite +3 (1d4+2)**SA** Smite good**STATISTICS****Str** 14, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 7**Base Atk** +0; **CMB** +1; **CMD** 11 (19 vs. trip)**Skills** Fly +2**SQ** luminescence**SPECIAL ABILITIES**

**Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

**Smite good** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (+1) against good foes; smite persists until target is dead or the fiendish creature rests).

**Augment Summoning:** Items in brackets [] represent the spell being cast by a character with the Augment Summoning feat.

**Gray Ooze (3.5)**

<b>Size/Type</b>	Medium Ooze
<b>Hit Dice</b>	3d10+15 (31 hp)
<b>Initiative</b>	-5
<b>Speed</b>	10 ft. (2 squares)
<b>Armor Class</b>	5 (-5 Dex), touch 5, flat-footed 5
<b>Base Atk/Grapple</b>	+2/+3
<b>Attack</b>	Slam +3 melee (1d6+1 plus 1d6 acid)
<b>Full Attack</b>	Slam +3 melee (1d6+1 plus 1d6 acid)

<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
<b>Special Qualities</b>	Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
<b>Saves</b>	Fort +6, Ref -4, Will -4
<b>Abilities</b>	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
<b>Environment</b>	Cold marshes
<b>Organization</b>	Solitary
<b>Challenge Rating</b>	4
<b>Treasure</b>	None
<b>Alignment</b>	Always neutral

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

**COMBAT**

A gray ooze strikes like a snake, slamming opponents with its body.

**Acid (Ex):** A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Constrict (Ex):** A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

**Improved Grab (Ex):** To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.



**Transparent (Ex):** A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

### Gray Ooze (PF)

CR 4

XP 1,200

N Medium ooze

**Init** -5; **Senses** blindsight 60 ft.; **Perception** -5

#### DEFENSE

**AC** 5, touch 5, flat-footed 5 (-5 Dex)

**hp** 50 (4d8+32)

**Fort** +9, **Ref** -4, **Will** -4

**Defensive Abilities** ooze traits; Immune cold, fire

#### OFFENSE

**Speed** 10 ft.

**Melee** slam +6 (1d6+4 plus 1d6 acid and grab)

**SA** acid, constrict (1d6+1 plus 1d6 acid)

#### STATISTICS

**Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

**SQ** transparent

#### SPECIAL ABILITIES

**Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

### Orc and Gnoll Statues (3.5)

<b>Size/Type</b>	Medium Construct
<b>Hit Dice</b>	3d10+20 (36 hp)
<b>Initiative</b>	+0
<b>Speed</b>	20 ft.
<b>Armor Class</b>	15 (+5 natural), touch 10, flat-footed 15
<b>Base Atk/Grapple</b>	+3/+5
<b>Attack</b>	Slam +5 melee (1d8+3)
<b>Special Qualities</b>	darkvision 60 ft., hardness 8, low-light vision, staggered
<b>Saves</b>	Fort +1, Ref +1, Will -4
<b>Abilities</b>	Str 14 Dex 10 Con — Int — Wis 1 Cha 1
<b>Challenge Rating</b>	2
<b>Alignment</b>	Neutral

### Orc and Gnoll Statues (PF)

CR 2

600 XP

N Medium Construct

**Init** +0; **Senses** darkvision 60 ft., low light vision; **Perception** -5

#### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +1, **Will** -4

**Defensive Abilities** hardness 8

**Weaknesses** always staggered

#### OFFENSE

**Speed** 20 ft.

**Melee** Slam +5 (1d8+3)



## STATISTICS

Str 14 Dex 10 Con – Int – Wis 1 Cha 1

Base Atk +3; CMB +5; CMB 15

### Goblin and Kobold Statues (3.5)

Size/Type	Small Construct
Hit Dice	2d10+20 (21 hp)
Initiative	+1
Speed	10 ft.
Armor Class	16 (+5 natural, +1 Dex), touch 12, flat-footed 15
Base Atk/ Grapple	+2/+1
Attack	Slam +3 melee (1d3)
Special Qualities	darkvision 60 ft., hardness 8, low-light vision, staggered
Saves	Fort +0, Ref +1, Will -5
Abilities	Str 10 Dex 12 Con – Int – Wis 1 Cha 1
Challenge Rating	1
Alignment	Neutral

### Goblin and Kobold Statues (PF)

CR 1

400 XP

N Small Construct

Init +1; Senses darkvision 60 ft., low light vision;

Perception -5

## DEFENSE

AC 16, touch 12, flat-footed 15 (+5 natural, +1 dex)

hp 21 (2d10+20)

Fort +0, Ref +1, Will -5

Defensive abilities hardness 8

Weaknesses always staggered

## OFFENSE

Speed 10 ft.

Melee Slam +3 (1d3)

## STATISTICS

Str 10 Dex 12 Con – Int – Wis 1 Cha 1

Base Atk +2; CMB +1; CMB 12

### Large Water Elemental (3.5)

Size/Type	Large Elemental (Water, Extraplanar)
Hit Dice	8d8+32 (68 hp)
Initiative	+2
Speed	20 ft. (4 squares), swim 90 ft.
Armor Class	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Atk/ Grapple	+6/+15
Attack	Slam +10 melee (2d8+5)
Full Attack	2 slams +10 melee (2d8+5)
Space/Reach	10 ft./10 ft.
Special Attacks	Water mastery, drench, vortex
Special Qualities	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves	Fort +10, Ref +4, Will +2
Abilities	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills	Listen +5, Spot +6
Feats	Cleave, Great Cleave, Power Attack
Environment	Elemental Plane of Water
Organization	Solitary
Challenge Rating	5
Treasure	None
Alignment	Usually Neutral

A water elemental can't venture more than 180 feet from the body of water from which it was conjured.

Water elementals speak Aquan but rarely choose to do so.

## COMBAT

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)



A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

	Height	Weight	Save DC	Damage
Vortex Height	Elemental	16 ft.	2,250 lbs.	19
2d6	10-40 ft.			

	Height	Weight	Save DC	Damage	Vortex Height
Elemental	16 ft.	2,250 lbs.	19	2d6	10-40 ft.

**Skills:** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.





## Large Water Elemental (PF)

CR 5

*This translucent creature's shape shifts between a spinning column of water and a crashing wave.*

XP 1,600

N Large outsider (elemental, extraplanar, water)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +8, **Will** +2

**DR** 5/—; **Immune** elemental traits

### OFFENSE

**Speed** 20 ft., swim 90 ft.

**Melee** 2 slams +12 (1d8+5)

**Space** 10 ft.; **Reach** 10 ft.

**SA** drench, vortex (DC 19, 10–40 ft.), water mastery

### STATISTICS

**Str** 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +14; **CMD** 27

**Feats** Cleave, Dodge, Great Cleave, Power Attack

**Skills** Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

**Languages** Aquan

### SPECIAL ABILITIES

#### Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

#### Vortex (Su)

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

#### Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

### ECOLOGY

**Environment** any (Plane of Water)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

Water elementals are patient, relentless creatures made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

As with other elementals, all water elementals have their own unique shapes and appearances. Most appear as wave-like creatures with vaguely humanoid faces and smaller wave “arms” to either side. Another common form is that of any aquatic creature, such as a shark or octopus, but made entirely out of water.

A large water elemental is 16 feet long and weighs 2,250 pounds.



## Medium Earth Elemental (3.5)

<b>Size/Type</b>	Medium Elemental (Earth, Extraplanar)
<b>Hit Dice</b>	4d8+12 (30 hp)
<b>Initiative</b>	-1
<b>Speed</b>	20 ft. (4 squares)
<b>Armor Class</b>	18 (-1 Dex, +9 natural), touch 9, flat-footed 18
<b>Base Atk/Grapple</b>	+3/+8
<b>Attack</b>	Slam +8 melee (1d8+7)
<b>Full Attack</b>	Slam +8 melee (1d8+7)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	Earth mastery, push
<b>Special Qualities</b>	Darkvision 60 ft., earth glide, elemental traits
<b>Saves</b>	Fort +7, Ref +0, Will +1
<b>Abilities</b>	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11
<b>Skills</b>	Listen +4, Spot +3





<b>Feats</b>	Cleave, Power Attack
<b>Environment</b>	Elemental Plane of Earth
<b>Organization</b>	Solitary
<b>Challenge Rating</b>	3
<b>Treasure</b>	None
<b>Alignment</b>	Usually Neutral

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

### COMBAT

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

**Earth Mastery (Ex):** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Push (Ex):** An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Earth Glide (Ex):** An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

The Medium Earth Elemental is 8 ft. tall and weighs 750 lbs.

## Medium Earth Elemental (PF)

CR 3

*This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.*

### XP 800

N Medium outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +7

### DEFENSE

**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** elemental traits

### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** slam +9 (1d8+7)

**SA** earth mastery

### STATISTICS

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** Cleave, Improved Bull RushB, Power Attack

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

**Languages** Terran

### SPECIAL ABILITIES

#### Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

#### Earth Mastery (Ex)

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the



elemental is initiating or resisting these kinds of attacks.  
(These modifiers are not included in the statistics block.)

## ECOLOGY

**Environment** any (Plane of Earth)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes.

Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

A medium earth elemental is 8 feet long and weighs 750 pounds

## Fiendish Viper (3.5)

<b>Size/Type</b>	Small magical beast (Extraplanar)
<b>Hit Dice</b>	1d8 (4 hp)
<b>Initiative</b>	+7
<b>Speed</b>	20 ft., climb 20 ft. swim 20 ft.
<b>Armor Class</b>	17 (+1 size, +3 Dex, +3 natural)
<b>Base Atk/Grapple</b>	+0/-6
<b>Attack</b>	bite +4 (1d2-2 plus poison)
<b>Special Attacks</b>	poison, smite good 1/day
<b>Special Qualities</b>	scent, Darkvision 60 ft. resistance to cold and fire 5; SR 6
<b>Saves</b>	Fort +2, Ref +5, Will +1
<b>Abilities</b>	Str 6, Dex 17, Con 11, Int 3, Wis 12, Cha 2
<b>Skills</b>	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6;

<b>Skills</b>	<b>Racial Modifiers</b> +4 to Hide, Listen, Spot, +8 to Balance, Climb
<b>Feats</b>	Improved Initiative, Weapon Finesse
<b>Challenge Rating</b>	1/2
<b>Alignment</b>	Chaotic Evil
<b>Poison (Ex):</b> Damage DC 10; <b>Initial and secondary damage</b> 1d6 Con. The save DCs are Constitution-based.	
<b>Smite Good (Su):</b> Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.	

## Fiendish Viper (PF)

CR 1/2

XP 200

**CE Tiny fiendish animal**

**Init** +3; **Senses** scent, darkvision 60 ft., low-light vision, +9 Perception

## DEFENSE

**AC** 16 (+2 size, +3 Dex, +1 natural)

**hp** 3 (1d8-1)

**Fort** +1, **Ref** +5, **Will** +1

## OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d2-1 plus poison)

**SA** poison, smite good 1/day

## STATISTICS

**Str** 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +0; **CMB** +1; **CMD** 8 (can't be tripped)

**Feats** Weapon Finesse

**Skills** Climb +11, Perception +9, Stealth +15, Swim +11;

**Racial Modifiers** +4 Perception, +4 Stealth

**SQ** scent, darkvision 60 ft., low-light vision

## SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

**Smite Good** 1/day as a swift action: +0 to attack rolls and +1 damage bonus against good foes; smite persists until target is dead or the fiendish creature rests



### Fiendish Venomous Snakes (3.5)

<b>Size/Type</b>	Medium magical beast (extraplanar)
<b>Hit Dice</b>	2d8 (9 hp)
<b>Initiative</b>	+3
<b>Speed</b>	20 ft., climb 20 ft., swim 20 ft.
<b>Armor Class</b>	16 (+3 Dex, +3 natural)
<b>Base Atk/Grapple</b>	+1/+0
<b>Attack</b>	bite +4 (1d4-1 plus poison)
<b>Special Attacks</b>	poison, smite good 1/day
<b>Special Qualities</b>	scent, darkvision 60 ft., resistance to cold and fire 5, SR 7
<b>Saves</b>	Fort +3, Ref +6, Will +1
<b>Abilities</b>	Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2
<b>Skills</b>	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; <b>Racial Modifiers</b> +4 Hide, Listen, Spot; +8 Balance, Climb
<b>Feats</b>	Improved Initiative, Weapon Finesse
<b>Challenge Rating</b>	1
<b>Alignment</b>	Chaotic Evil

**Poison (Ex):** Damage DC 11; **Initial and secondary damage** 1d6 Con. The save DCs are Constitution-based.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

### Fiendish Venomous Snake (PF)

CR 1

XP 400

CE Medium fiendish animal

**Init** +5; **Senses** scent, darkvision 60 ft., low-light vision, Perception +9

#### DEFENSE

AC 14 (+1 Dex, +3 natural)

hp 13 (2d8+4)

**Fort** +5, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +2 (1d4-1 plus poison)

**SA** poison, smite good 1/day

### STATISTICS

**Str** 8, **Dex** 13, **Con** 14,

**Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +1; **CMB** +0; **CMD** 11

(can't be tripped)

**Feats** Improved

Initiative, Weapon

Finesse

**Skills** Acrobatics +9,

Climb +9, Perception +9,

Stealth +9, Swim +9; **Racial**

**Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics;

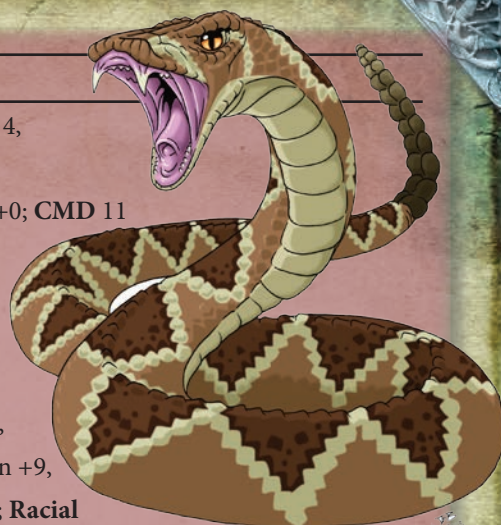
modifies Climb and Swim with Dexterity

**SQ** scent, darkvision 60 ft., low-light vision, resistance to cold, fire 5, SR 6

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**Smite Good** 1/day as a swift action: +0 to attack rolls and +2 damage bonus against good foes; smite persists until target is dead or the fiendish creature rests



### Fiendish Constrictor Snake (3.5)

<b>Size/Type</b>	Medium magical beast (extraplanar)
<b>Hit Dice</b>	3d8+6 (19 hp)
<b>Initiative</b>	+3
<b>Speed</b>	20 ft., climb 20 ft., swim 20 ft.
<b>Armor Class</b>	15 (+3 Dex, +2 natural)
<b>Base Atk/Grapple</b>	+2/+5
<b>Attack</b>	bite +5 (1d3+4)
<b>Special Attacks</b>	Constrict 1d3+4, improved grab
<b>Special Qualities</b>	scent, darkvision 60 ft., resistance to cold and fire 5, SR 8
<b>Saves</b>	Fort +4, Ref +6, Will +2
<b>Abilities</b>	Str 17, Dex 17, Con 13, Int 3, Wis 12, Cha 2
<b>Skills</b>	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; <b>Racial Modifiers</b> +4 Hide, Listen, Spot; +8 Balance, Climb
<b>Feats</b>	Alertness, Toughness



<b>Challenge Rating</b>	2
<b>Alignment</b>	Chaotic Evil
<p><b>Smite Good (Su):</b> Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.</p> <p><b>Constrict (Ex):</b> On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.</p> <p><b>Improved Grab (Ex):</b> To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.</p>	



### Fiendish Constrictor Snake (PF) CR 2

XP 600

CE Medium fiendish animal

**Init** +3, **Senses** scent, darkvision 60 ft., low-light vision, Perception +12

#### DEFENSE

AC 15 (+3 Dex, +2 natural)

hp 19 (3d8+6)

**Fort** +4, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d4+ plus grab)

**SA** constrict (1d4+4), smite good 1/day

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

**Feats** Skill Focus (Perception), Toughness

**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

**SQ** scent, darkvision 60 ft., low-light vision, resistance to cold, fire 5, SR 7

#### SPECIAL ABILITIES

**Grab** If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a

free action without provoking an attack of opportunity. Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

**Smite Good** 1/day as a swift action: +0 to attack rolls and +3 damage bonus against good foes; smite persists until target is dead or the fiendish creature rests



### Iron Cobra (3.5)

<b>Size/Type</b>	Small construct
<b>Hit Dice</b>	1d10+10 (19 hp)
<b>Initiative</b>	+2
<b>Speed</b>	40 ft.
<b>Armor Class</b>	20 (+1 size, +2 Dex, +7 natural)
<b>Base Atk/Grapple</b>	+0/+1
<b>Attack</b>	bite +3 (1d6+1)
<b>Special Qualities</b>	construct traits, darkvision 60 ft., DR 5/-, find target, low-light vision
<b>Saves</b>	Fort +0, Ref +2, Will +0
<b>Abilities</b>	Str 12, Dex 15, Con - Int -, Wis 11, Cha 1
<b>Challenge Rating</b>	2
<b>Alignment</b>	Neutral

**Find Target (Su)** Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.



### Iron Cobra (PF) CR 2

XP 600

N Small construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision

#### DEFENSE

AC 20 (+1 size, +2 Dex, +7 natural)

hp 15 (1d10+10)

**Fort** +0, **Ref** +2, **Will** +0



## OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+1)

## STATISTICS

**Str** 12, **Dex** 15, **Con** –, **Int** –, **Wis** 11, **Cha** 1

**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)

**Skills** Stealth +12, **Racial Modifiers** +6 Stealth

**SQ** construct traits, darkvision 60 ft., DR 5/–, find target, low-light vision

## SPECIAL ABILITIES

**Find Target (Su)** Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

### Sailfin Dragons (3.5)

<b>Size/Type</b>	Medium animal
<b>Hit Dice</b>	1d12-1 (6 hp)
<b>Initiative</b>	+3
<b>Speed</b>	20 ft.; climb 20 ft.
<b>Armor Class</b>	14 (+2 Dex, +2 size), touch 14, flat-footed 12
<b>Base Atk/Grapple</b>	+1/–2
<b>Attack</b>	bite +4 melee (1d6-2)
<b>Full Attack</b>	bite +4 melee (1d6-2)
<b>Space/Reach</b>	2 ½ ft./0 ft.
<b>Special Qualities</b>	low-light vision
<b>Saves</b>	Fort +2, Ref +4, Will +2
<b>Abilities</b>	Str 5, Dex 16, Con 8, Int 1, Wis 12, Cha 3
<b>Skills</b>	Climb -1, Move Silently +5
<b>Feats</b>	Weapon Finesse
<b>Challenge Rating</b>	1/3
<b>Alignment</b>	Neutral

Sailfin Dragons can be found in aquatic or tropical climate. When confronted with predators, Sailfin Dragons swarm and attack.

### Sailfin Dragons (PF)

CR 1/3

**XP** 100 each

**N** Med animal

**Init** +3; **Senses** low-light vision; **Perception** +1

## DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 6 (1d12–1)

**Fort** +2, **Ref** +4, **Will** +2

## OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +4 (1d6–2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 5, **Dex** 16, **Con** 8, **Int** 1, **Wis** 12, **Cha** 3

**Base Atk** +1; **CMB** +0; **CMD** 8 (12 vs. trip)

**Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Stealth +14; **Racial Modifiers** +8 Acrobatics

Sailfin Dragons can be found in aquatic or tropical climate. When confronted with predators, Sailfin Dragons swarm and attack.

### Poisonous Frogs (3.5)

<b>Size/Type</b>	Tiny Animal
<b>Hit Dice</b>	1d8 (4 hp)
<b>Initiative</b>	+1
<b>Speed</b>	10 ft. (2 squares), swim 20 ft.
<b>Armor Class</b>	13 (+2 size, +1 Dex), touch 13, flat-footed 12
<b>Base Atk/Grapple</b>	+0/–7
<b>Attack</b>	bite +3 melee (1 plus poison)
<b>Full Attack</b>	bite +3 melee (1 plus poison)
<b>Space/Reach</b>	2 1/2 ft./0 ft.
<b>Special Attacks</b>	Poison
<b>Special Qualities</b>	Amphibious, low-light vision
<b>Saves</b>	Fort +2, Ref +3, Will +1
<b>Abilities</b>	Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 10
<b>Skills</b>	Hide +4, Jump +5, Spot +2, Swim +2; Racial Modifiers Frogs receive a +8 bonus to Jump checks; uses Dex for Swim checks



<b>Feats</b>	Alertness
<b>Environment</b>	Warm forests
<b>Organization</b>	Solitary, pair, or bunch (2–5)
<b>Challenge Rating</b>	1/2
<b>Treasure</b>	None
<b>Alignment</b>	Always true neutral

This animal is a small amphibian with sticky pads on its feet. Its skin is brightly colored in reds, blues, yellows, and oranges.

The statistics presented here represent a wide range of brightly colored, poisonous frogs.

#### Combat

Poison dart frogs rely on their bright coloration to warn off predators. Any who don't get the message are subjected to their deadly poison.

**Bright Skin (Ex):** A poison dart frog's brightly colored skin is meant to warn predators of its poison, potentially helping it to avoid being eaten. A creature that spots a poison dart frog is entitled to a DC 5 Wisdom check to realize that the frog is poisonous.

Animals and most other creatures that succeed this check will not bite or attempt to eat a poison dart frog.

**Poison (Ex):** Injury, Fortitude DC 14, **initial and secondary damage** 2d6 Con. The save DC is Constitution-based and includes a +4 racial bonus.

#### Poisonous Frog (PF)

CR 1/2

XP 200

N Tiny animal

**Init** +1; **Senses** low-light vision; Perception +3

#### DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

**Fort** +2, **Ref** +3, **Will** –1

#### OFFENSE

**Speed** 10 ft., swim 20 ft.

**Melee** bite +3 (1 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10

**Base Atk** +0; **CMB** –1; **CMD** 5 (9 vs. trip)

**Feats** Weapon Finesse

**Skills** Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

#### SPECIAL ABILITIES

**Poison (Ex)**

**Injury**; save Fort DC 10; **frequency** 1/round for 6 rounds; **effect** 1d2 Con damage; **cure** 1 save

**Environment** warm marshes and aquatic

**Organization** solitary, pair, or army (3–12)

**Treasure** none

Poisonous frogs are a bright green color, with additional bright yellow, red, or blue markings. They are just over a foot long and weigh 10 pounds. The poison of poisonous frogs is often gathered by primitive tribes and used to coat darts and arrows for hunting.

#### Pseudodragon (3.5)

<b>Size/Type</b>	Tiny Dragon
<b>Hit Dice</b>	2d12+2 (15 hp)
<b>Initiative</b>	+2
<b>Speed</b>	15 ft. (3 squares), fly 60 ft. (good)
<b>Armor Class</b>	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
<b>Base Atk/Grapple</b>	+2/–8
<b>Attack</b>	Sting +4 melee (1d3–2 plus poison)
<b>Full Attack</b>	Sting +4 melee (1d3–2 plus poison) and bite –1 melee (1)
<b>Space/Reach</b>	2-1/2 ft./0 ft. (5 ft. with tail)
<b>Special Attacks</b>	Poison
<b>Special Qualities</b>	Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.
<b>Saves</b>	Fort +4, Ref +5, Will +4
<b>Abilities</b>	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10





<b>Skills</b>	Diplomacy +2, Hide +20*, Listen +7 +9, Search +6, Sense Motive +7, Spot +7 +9, Survival +1 (+3 following tracks)
<b>Feats</b>	Alertness, Weapon Finesse
<b>Challenge Rating</b>	1
<b>Treasure</b>	None
<b>Alignment</b>	Always neutral good
<b>Level</b>	3–4 HD (Tiny)
<b>Advancement</b>	
<b>Level Adjustment</b>	+3

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

A pseudodragon can communicate telepathically and can also vocalize animal noises.

#### COMBAT

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

**Poison (Ex):** Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

**Blindsight (Ex):** A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

**Telepathy (Su):** Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

**Skills:** Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. \*In forests or overgrown areas, this bonus improves to +8.

#### Pseudodragon (PF)

CR 1

XP 400

#### NG Tiny dragon

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; **Perception** +6

#### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 15 (2d12+2)

**Fort** +4, **Ref** +5, **Will** +4

**Immune** paralysis, sleep; **SR** 12

#### OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

#### STATISTICS

**Str** 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse

**Skills** Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial**

**Modifiers** +4 Stealth (improves to +8 in forests)

**Languages** Draconic; telepathy (60 ft.)

#### SPECIAL ABILITIES

**Poison (Ex)**

**Sting**—injury; **save** Fort DC 14; **frequency** 1/minute for 10 minutes; **effect** sleep for 1 minute; **cure** 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

#### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or clutch (3–5)

**Treasure** standard

Pseudodragons are tiny cousins of true dragons, and are playful but shy. They often only vocalize in chirps, hisses, growls, and purrs, but can communicate telepathically with any intelligent creature. If approached peacefully and offered food, they are usually willing to share information about what they've seen in their territory, but threats or violence make them flee.

Upon reaching adulthood, a pseudodragon's body is about 1 foot long with a 2-foot tail, and weighs about 7 pounds.



### Gorgon Scarab (3.5)

Size/Type	Small vermin
Hit Dice	4d8+8 (26 hp)
Initiative	+3
Speed	30 ft., burrow 15 ft.
Armor Class	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Atk/Grapple	+3/+0
Attack	-2 bite melee (1d4 plus gorgon poison) or spray +3 ranged (blinding spray)
Full Attack	-2 bite melee (1d4 plus gorgon poison) or spray +3 ranged (blinding spray)
Space/Reach	2.5 ft./5 ft.
Special Attacks	blinding spray, gorgon poison
Special Qualities	damage reduction 2/bludgeoning, darkvision 60 ft., vermin traits, weakness to fire
Saves	Fort +6, Ref +2, Will +2
Abilities	Str 6, Dex 16, Con 14, Int –, Wis 9, Cha 6
Challenge Rating	3
Alignment	Neutral
Languages	

#### Gorgon Poison (Ex)

When a gorgon scarab successfully hits a target, they inject a small amount of their poison into their prey. This poison turns their target into stone (as the spell *Flesh to Stone*, but as a non-magical natural effect. No spell resistance is granted. A saving throw of Fort DC (10+\*) will negate all effects of the poison. If turned to stone, the target becomes a perfectly lifelike grey stone statue posed as they were the moment the poison took effect. Their items, gear and equipment are not affected.

\*The difficulty of this saving throw increases by +1 for each consecutive successful bite from a gorgon scarab to a target.

#### Blinding Spray (Ex)

Though the spray from a gorgon scarab is relatively harmless, they are notably accurate at spraying it long distances (in a line with a range of 80 ft.). They will aim their spray at the face and eyes of their targets when

they cannot reach for a melee bite attack. A character successfully hit by the spray must make a saving throw Ref DC 12 or be blinded for 1d4 rounds.

### Gorgon Scarab (PF)

CR 3

XP 800

#### N Small Vermin

Init +3; Senses darkvision 60 ft.; Perception +2

#### DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 26 (4d8+8)

Fort +6, Ref +2, Will +2

DR 2/bludgeoning

Immune vermin traits

Weakness fire (x1.5 damage)

#### OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite -2 (1d4 plus gorgon poison)

Ranged spray +3 (no damage plus blinding spray)

Space 2.5 ft.; Reach 5ft

SA blinding spray, gorgon poison

#### STATISTICS

Str 6, Dex 16, Con 14, Int –, Wis 9, Cha 6

Base Atk +3; CMB +0; CMD 3

Skills Climb +5, Perception +2; Racial Modifiers

Perception +10 if in complete darkness

SQ Darkvision

#### SPECIAL ABILITIES

##### Gorgon Poison (Ex)

When a gorgon scarab successfully hits a target, they inject a small amount of their poison into their prey. This poison turns their target into stone (as the spell *Flesh to Stone*, but as a non-magical natural effect. No spell resistance is granted. A saving throw of Fort DC (10+\*) will negate all effects of the poison. If turned to stone, the target becomes a perfectly lifelike grey stone statue posed as they were the moment the poison took effect. Their items, gear and equipment are not affected.

\*The difficulty of this saving throw increases by +1 for each consecutive successful bite from a gorgon scarab to a target.



### **Blinding Spray (Ex)**

Though the spray from a gorgon scarab is relatively harmless, they are notably accurate at spraying it long distances (in a line with a range of 80 ft.). They will aim their spray at the face and eyes of their targets when they cannot reach for a melee bite attack. A character successfully hit by the spray must make a saving throw Ref DC 12 or be blinded for 1d4 rounds.

### **COMBAT**

Gorgon scarabs tend to attack as a unit, preferring to aggressively ambush their prey from all possible angles. Once prey (any non-plant living organism) is detected, the scarabs will become hostile and attack, using their large pincer-like mandibles to inject their gorgon poison into their targets.

They will continue to assaulting with their bite attacks until their target is turned to stone or until their numbers have dwindled down to a forth the size of the initially attacking group (cluster or colony). If reduced in number to this point, the remaining gorgon scarabs will attempt to burrow to their escape by any means possible.

They will aim their blinding spray at the face and eyes of their targets if they cannot reach them for a physical bite attack.

A cluster or colony of gorgon scarabs will not venture further than 1000 feet from their perceived nesting area in pursuit of potential prey.

### **ECOLOGY**

**Environment** subterranean or near caves

**Organization** cluster (3-12), or colony (6-36)

**Treasure** special (see gorgon scarab treasure chart)

A gorgon scarab is a large beetle about two-feet in length. Its body is bright crimson in color and its exceptionally dense outer shell often sparkles as if embedded with countless crystalline chips. Boasting two needle-pointed, pincer-like mandibles, the gorgon scarab's primary attack is to bite its target and attempt to inject its poison.

A gorgon scarab gets its name from its unique ability to turn living prey into solid stone statues.

The bite of the insect injects a small amount of poison that naturally reacts with the fluids contained in the tissues of a non-plant living creature, solidifying those tissues into a solid stone-like material. The toxicity of this poison is very low, but a colony of scarabs will reflexively organize an assault on a single target, which could result in hundreds of bites, and a highly potent amount of the "gorgon poison."

To sustain itself, a gorgon scarab consumes a unique enzyme that is generated by its regurgitated digestive fluid as it slowly dissolves solid stone that it has been sprayed upon. This fluid, though acidic, dissolves so slowly that it's typically safe to touch.

To conserve the natural stone around a colony's nest, the gorgon scarab actively hunts living prey within a range of one thousand feet of its home – attempting to turn any viable living creature it encounters into stone for later consumption. Since the scarab requires very little sustenance to survive (typically the enzymes culled from one pound of dissolved stone per year), it can thrive in areas with infrequent encounters with potential food sources.

However, entirely denied a food source for a decade or longer, the gorgon scarab will begin to devour any stone near or in its nest to ensure survival. If all stone is consumed in range of its feeding area, and no additional prey arrives, the gorgon scarab and its entire colony will die off. The lifespan of a single gorgon scarab can be several centuries - in fact, they live so long that there is no documented source providing conclusive details on the full extent of the insects lifespan.

Due to this longevity they mate only a few times during a lifetime. The beetles do not mate at their nest, but instead burrow their way through the earth to great migration dens (usually deep inside of mountains) where tens of thousands of the vermin will partake in an orgy of beetle copulation that can continue for several years. Afterward,



each gorgon scarab will carry one egg while burrowing back to its colony nest where it will soon hatch and grow into an adult gorgon scarab within 2-3 years.

### Gnoll Fighter (3.5)

<b>Size/Type</b>	Medium Humanoid (Gnoll) Fighter 1
<b>Hit Dice</b>	26, 28, 30, 32 (2d8+6 plus 1d10+3)
<b>Initiative</b>	+1
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	16 (+1 natural, +3 studded leather armor, +2 heavy steel shield), touch 10, flat-footed 16
<b>Base Atk/Grapple</b>	+2/+6
<b>Attack</b>	Battleaxe +7 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
<b>Full Attack</b>	Battleaxe +7 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	Darkvision 60 ft.
<b>Saves</b>	Fort +8, Ref +1, Will +2
<b>Abilities</b>	Str 19, Dex 13, Con 17, Int 12, Wis 11, Cha 9
<b>Skills</b>	Jump +6, Listen +5, Spot +5
<b>Feats</b>	Endurance, Iron Will, Weapon Focus (battleaxe)
<b>Challenge Rating</b>	2
<b>Treasure</b>	Studded leather, heavy steel shield, battleaxe, 7 pp, 14 gp, 9 sp, 4 cp.
<b>Alignment</b>	Usually chaotic evil

### Gnoll Fighter (PF)

CR 2

XP 600

CE Medium humanoid (gnoll) Fighter 1

Init +1; Senses darkvision 60 ft.; Listen +5, Spot +5

#### DEFENSE

AC 16, touch 10, flat-footed 16 (+1 natural, +2 shield, +3 armor)

hp 26, 28, 30, 32 (2d8+6 plus 1d10+3)

Fort +8, Ref +1, Will +2

#### OFFENSE

Speed 30 ft.

Melee Battleaxe +7 (1d8+2/x3)

Ranged shortbow +1 (1d6/x3)

Space 5 ft.; Reach: 5 ft.

#### STATISTICS

Str 19, Dex 13, Con 17, Int 12, Wis 11, Cha 9

Base Atk +2; CMB +6; CMD 17

Feats Endurance, Iron Will, Weapon Focus (Battleaxe)

Skills Acrobatics +5, Intimidate +2, Perception +1

Languages Elven, Gnoll

Gear Studded leather, heavy steel shield, battleaxe, 7 pp, 14 gp, 9 sp, 4 cp.

### Gnoll Wizard (3.5)

<b>Size/Type</b>	Medium Humanoid (Gnoll) Wizard 2
<b>Hit Dice</b>	32 (2d8+6 plus 2d4+6)
<b>Initiative</b>	+6 [+2 Dex, +4 Improved Initiative]
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	13, touch 12, flat-footed 11 (+1 natural, +2 Dex)
<b>Base Atk/Grapple</b>	+2/+5
<b>Attack</b>	+1 <i>quarterstaff</i> +6 (1d6+5)
<b>Full Attack</b>	+1 <i>quarterstaff</i> +6 (1d6+5)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	spells
<b>Special Qualities</b>	Darkvision 60 ft.
<b>Saves</b>	Fort +6, Ref +2, Will +5
<b>Abilities</b>	Str 16, Dex 14, Con 16, Int 15, Wis 15, Cha 11
<b>Skills</b>	Knowledge (Arcana) +7 (+5 ranks, +2 int), Listen +9 (+5 ranks, +2 wis, +2 alertness), Spot +9 (+5 ranks, +2 wis, +2 alertness), Survival +6 (+4 ranks, +2 wis)
<b>Feats</b>	Alertness, Improved Initiative, Scribe Scroll
<b>Challenge Rating</b>	3
<b>Treasure</b>	+1 quarterstaff, 7 pp, 17 gp, 17 sp, 13 cp, 6 crude 6 sided dice.
<b>Alignment</b>	Usually chaotic evil
<b>Spell-Like Abilities</b>	<b>Spells memorized (CL 2):</b> [4+0/2+1] 1st-- <i>alarm</i> , <i>sleep</i> , <i>magic missile</i> 0-- <i>acid splash</i> , <i>arcane mark</i> , <i>daze</i> , <i>flare</i>



**Gnoll Wizard (PF)****CR 3**

XP 800

CE Medium humanoid (gnoll) Wizard 2

Init +6; Senses darkvision 60 ft.; Perception -

**DEFENSE**

AC 13, touch 12, flat-footed 11 (+1 natural, +2 Dex)

hp 32 (2d8+6 plus 2d4+6)

Fort +6; Ref +2; Will +5

**OFFENSE**

Speed 30 ft.

Melee +1 *quarterstaff* +6 [+2 base, +3 str, +1 magic]  
(1d6+5)

Space 5 ft.; Reach: 5 ft.

Spells memorized (CL 2): [4+0/2+1]

1st--*alarm*, *sleep*, *magic missile*0--*acid splash*, *arcane mark*, *daze*, *flare***STATISTICS**

Str 16, Dex 14, Con 16, Int 15, Wis 15, Cha 11

Base Atk +2; CMB +5; CMD 17

Feats Alertness, Improved Initiative, Scribe Scroll

Skills Knowledge (Arcana) +6, Spellcraft +6, Survival +4

Languages Common, Elven, Gnoll

Gear +1 *quarterstaff*, 7 pp, 17 gp, 17 sp, 13 cp, 6 crude  
stone 6 sided dice.**Abilities**Str 11, Dex 11, Con 12, Int 10, Wis 9,  
Cha 4**Skills**Craft (trapmaking) +6, Hide +5,  
Move Silently +5, Sense Motive +2,  
Spot +7**Feats**Skill Focus (Spot), Diehard,  
Alertness, Combat Reflexes**Challenge Rating**

2

**Alignment**

Chaotic Evil

**Languages**

Draconic

**Gear**leather armor (each), meat cleavers  
(each), gloves of spider climbing  
(only one)**Special Abilities****Crafty (Ex)**Craft (trapmaking) and Stealth are always class skills for a  
kobold.**Ferocity (Ex)**A creature with ferocity remains conscious and can  
continue fighting even if its hit point total is below 0. The  
creature is still staggered and loses 1 hit point each round.  
The creature still dies when its hit point total reaches a  
negative amount equal to its Constitution score.**Improved Multiple Attacks (Ex)**Because the two-headed creature has two brains, it can  
easily control multiple attacks without penalty. Two-headed  
creatures never take penalties to attack or damage from  
making multiple attacks. As a standard action, the creature  
can make two attacks. If these two attacks are the same  
primary attack (two bites, two weapon attacks, two claws)  
they both add 1 1/2 times the creatures Strength bonus to  
damage.**Two-Headed Gnarled Kobold (3.5)**

<b>Size/Type</b>	Two-Headed Gnarled Small Humanoid (Reptilian)
<b>Hit Dice</b>	1d10+2 (7 hp)
<b>Initiative</b>	+1
<b>Speed</b>	20 ft.
<b>Armor Class</b>	17 (+2 armor, +4 natural, +1 size), touch 12, flat footed 14
<b>Base Atk/Grapple</b>	+1/-1
<b>Attack</b>	cleaver +1 melee (1d4) or cleaver +1 ranged (1d4)
<b>Full Attack</b>	cleaver +1 melee (1d4) or cleaver +1 ranged (1d4)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	darkvision 60 ft., ferocity, light sensitivity
<b>Saves</b>	Fort +3, Ref +0, Will -1

**Two-Headed Gnarled Kobold (PF)****CR 2**

XP 400

CE Two-Headed Gnarled Small Humanoid (Reptilian)

Init +1; Senses darkvision 60 ft.; Perception +5, Sense  
Motive +2**DEFENSE**AC 17, touch 12, flat footed 14 (+2 armor, +4 natural, +1  
size)



hp 7 (1d10+2)

Fort +3, Ref +0, Will -1

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft.

**Melee** cleaver +1 melee (1d4)

**Ranged** cleaver +1 ranged (1d4)

#### STATISTICS

**Str** 11, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 4

**Base Atk** +1; **CMB** -; **CMD** 10

**Feats** Skill Focus (Perception), Diehard, Alertness, Combat Reflexes

**Skills** Craft (trapmaking) +6, Perception +7, Sense Motive +2, Stealth +5

**Languages** Draconic

**Gear** leather armor (each), meat cleavers (each), gloves of spider climbing (only one)

#### SPECIAL ABILITIES

##### Crafty (Ex)

Craft (trapmaking) and Stealth are always class skills for a kobold.

##### Ferocity (Ex)

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its Constitution score.

##### Improved Multiple Attacks (Ex)

Because the two-headed creature has two brains, it can easily control multiple attacks without penalty. Two-headed creatures never take penalties to attack or damage from making multiple attacks. As a standard action, the creature can make two attacks. If these two attacks are the same primary attack (two bites, two weapon attacks, two claws) they both add 1 1/2 times the creatures Strength bonus to damage.

#### Couky (3.5)

<b>Size/Type</b>	Small humanoid (goblinoid); Goblin alchemist 3/wizard 2
<b>Hit Dice</b>	3d8+2d4 (18 hp)
<b>Initiative</b>	+6
<b>Speed</b>	30 ft.
<b>Armor Class</b>	14 (+2 Dex, +1 size, +1 Dodge), touch 14, flat-footed 11
<b>Base Atk/Grapple</b>	+3/+2
<b>Attack</b>	+3 Kitchen Knife melee (1d4) or +5 Bomb ranged (2d6+2)
<b>Full Attack</b>	+3 Kitchen Knife melee (1d4) or +5 Bomb ranged (2d6+2)
<b>Special Qualities</b>	darkvision 60 ft., poison resistance +2
<b>Saves</b>	Fort +3, Ref +5, Will +3
<b>Abilities</b>	Str 10, Dex 15, Con 11, Int 12, Wis 9, Cha 6
<b>Skills</b>	Craft (Cook) +7, Hide +6, Knowledge (Dungeoneering) +7, Knowledge (Nature) +7, Ride +6, Spellcraft +6, Spot +6, Survival +6, Use Magical Device +3, <b>Racial Modifiers</b> +4 Ride, +4 Hide
<b>Feats</b>	Brew Potion, Dodge, Eschew Materials, Improved Initiative, Mobility, Point Blank Shot, Scribe Scroll
<b>Challenge Rating</b>	4
<b>Alignment</b>	Neutral Evil
<b>Languages</b>	Goblin, Kobold
<b>Gear</b>	Bomb(x3), Wand of Magic Missiles (14 charges), kitchen knife, gold and emerald ring (covered in blood and flour, bonded item) (value 1,200 gp)
<b>Special Abilities</b>	<b>Prepared Spells:</b> 0-level: <i>acid splash</i> , <i>open</i> , <i>mage hand</i> , <i>message</i>  1st level: <i>comprehend languages</i> , <i>shocking grasp</i> , <i>hypnotism</i>

If attacked, Couky will use his bomb first at throwing at the largest grouping of adventurers, and then resort to his spells and wand for attack. While slowly backing up towards the door, so that the mimic can enter the battle if



anyone gets too close to Couky.

The kobolds will attack with their cleavers and the one on the wall will push over a stock pile, hoping to crush the nearest adventurer (Atk +6, damage 2d6, range 15')

### Couky (PF)

CR 4

XP 1,200

NE Small humanoid (goblinoid); Goblin alchemist 3/  
wizard 2

Init +6; Senses darkvision 60 ft.; Perception +4

#### DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 size, +1 Dodge)

hp 20 (3d8+2d6)

Fort +3, Ref +5, Will +3

Defensive Abilities: Poison Resistance +2

#### OFFENSE

Speed 30 ft.

Melee +3 Kitchen Knife (1d4)

Ranged +5 Bomb (2d6+2)

#### STATISTICS

Str 10, Dex 15, Con 11, Int 12, Wis 9, Cha 6

Base Atk +3; CMB +2; CMD +4

Feats Brew Potion, Dodge, Eschew Materials, Improved Initiative, Low Profile, Scribe Scroll, Throw Anything

Skills +7 Knowledge (Dungeoneering), +7 Knowledge (Nature), +7 Craft (Cook), +4 Perception, +6 Ride, +6 Spellcraft, +6 Stealth, +6 Survival, +3 Use Magical Device

Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin, Kobold

Gear Bomb(x3), Wand of Magic Missiles (14 charges), kitchen knife, gold and emerald ring (covered in blood and flour, bonded item) (value 1,200 gp)

#### SPECIAL ABILITIES

##### Prepared Spells:

0-level: *acid splash*, *open*, *mage hand*, *message*

1st level: *comprehend languages*, *shocking grasp*, *hypnotism*

If attacked, Couky will use his bomb first at throwing at the largest grouping of adventurers, and then resort to his spells and wand for attack. While slowly backing up

towards the door, so that the mimic can enter the battle if anyone gets too close to Couky.

The kobolds will attack with their cleavers and the one on the wall will push over a stock pile, hoping to crush the nearest adventurer (Atk +6, damage 2d6, range 15')

### Danse Macabre (3.5)

Size/Type	Medium undead (evil, extraplanar)
Hit Dice	2d12+6 (19 hp)
Initiative	+7
Speed	30 ft.
Armor Class	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Atk/Grapple	+1/+3
Attack	2 claws +3 melee (1d4+2)
Full Attack	2 claws +3 melee (1d4+2)
Special Attacks	danse macabre
Special Qualities	damage reduction 5/bludgeoning, darkvision 60 ft., immuneto cold, undead traits
Saves	Fort +3, Ref +3, Will +5
Abilities	Str 14, Dex 16, Con --, Int 10, Wis 14, Cha 16
Skills	Balance +8, Disguise +8, Move Silently +8, Perform (dance) +8
Feats	Improved Initiative
Challenge Rating	1
Alignment	Neutral Evil
Languages	Abyssal, Infernal

#### Danse Macabre (Su)

As a standard action, a danse macabre can attempt to inflict its namesake ability on a single humanoid or monstrous humanoid within 30 feet. The victim must make a DC 13 Will save or start to dance for up to 4 rounds. While dancing, the victim can take a single 5-foot step each round (a free action). The victim suffers a -4 penalty to Dexterity while dancing (since he's not in control of his body). The victim can speak normally, but cannot attempt any other actions except attempting to break the enchantment. On the victim's next turn only, he may attempt a new saving throw to end the effect. This is a full round action that



does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the victim dances for the entire duration. A danse macabre can use this ability 4 times per day. This is a mind-affecting compulsion. The save DC is Charisma-based.



### Danse Macabre (PF)

CR 1

XP 400

NE Medium undead (evil, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +2

### DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 15 (2d8+6)

Fort +3, Ref +3, Will +5

DR 5/bludgeoning; Immune cold, undead traits

### OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4+2)

SA danse macabre

### STATISTICS

Str 14, Dex 16, Con --, Int 10, Wis 14, Cha 16

Base Atk +1; CMB +3; CMD 16

Feats Improved Initiative

Skills Acrobatics +7, Disguise +7, Perform (dance) +7, Stealth +7

Languages Abyssal, Infernal

### SPECIAL ABILITIES

#### Danse Macabre (Su)

As a standard action, a danse macabre can attempt to inflict its namesake ability on a single humanoid or monstrous humanoid within 30 feet. The victim must make a DC 13 Will save or start to dance for up to 4 rounds. While dancing, the victim can take a single 5-foot step each round (a free action). The victim suffers a -4 penalty to Dexterity while dancing (since he's not in control of his body). The victim can speak normally, but cannot attempt any other actions except attempting to break the enchantment. On the victim's next turn only, he may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the victim dances for the entire duration. A danse macabre

can use this ability 4 times per day. This is a mind-affecting compulsion. The save DC is Charisma-based.



### Young Paracletus Aeon (3.5)

Size/Type	Tiny outsider (aeon, extraplanar)
Hit Dice	2d10-6 (5 hp)
Initiative	+2
Speed	fly 40 ft. (good)
Armor Class	16 (+4 Dex, +2 size), touch 16, flat-footed 12
Base Atk/Grapple	+2/-
Attack	slam +2 melee (1d2-1 plus 1d4 electricity)
Full Attack	slam +2 melee (1d2-1 plus 1d4 electricity)
Space/Reach	2 ½ ft./0 ft.
Special Attacks	spell-like abilities
Special Qualities	aeon qualities, darkvision 60 ft., emotion aura, extension of all, immune to cold, critical hits, and poison, resistance 10 to electricity and fire, spell resistance 7, void form
Saves	Fort -1, Ref +4, Will +1
Abilities	Str 4, Dex 18, Con 5, Int 11, Wis 13, Cha 12
Skills	Fly +9, Hide +9, Intimidate +7, Knowledge (arcana) +5, Knowledge (planes) +5, Listen +6, Spot +6, Sense Motive +6
Feats	Great Fortitude
Challenge Rating	1
Alignment	Neutral
Languages	envisaging

### Special Abilities

**Spell-Like Abilities** (CL 3rd; concentration +4)

At will — *sanctuary* (DC 12)

3/day — *calm emotions* (DC 13)

1/week — *commune* (6 questions, CL 12th)

**Emotion Aura (Sp)** Each paracletus exists as the embodiment of a specific emotive duality. Three times per day a paracletus can create an aura representing one of its two programmed emotions. Creatures in the area must





make a DC 12 Will save to resist the aura. A creature that makes its save against the aura is unaffected by that aeon's aura for the next 24 hours. The paracletus can choose one creature in the area to ignore the effects. The effect of the aura lasts for 10 minutes, and ends if a creature moves more than 30 feet from the aeon. The aura is a mind-affecting compulsion effect. The save DC is Charisma-based. Specific emotive dualities and their powers follow—any single paracletus can only use one of these three dualistic options and cannot change to a different one.

*Courage/Fear:* The aura acts as bless or bane.

*Empathy/Apathy:* The aura gives creatures a +2 bonus or a -2 penalty on Bluff, Diplomacy, and Intimidate checks.

*Hope/Despair:* The aura gives creatures a +2 morale bonus on Will saving throws or a -2 penalty on Will saving throws.

**Extension of All (Ex)** Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

**Void Form (Su)** Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

## Young Paracletus Aeon (PF)

CR 1

XP 400

**N Tiny outsider (aeon, extraplanar)**

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

**hp** 5 (2d10-6)

**Fort** -1, **Ref** +4, **Will** +1

**Immune** cold, critical hits, poison; **Resist** electricity 10, fire 10; SR 7

### OFFENSE

**Speed** fly 40 ft. (good)

**Melee** slam +2 (1d2-1 plus 1d4 electricity)

**Spell-Like Abilities** (CL 3rd; concentration +4)

At will — *sanctuary* (DC 12)

3/day — *calm emotions* (DC 13)

1/week — *commune* (6 questions, CL 12th)

### STATISTICS

**Str** 4, **Dex** 18, **Con** 5, **Int** 11, **Wis** 13, **Cha** 12

**Base Atk** +2; **CMB** +4 **CMD** 9

**Feats** Great Fortitude

**Skills** Fly +10, Intimidate +7, Knowledge (Arcana) +7, Knowledge (Planes) +7, Perception +7, Sense Motive +7, Stealth +14

**Languages** envisaging

**SQ** extension of all, void form

### SPECIAL ABILITIES

**Emotion Aura (Sp)** Each paracletus exists as the embodiment of a specific emotive duality. Three times per day a paracletus can create an aura representing one of its two programmed emotions. Creatures in the area must make a DC 12 Will save to resist the aura. A creature that makes its save against the aura is unaffected by that aeon's aura for the next 24 hours. The paracletus can choose one creature in the area to ignore the effects. The effect of the aura lasts for 10 minutes, and ends if a creature moves more than 30 feet from the aeon. The aura is a mind-affecting compulsion effect. The save DC is Charisma-based. Specific emotive dualities and their powers follow—any single paracletus can only use one of these three dualistic options and cannot change to a different one.

*Courage/Fear:* The aura acts as bless or bane.



*Empathy/Apathy:* The aura gives creatures a +2 bonus or a -2 penalty on Bluff, Diplomacy, and Intimidate checks.

*Hope/Despair:* The aura gives creatures a +2 morale bonus on Will saving throws or a -2 penalty on Will saving throws.

**Extension of All (Ex)** Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

**Void Form (Su)** Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

#### Hadren (3.5)

<b>Size/Type</b>	Medium Humanoid (Tiefling); Tiefling Sorcerer
<b>Hit Dice</b>	1d4+2 (6 hp)
<b>Initiative</b>	+2
<b>Speed</b>	30 ft. (6 squares) (1 square=5 ft.)
<b>Armor Class</b>	12 (Dexterity +2), touch 12 (Dexterity +2), flat-footed 10
<b>Base Atk/Grapple</b>	+0/+0 bonus
<b>Attack</b>	dagger +0 melee (1d4) or dagger +2 ranged (1d4)
<b>Full Attack</b>	dagger +0 melee (1d4) or dagger +2 ranged (1d4)
<b>Space/Reach</b>	5ft./5 ft.

<b>Saves</b>	Fort +2, Ref +2, Will -2
<b>Abilities</b>	Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 8
<b>Skills</b>	Appraise +3, Balance +2, Bluff +1, Concentration +6, Diplomacy -1, Escape Artist +2, Forgery +3, Gather Information -1, Hide +4, Intimidate -1, Knowledge: Arcana +7, Knowledge: Local +7. Knowledge: The Planes +7, Move Silently +2, Ride +2, Search +3, Sense Motive +2, Use Rope +2
<b>Feats</b>	Combat Casting, Scribe Scroll, Wizard Weapon Proficiencies
<b>Challenge Rating</b>	1
<b>Alignment</b>	Neutral Evil
<b>Special Abilities</b>	
<i>Darkness</i> (Sp) (1/day)	
<i>Darkvision</i> (Su) (60 feet)	
<b>SPELLS</b>	
0 – <i>acid splash</i> , <i>light</i> , <i>mage hand</i> , <i>read magic</i>	
1 – <i>grease</i> , <i>mage armor</i> , <i>summon monster I</i>	

#### Hadren (PF)

CR 1

*Haldren is young but he moves quickly with purpose, no stranger to battle. He wears purple robes with gold embroidery along the edges of arcane symbols and the unholy names of his dark patrons.*

XP 200

NE Medium outsider (native)

Init +2; Senses darkvision 60 ft., Perception +2

#### DEFENSE

AC 12, touch 11, flat-footed 10 (+2 Dex)

hp 12 (1d6+6)

Fort +2, Ref +2, Will +3

Resist cold 5, electricity 5, fire 5

#### OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged dagger +3 (1d4-1/19-20)



### Spell-Like Abilities

1/day—darkness

### Wizard Spells Prepared (CL 1st; Concentration +4)

1st - *burning hands* (DC 14), *mage armor*

0 (at-will) - *bleed* (DC 13), *detect magic*, *resistance*

### STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Toughness

**Skills** Perception +2, Spellcraft +5, Use Magic Device +5;

**Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Goblin

**SQ** fiendish sorcery

### Organization

noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire wolves, and 1-4 ogres or 1-2 trolls)

### Challenge Rating

1/2

### Treasure

Standard

### Alignment

Usually lawful evil

### COMBAT

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

### Hobgoblin (3.5)

<b>Size/Type</b>	Medium Humanoid (Goblinoid)
<b>Hit Dice</b>	1d8+2 (6 hp)
<b>Initiative</b>	+1
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	15 (+1 Dex, +1 light shield, +3 studded leather), touch 11, flat-footed 14
<b>Base Atk/Grapple</b>	+1/+2
<b>Attack</b>	Longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1)
<b>Full Attack</b>	Longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	Darkvision 60 ft.
<b>Saves</b>	Fort +4, Ref +1, Will -1
<b>Abilities</b>	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
<b>Skills</b>	Hide +3, Listen +2, Move Silently +3, Spot +2
<b>Feats</b>	Alertness
<b>Environment</b>	Warm hills
<b>Organization</b>	Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 50%

### Hobgoblin (PF)

CR 1/2

*Standing as tall as a human, this muscular, gray-skinned creature peers about with tiny, observant eyes.*

### XP 200

### LE Medium Humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +2

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

**hp** 17 (1d10+6)

**Fort** +5, **Ref** +2, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19-20)

**Ranged** longbow +3 (1d8/x3)

### STATISTICS

**Str** 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Toughness, Weapon Focus (longsword)

**Skills** Perception +2, Stealth +5; **Racial Modifiers** +5 Stealth

**Languages** Common, Goblin

### ECOLOGY

**Environment** temperate hills

**Organization** gang (4-9), warband (10-24), or tribe (25+



plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards, and 1–4 ogres or 1–2 trolls)

**Treasure** NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)



### Medium Air Elemental (3.5)

<b>Size/Type</b>	Medium Elemental (Air, Extraplanar)
<b>Hit Dice</b>	4d8+8 (26 hp)
<b>Initiative</b>	+9
<b>Speed</b>	Fly 100 ft. (perfect) (20 squares)
<b>Armor Class</b>	18 (+5 Dex, +3 natural), touch 15, flat-footed 13
<b>Base Atk/Grapple</b>	+3/+4
<b>Attack</b>	Slam +8 melee (1d6+1)
<b>Full Attack</b>	Slam +8 melee (1d6+1)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	Air mastery, whirlwind
<b>Special Qualities</b>	Darkvision 60 ft., elemental traits
<b>Saves</b>	Fort +3, Ref +9, Will +1
<b>Abilities</b>	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
<b>Skills</b>	Listen +3, Spot +4
<b>Feats</b>	Dodge, Flyby Attack, Improved Initiative
<b>Environment</b>	Elemental Plane of Air
<b>Organization</b>	Solitary
<b>Challenge Rating</b>	3
<b>Treasure</b>	None
<b>Alignment</b>	Usually neutral

#### Special Abilities

##### Air Mastery (Ex)

Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

##### Whirlwind (Su)

The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.



The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see table for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the



elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

#### Medium Air Elemental (PF)

CR 3

*This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.*

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +7

#### DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, Ref +9, Will +1

Defensive Abilities air mastery; Immune elemental traits

#### OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

SA whirlwind (DC 14, 10-30 ft.)

#### STATISTICS

Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +6; CMD 22

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

Languages Auran

#### SPECIAL ABILITIES

Air Mastery (Ex)

Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

#### ECOLOGY

Environment Plane of Air

Organization solitary, pair, or gang (3-8)

Treasure none

#### Mimic (3.5)

Size/Type	Large Aberration (Shapechanger)
Hit Dice	7d8+21 (52 hp)
Initiative	+1
Speed	10 ft. (2 squares)
Armor Class	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Atk/Grapple	+5/+13
Attack	Slam +9 melee (1d8+4)
Full Attack	2 slams +9 melee (1d8+4)
Space/Reach	10 ft./10 ft.
Special Attacks	Adhesive, crush
Special Qualities	Darkvision 60 ft., immunity to acid, mimic shape





<b>Saves</b>	Fort +5, Ref +5, Will +6
<b>Abilities</b>	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
<b>Skills</b>	Climb +9, Disguise +13, Listen +8, Spot +8
<b>Feats</b>	Alertness, Lightning Reflexes, Weapon Focus (slam)
<b>Environment</b>	Underground
<b>Organization</b>	Solitary
<b>Challenge Rating</b>	4
<b>Treasure</b>	1/10th coins; 50% goods; 50% items
<b>Alignment</b>	Usually neutral

#### COMBAT

**Adhesive (Ex):** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

**Crush (Ex):** A mimic deals 1d8+4 points of damage with a successful grapple check.

**Mimic Shape (Ex):** A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

**Skills:** A mimic has a +8 racial bonus on Disguise checks.

Mimic (PF)

CR 4

XP 1,200

N Medium aberration (shapechanger)

Init +5; Senses darkvision 60 ft.; Perception +14

#### DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

Fort +5, Ref +5, Will +6

Immune acid

#### OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

SA constrict (slam, 1d8+6)

#### STATISTICS

Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10

Base Atk +5; CMB +9; CMD 20 (can't be tripped)

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (Dungeoneering) +10, Perception +14; Racial Modifiers +20 Disguise when mimicking objects

**Languages** Common

**SQ** mimic object





## SPECIAL ABILITIES

### Adhesive (Ex)

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

### Mimic Object (Ex)

A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

### Dire Rat (3.5)

<b>Size/Type</b>	Small Animal
<b>Hit Dice</b>	1d8+1 (5 hp)
<b>Initiative</b>	+3
<b>Speed</b>	40 ft. (8 squares), climb 20 ft.
<b>Armor Class</b>	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
<b>Base Atk/Grapple</b>	+0/-4
<b>Attack</b>	Bite +4 melee (1d4 plus disease)
<b>Full Attack</b>	Bite +4 melee (1d4 plus disease)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	Disease
<b>Special Qualities</b>	Low-light vision, scent
<b>Saves</b>	Fort +3, Ref +5, Will +3
<b>Abilities</b>	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

<b>Skills</b>	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
<b>Feats</b>	Alertness, Weapon Finesse
<b>Challenge Rating</b>	1/3
<b>Alignment</b>	Always neutral

### Special Abilities

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

### Dire Rat (PF)

CR 1/3

XP 135

N Small animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +4

### DEFENSE

AC 14, touch 14, flat-footed (+3 Dex, +1 size)

hp 5 (1d8+1)

**Fort** +3, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** bite +1 (1d4 plus disease)

SA disease

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** -1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Climb +11, Perception +4, Stealth +11, Swim +11;

**Racial Modifiers** uses Dex to modify Climb and Swim

### SPECIAL ABILITIES

#### Disease (Ex)

**Filth fever:** Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.



### Gelatinous Cube (3.5)

<b>Size/Type</b>	Large Ooze
<b>Hit Dice</b>	4d10+32(54 hp)
<b>Initiative</b>	-5
<b>Speed</b>	15 ft.(3 squares)
<b>Armor Class</b>	4 (-1 size, -5 Dex), touch 4, flat-footed 4
<b>Base Atk/Grapple</b>	+3/+7
<b>Attack</b>	Slam +2 melee (1d6 plus 1d6 acid)
<b>Full Attack</b>	Slam +2 melee (1d6 plus 1d6 acid)
<b>Space/Reach</b>	10 ft./5 ft.
<b>Special Attacks</b>	Acid, engulf, paralysis
<b>Special Qualities</b>	Blindsight 60 ft., immunity to electricity, ooze traits, transparent
<b>Saves</b>	Fort +9, Ref -4, Will -4
<b>Abilities</b>	Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1
<b>Challenge Rating</b>	3
<b>Alignment</b>	Neutral

#### Special Abilities

**Acid (Ex):** A gelatinous cube's acid does not harm metal or stone.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Paralysis (Ex):** A gelatinous cube secretes an anesthetizing slime. A



target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Transparent (Ex):** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

### Gelatinous Cube (PF)

CR 3

XP 800

N Large ooze

**Init** -5; **Senses** blindsight 60 ft.; **Perception** -5

#### DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

**Fort** +9, **Ref** -4, **Will** -4

**Immune** electricity, ooze traits

#### OFFENSE

**Speed** 15 ft.

**Melee** slam +2 (1d6 plus 1d6 acid)

**Space** 10 ft.; **Reach** 5 ft.

**SA** engulf, paralysis

#### STATISTICS

**Str** 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +4; **CMD** 9 (can't be tripped)

**SQ** transparent

#### SPECIAL ABILITIES

**Acid (Ex)**

A gelatinous cube's acid does not harm metal or stone.

**Engulf (Ex)**

Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover.



Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

#### Paralysis (Ex)

A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

#### Transparent (Ex)

Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

#### Ratling (3.5)

<b>Size/Type</b>	Tiny magical beast
<b>Hit Dice</b>	3d10+3 (19 hp)
<b>Initiative</b>	+2
<b>Speed</b>	30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.
<b>Armor Class</b>	15 (+2 Dex, +1 natural, +2 size), touch 15, flat-footed 13
<b>Base Atk/Grapple</b>	+3/+0
<b>Attack</b>	bite +3 melee (1d3–2 plus bleed)
<b>Full Attack</b>	bite +3 melee (1d3–2 plus bleed)
<b>Special Attacks</b>	bleed (1 point), sneak attack +1d6
<b>Special Qualities</b>	darkvision 60 ft., evasion, immune to disease, immune to poison, low-light vision, scroll use, spell-like abilities
<b>Saves</b>	Fort +4, Ref +5, Will +1

<b>Abilities</b>	Str 6, Dex 15, Con 13, Int 12, Wis 10, Cha 13
<b>Skills</b>	Climb +6, Knowledge (planes) +4, Hide +16, Listen +6, Move Silently +16, Spot +6, Swim +6
<b>Feats</b>	Dodge, Mobility
<b>Environment</b>	any urban
<b>Organization</b>	solitary or conclave (2–20 ratlings with 2–12 dire rats and 1–4 rat swarms)
<b>Treasure</b>	standard
<b>Challenge Rating</b>	2
<b>Alignment</b>	Chaotic Evil
<b>Languages</b>	Aklo; tongues

#### Special Abilities

##### Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*, *read magic*, *speak with animals* (rodents only), *spider climb*, *tongues*

3/day—*cause fear* (DC 12), *dimension door*, *invisibility* (self only)

1/day—*summon swarm* (rat swarm only)

1/week—*commune* (only when serving as a familiar; 6 questions, CL 12th)

#### Scroll Use (Ex)

A ratling can cast spells from any magic scroll as if it possessed the spell on its spell list.

The rats that dwell in the walls of old edifices or amid the dripping tunnels of crumbling sewers are not always simple animals. At times, the hidden scrabbling of tiny paws comes from sources altogether more sinister and vile. The ratling is a hideous amalgamation of rat and human: a long-haired rodent with front paws that are more accurately called hands, and a face reminiscent of a leering old man. Within the ratling's humanoid mouth can be found long, yellow incisors more akin to those one might find in the jaws of a rat. These teeth are remarkably sharp, and when combined with the blood-thinning qualities in the ratling's saliva, are capable of inflicting particularly dangerous, bleeding wounds. A ratling is just over 2 feet long (although half that length is its long, ratty tail) and weighs 10 pounds.



**Ratling (PF)**

CR 2

*This ratlike creature has tiny human hands in place of its front paws, and an unnerving human face with a toothy mouth.*

XP 600

**CE Tiny magical beast**

Init +2; Senses darkvision 60 ft., low-light vision;

Perception +6

**DEFENSE**

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 19 (3d10+3)

Fort +4, Ref +5, Will +1

Defensive Abilities evasion; Immune disease, poison

**OFFENSE**

Speed 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.

Melee bite +3 (1d3–2 plus bleed)

SA bleed (1), sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*, *read magic*, *speak with animals* (rodents only), *spider climb*, *tongues*3/day—*cause fear* (DC 12), *dimension door*, *invisibility* (self only)1/day—*summon swarm* (rat swarm only)1/week—*commune* (only when serving as a familiar; 6 questions, CL 12th)**STATISTICS**

Str 6, Dex 15, Con 13, Int 12, Wis 10, Cha 13

Base Atk +3; CMB +3; CMD 12 (16 vs. trip)

Feats Dodge, Mobility

Skills Climb +6, Knowledge (planes) +4, Perception +6, Stealth +16, Swim +6

Languages Aklo; tongues

SQ scroll use

**SPECIAL ABILITIES****Scroll Use (Ex)**

A ratling can cast spells from any magic scroll as if it possessed the spell on its spell list.

**ECOLOGY**

Environment any urban

Organization solitary or conclave (2–20 ratlings with 2–12 dire rats and 1–4 rat swarms)

**Treasure standard**

The rats that dwell in the walls of old edifices or amid the dripping tunnels of crumbling sewers are not always simple animals. At times, the hidden scrabbling of tiny paws comes from sources altogether more sinister and vile. The ratling is a hideous amalgamation of rat and human: a long-haired rodent with front paws that are more accurately called hands, and a face reminiscent of a leering old man. Within the ratling's humanoid mouth can be found long, yellow incisors more akin to those one might find in the jaws of a rat. These teeth are remarkably sharp, and when combined with the blood-thinning qualities in the ratling's saliva, are capable of inflicting particularly dangerous, bleeding wounds. A ratling is just over 2 feet long (although half that length is its long, ratty tail) and weighs 10 pounds.

**Large Shark (3.5)**

<b>Size/Type</b>	Large Animal (Aquatic)
<b>Hit Dice</b>	7d8+7 (38 hp)
<b>Initiative</b>	+6
<b>Speed</b>	swim 60 ft. (12 squares)
<b>Armor Class</b>	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
<b>Base Atk/Grapple</b>	+5/+12
<b>Attack</b>	Bite +7 melee (1d8+4)
<b>Full Attack</b>	Bite +7 melee (1d8+4)
<b>Space/Reach</b>	10 ft./5 ft.
<b>Special Qualities</b>	Blindsense, keen scent
<b>Saves</b>	Fort +8, Ref +7, Will +3
<b>Abilities</b>	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2
<b>Skills</b>	Listen +8, Spot +7, Swim +11
<b>Feats</b>	Alertness, Great Fortitude, Improved Initiative
<b>Environment</b>	Cold aquatic
<b>Organizaiton</b>	Solitary, school (2–5), or pack (6–11)
<b>Challenge Rating</b>	2
<b>Treasure</b>	None
<b>Alignment</b>	Always neutral



### Special Abilities

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

### COMBAT

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

**Blindsense (Ex):** A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

**Skills:** A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

### Blue Shark (PF)

CR 1

*This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.*

XP 600

N Large animal (aquatic)

**Init** +5; **Senses** blindsense 30 ft., keen scent; **Perception** +8

### DEFENSE

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 22 (4d8+4)

**Fort** +7, **Ref** +5, **Will** +2

### OFFENSE

**Speed** swim 60 ft.

**Melee** bite +5 (1d8+4)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Great Fortitude, Improved Initiative

**Skills** Perception +8, Swim +11

**SQ**

### SPECIAL ABILITIES

**Keen Scent (Ex)** A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

### ECOLOGY

**Environment** any ocean

**Organization** solitary, pair, school (3–6), or pack (7–13)

**Treasure** none

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark.

### Piranha Swarm (3.5)

<b>Size/Type</b>	Diminutive animal (aquatic, swarm)
<b>Hit Dice</b>	6d6+8 (33 hp)
<b>Initiative</b>	+3
<b>Speed</b>	swim 30 ft.
<b>Armor Class</b>	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
<b>Base Atk/Grapple</b>	+4/–
<b>Attack</b>	swarm (2d6 plus distraction)
<b>Full Attack</b>	swarm (2d6 plus distraction)
<b>Space/Reach</b>	5 ft./0 ft.
<b>Special Attacks</b>	distraction (DC 12)
<b>Special Qualities</b>	aquatic, low-light vision, swarm traits
<b>Saves</b>	Fort +6, Ref +8, Will +2
<b>Abilities</b>	Str 1, Dex 17, Con 12, Int 1, Wis 10, Cha 1
<b>Skills</b>	Hide +8, Spot +5



<b>Challenge Rating</b>	3
<b>Alignment</b>	Neutral



### Piranha Swarm (PF) CR 1

*Beneath your dangling feet swarms a roiling school of fish. Their tiny mouths flash with the glint of sharp, razor-like teeth.*

**XP 600**

**N Diminutive animal (aquatic, swarm)**

**Init** +2; **Senses** low-light vision, keen scent; **Perception** +10

#### DEFENSE

**AC** 16, **touch** 16, **flat-footed** 14 (+2 Dex, +4 size)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +5, **Will** +2

**Immune** weapon damage, swarm traits

**Weaknesses** swarm traits

#### OFFENSE

**Speed** swim 40 ft.

**Melee** swarm (1d6)

**Space** 10 ft.; **Reach** 0 ft.

**SA** distraction (DC 12), killing frenzy

#### STATISTICS

**Str** 4, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +2; **CMB** --; **CMD** --

**Feats** Endurance, Skill Focus (Perception)

**Skills** Perception +10, Swim +10

#### SPECIAL ABILITIES

##### Keen Scent (Ex)

A piranha swarm can notice creatures by scent in a 60-foot radius and detect blood in the water at ranges of up to 100 feet.

##### Killing Frenzy (Ex)

A piranha swarm that detects blood in the water enters a frenzied state the following round, along with all other piranha swarms within a 100-foot radius. Frenzied piranha swarms bite until they or their opponents are dead. A frenzied piranha swarm gains a +2 bonus to damage and -2 AC for 1 minute. The swarm cannot end the killing frenzy voluntarily.

#### ECOLOGY

**Environment** warm aquatic

**Organization** solitary, pack (2-4 swarms), or school (6-11 swarms)

**Treasure** none

Piranhas are deadly carnivores found only in warm waters, such as seas, lakes, rivers, and streams.

A piranha swarm's diet consists mainly of other fish, though mammals, birds, and amphibians caught in the water serve as a fine meal too.

Piranhas are small, 8 to 12-inch long black or silvery-black fish with large bulging eyes and a tiny mouth lined with razor-sharp teeth. They are generally black or silver with a red underbelly or mottled red spots on their scales. Eye color is usually gray or silver.

Piranhas are related to both quippers and giant caribes.

#### TACTICS

Piranha are highly aggressive and attack in swarms any living creature detected in the water.

Piranha swarms hunt during the day and are usually dormant at night. Some species are ambush hunters and hide in a single clump of seaweed or coral, shooting out to attack prey when it moves nearby. They attack using their razor sharp teeth, biting and gnashing their prey. Once blood is spilt, the piranha swarm enters a killing frenzy.



### Goblin (3.5)

<b>Size/Type</b>	Small Humanoid (Goblinoid)
<b>Hit Dice</b>	1d8+1 (5 hp)
<b>Initiative</b>	+1
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14
<b>Base Atk/Grapple</b>	+1/-3



<b>Attack</b>	Morningstar +2 melee (1d6 plus disease) or javelin +3 ranged (1d4)
<b>Full Attack</b>	Morningstar +2 melee (1d6 plus disease) or javelin +3 ranged (1d4)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	Darkvision 60 ft.
<b>Saves</b>	Fort +3, Ref +1, Will -1
<b>Abilities</b>	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
<b>Skills</b>	Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
<b>Feats</b>	Alertness
<b>Challenge Rating</b>	1/3
<b>Alignment</b>	Chaotic Evil
<b>Languages</b>	Common, Goblin

#### Combat

**Before Combat** The goblins watch intently from the edge of the water waiting for their kind's order to strike.

**During Combat** The goblins surround the second strongest looking melee combatant and try to force them back towards the water. If they can force a PC into the water they will grapple them and try to drown them. The Cerise Mold is also in the water and any PCs which is dragged down must make a DC 12 Fortitude save or accidentally contract the disease.

**Morale** The Cerise Mold has so infected their minds they will fight to the death.

**Cerise Mold (Su):** Disease-morningstar, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Wis. An afflicted humanoid rolls for a Short-Term Temporary Insanity Effect.

**Goblin (PF)**

**CR 1/3**

*This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.*

**XP 135**

**CE Small humanoid (goblinoid)**

**Init** +6; **Senses** darkvision 60 ft.; **Perception** -1

#### DEFENSE

**AC** 16, touch 13, flat-footed 14(+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 each (1d10+1)

**Fort** +3, **Ref** +2, **Will** -1

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +1 (1d4/19-20 plus disease)

**Ranged** short bow +3 (1d4/x3)

**SA** disease

#### STATISTICS

**Str** 11 **Dex** 15 **Con** 12 **Int** 10 **Wis** 8 **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4, +10 competence

bonus on Bluff checks to hide insanity (Psychosis); **Racial**

**Modifiers** +4 Ride, +4 Stealth

**Languages** Goblin

#### SPECIAL ABILITIES

**Disease (Su)**

**Cerise Mold:** Short Sword-injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1 week; *effect* 1d3 Wis plus a random insanity according to GMG, page 250; *cure* 2 consecutive saves.

#### TACTICS

**Before Combat** The goblins watch intently from the edge of the water waiting for their kind's order to strike.

**During Combat** The goblins surround the second strongest looking melee combatant and try to force them back towards the water. If they can force a PC into the water they will grapple them and try to drown them. The Cerise Mold is also in the water and any PCs which is dragged down must make a DC 12 Fortitude save or accidentally contract the disease.

**Morale** The Cerise Mold has so infected their minds they will fight to the death.



### Gnoll (3.5)

<b>Size/Type</b>	Medium Humanoid (Gnoll)
<b>Hit Dice</b>	2d8+2 (11 hp)
<b>Initiative</b>	+0
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 15
<b>Base Atk/Grapple</b>	+1/+3
<b>Attack</b>	Battleaxe +3 melee (1d8+2/x3 plus disease) or shortbow +1 ranged (1d6/x3)
<b>Full Attack</b>	Battleaxe +3 melee (1d8+2/x3 plus disease) or shortbow +1 ranged (1d6/x3)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	Darkvision 60 ft.
<b>Saves</b>	Fort +4, Ref +0, Will +0
<b>Abilities</b>	Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
<b>Skills</b>	Listen +2, Spot +3
<b>Feats</b>	Power Attack
<b>Challenge Rating</b>	1
<b>Alignment</b>	Chaotic Evil
<b>Languages</b>	This gnoll speaks a growling Common

#### Combat

**Before Combat** The gnoll does not know who or what he is but he knows he has been employed to protect the king. He will position himself so that he is between his majesty and the PCs at all times.

**During Combat** He attacks the strongest looking melee combatant with all his ferocity.

**Morale** The gnoll will fight to the death.

**Cerise Mold (Su):** Disease-battleaxe, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Wis. An afflicted humanoid rolls for a Short-Term Temporary Insanity Effect.

### Gnoll (PF)

CR 1

*Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.*

XP 400

**CE Medium humanoid (gnoll)**

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +0, **Will** -4 (Amnesia)

#### OFFENSE

**Speed** 30 ft.

**Melee** spear +3 (1d8+3/x3 plus disease)

**Ranged** spear +1 (1d8+2/x3 plus disease)

**SA** disease

#### STATISTICS

**Str** 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Power Attack

**Skills** Perception -2, -4 to all other skill checks (Amnesia)

**Languages** Gnoll

#### SPECIAL ABILITIES

**Disease (Su)**

**Cerise Mold:** Short Sword-injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1 week; effect 1d3 Wis plus a random insanity according to GMG, page 250; *cure* 2 consecutive saves.

#### TACTICS

**Before Combat** The gnoll does not know who or what he is but he knows he has been employed to protect the king. He will position himself so that he is between his majesty and the PCs at all times.

**During Combat** He attacks the strongest looking melee combatant with all his ferocity.

**Morale** The gnoll will fight to the death.



**Maaldrek (3.5)**

<b>Size/Type</b>	Medium Outsider (Native)
<b>Hit Dice</b>	1d8+1 (5 hp)
<b>Initiative</b>	+1
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
<b>Base Atk/Grapple</b>	+1/+2
<b>Attack</b>	Rapier +3 melee (1d6+1/18-20 plus disease) or light crossbow +2 ranged (1d8/19-20)
<b>Full Attack</b>	Rapier +3 melee (1d6+1/18-20 plus disease) or light crossbow +2 ranged (1d8/19-20)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Attacks</b>	Darkness
<b>Special Qualities</b>	Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5
<b>Saves</b>	Fort +3, Ref +1, Will +1
<b>Abilities</b>	Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
<b>Skills</b>	Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
<b>Feats</b>	Weapon Focus (rapier)
<b>Challenge Rating</b>	1/2
<b>Alignment</b>	Chaotic Evil
<b>Languages</b>	Common, Infernal

**Combat**

**Before Combat** Maaldrek remains on his throne. After all it is his “seat of power.”

**During Combat** Maaldrek will shout out a constant barrage of orders to his subjects. None of them will make sense and no one will obey but he will continue shouting anyway. If there are only 4 or 5 PCs in the party he will hide behind his throne while giving orders. If there are 6 PCs in the party he will target dangerous looking casters with his crossbow and take cover behind his throne. On the second round Maaldrek must make a Will save DC 12. If he fails he becomes confused for 1d6 rounds (Schizophrenia).

**Morale** Maaldrek will cower or fight until his subjects have been killed or he is close to death. At which time he will

drop to his knees and beg for mercy. Any PCs approaching him (moving adjacent) will be targeted by a readied attack with his short sword. After he strikes he will make a mad dash for the door and try to escape.

**Cerise Mold (Su):** Disease-rapier, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Wis. An afflicted humanoid rolls for a Short-Term Temporary Insanity Effect.

**Maaldrek (PF)****CR 1/2**

*This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.*

**XP 200****NE Medium outsider (native)****Init** +3; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)  
**hp** 10 (1d8+2)**Fort** +2, **Ref** +5, **Will** +1**Resist** cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** short sword +3 (1d6+1/19-20 plus disease)**Ranged** light crossbow +3 (1d8/19-20)**SA** disease, sneak attack +1d6**Spell-Like Abilities (CL 1st)**

1/day-darkness

**STATISTICS****Str** 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +6, Bluff +0, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +1, Sense Motive +1, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth; -4 penalty on all Wisdom and Charisma-based skill checks (Schizophrenia)**Languages** Abyssal, Common, Infernal**SQ** fiendish sorcery, trapfinding



## SPECIAL ABILITIES

### Disease (Su)

**Cerise Mold:** Short Sword-injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1 week; *effect* 1d3 Wis plus a random insanity according to GMG, page 250; *cure* 2 consecutive saves.

### Fiendish Sorcery (Ex)

Tielfing sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

## TACTICS

**Before Combat** Maaldrek remains on his throne. After all it is his “seat of power.”

**During Combat** Maaldrek will shout out a constant barrage of orders to his subjects. None of them will make sense and no one will obey but he will continue shouting anyway. If there are only 4 or 5 PCs in the party he will hide behind his throne while giving orders. If there are 6 PCs in the party he will target dangerous looking casters with his crossbow and take cover behind his throne. On the second round Maaldrek must make a Will save DC 12. If he fails he becomes confused for 1d6 rounds (Schizophrenia).

**Morale** Maaldrek will cower or fight until his subjects have been killed or he is close to death. At which time he will drop to his knees and beg for mercy. Any PCs approaching him (moving adjacent) will be targeted by a readied attack with his short sword. After he strikes he will make a mad dash for the door and try to escape.

### Cloaker (3.5)

<b>Size/Type</b>	Large Aberration
<b>Hit Dice</b>	6d8+18 (45 hp)
<b>Initiative</b>	+7
<b>Speed</b>	10 ft. (2 squares), fly 40 ft. (average)
<b>Armor Class</b>	19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
<b>Base Atk/Grapple</b>	+4/+13

<b>Attack</b>	Tail slap +8 melee (1d6+5)
<b>Full Attack</b>	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
<b>Space/Reach</b>	10 ft./10 ft. (5 ft. with bite)
<b>Special Attacks</b>	Moan, engulf
<b>Special Qualities</b>	Darkvision 60 ft., shadow shift
<b>Saves</b>	Fort +5, Ref +5, Will +7
<b>Abilities</b>	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
<b>Skills</b>	Hide +8, Listen +13, Move Silently +12, Spot +13
<b>Feats</b>	Alertness, Combat Reflexes, Improved Initiative
<b>Environment</b>	Underground
<b>Organization</b>	Solitary, mob (3–6), or flock (7–12)
<b>Challenge Rating</b>	5
<b>Treasure</b>	Standard
<b>Alignment</b>	Usually chaotic neutral
<b>Languages</b>	Undercommon

### Special Abilities

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

### COMBAT

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

**Moan (Ex):** A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect



from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

**Unnerve:** Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

**Fear:** Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

**Nausea:** Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Engulf (Ex):** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Shadow Shift (Su):** A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

**Obscure Vision:** The cloaker gains concealment (20% miss chance) for 1d4 rounds.

**Dancing Images:** This effect duplicates a *mirror image* spell (caster level 6th).

**Silent Image:** This effect duplicates a silent image spell (DC 15, caster level 6th). The save DC is Charisma-based.



### Cloaker (PF)

CR 5

*This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.*

XP 1,600

CN Large aberration

Init +7; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +6, Ref +5, Will +7

Defensive Abilities shadow shift

### OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d6+5), tail slap +3 (1d8+2)

Space 10 ft.; Reach 10 ft. (5 ft. with bite)

SA engulf, moan

### STATISTICS

Str 21, Dex 16, Con 19, Int 14, Wis 15, Cha 14

Base Atk +4; CMB +10; CMD 23 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

### SPECIAL ABILITIES

#### Engulf (Ex)

A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.



### Moan (Ex)

A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

**Fear:** All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

**Nausea:** All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

**Unnerve:** Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

### Shadow Shift (Su)

When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (DC 15, CL 6th, save DC is Charisma-based).

### ECOLOGY

**Environment** underground

**Organization** solitary, pair, mob (3–6), or flock (7–12)

**Treasure** standard

Resembling hideously evil flying manta rays, cloakers are mysterious and paranoid creatures.

A typical specimen has an 8-foot wingspan and weighs 100 pounds.

A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.



### Troll (3.5)

<b>Size/Type</b>	Large Giant
<b>Hit Dice</b>	6d8+36 (69 hp)
<b>Initiative</b>	+2
<b>Speed</b>	30 ft. (6 squares)
<b>Armor Class</b>	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
<b>Base Atk/Grapple</b>	+4/+14
<b>Attack</b>	Claw +9 melee (1d6+6)
<b>Full Attack</b>	2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)
<b>Space/Reach</b>	10 ft./10 ft.
<b>Special Attacks</b>	Rend 2d6+9
<b>Special Qualities</b>	Darkvision 90 ft., low-light vision, regeneration 5, scent
<b>Saves</b>	Fort +11, Ref +4, Will +3
<b>Abilities</b>	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
<b>Skills</b>	Listen +5, Spot +6
<b>Feats</b>	Alertness, Iron Will, Track
<b>Environment</b>	Cold mountains
<b>Organization</b>	Solitary or gang (2–4)
<b>Challenge Rating</b>	5
<b>Treasure</b>	Standard
<b>Alignment</b>	Usually chaotic evil
<b>Languages</b>	Giant

### Special Abilities

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.



A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

### COMBAT

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

### Troll (PF)

CR 1



*This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.*

XP 1,600

CE Large humanoid (giant)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

### DEFENSE

**AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

**hp** 69 (6d8+36); regeneration 5 (acid or fire)

**Fort** +11, **Ref** +4, **Will** +3

### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)

**Space** 10 ft.; **Reach** 10 ft.

**SA** rend (2 claws, 1d6+7)

### STATISTICS

**Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

**Skills** Intimidate +9, Perception +8

**Languages** Giant

### TACTICS

**During Combat** Trolls are single-minded berserkers in combat. They attack the nearest foe without hesitation and don't stop until that foe is down.

**Morale** Because of their regenerative abilities, trolls are fearless. Even flames or the presence of acid don't slow them down—they always fight to the death.

### ECOLOGY

**Environment** cold mountains

**Organization** solitary or gang (2–4)

**Treasure** standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance.

Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting



for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.



### Ethereal Filcher (3.5)

<b>Size/Type</b>	Medium Aberration
<b>Hit Dice</b>	5d8 (22 hp)
<b>Initiative</b>	+8
<b>Speed</b>	40 ft. (8 squares)
<b>Armor Class</b>	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
<b>Base Atk/Grapple</b>	+3/+3
<b>Attack</b>	Bite +3 melee (1d4)
<b>Full Attack</b>	Bite +3 melee (1d4)
<b>Space/Reach</b>	5 ft./5 ft.
<b>Special Qualities</b>	Darkvision 60 ft., detect magic, ethereal jaunt
<b>Saves</b>	Fort +1, Ref +5, Will +5
<b>Abilities</b>	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
<b>Skills</b>	Listen +9, Sleight of Hand +12, Spot +9
<b>Feats</b>	Dodge, Improved Initiative
<b>Environment</b>	Underground
<b>Organization</b>	Solitary
<b>Challenge Rating</b>	3
<b>Treasure</b>	No coins; standard goods; double items
<b>Alignment</b>	Usually neutral

#### Special Abilities

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.

Ethereal filchers do not speak.

#### COMBAT

An ethereal filcher prowls about, using its ethereal jaunt

ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight.

Any number of simple ruses can blunt a filcher's attack.

**Detect Magic (Su):** Ethereal filchers can detect magic as the spell (caster level 5th) at will.

**Ethereal Jaunt (Su):** An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the ethereal jaunt spell (caster level 15th).

**Skills:** Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.



### Ethereal Filcher (PF)

CR 2

*Clicking around on four talons, the ethereal filcher is an abomination of muscled torso from which five clawed arms extend. The center of its torso is a gaping maw.*

**XP 600**

**N Medium aberration**

**Init** +8; **Senses** darkvision 60 ft., magicsense 60 ft., Perception +9

#### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

**hp** 22 (5d8)

**Fort** +1, **Ref** +5, **Will** +5

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +7 (1d6)



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## STATISTICS

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**Str** 10, **Dex** 18, **Con** 11, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +3; **CMD** 17 (21 vs. trip)

**Feats** Deft Hands, Improved Initiative, Weapon Finesse

**Skills** Disable Device +11, Perception +9, Sleight of Hand +11

**SQ** ethereal escape

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## SPECIAL ABILITIES

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### Ethereal Escape (Su)

The ethereal filcher is able to slip into the Ethereal Plane as a move action. It can remain in the Ethereal Plane for two rounds before it must use a move action to shift back to the Material Plane.

### Magicsense (Su)

Ethereal filchers can sense the presence of active magic spells and magic items (as the detect magic) spell within 60 ft. This sense is always active but can be fooled by spells that disguise magic auras or by areas of dead magic.

## ECOLOGY

**Environment** underground

**Organization** solitary

**Treasure** double

Despite their name, the ethereal filcher is not a creature of extraplanar origin. These creatures are native to the Material Plane but are able to shift back and forth from the Ethereal Plane easily. Using this ability to seemingly move in and out of reality, the ethereal filcher sneaks about the underworld in search of magic items.

Upon locating a creature carrying magical items, the ethereal filcher will shift into the Ethereal and move into position to reappear in front of its target. If the mark is surprised, the filcher will snatch a magic item (using its more than adequate Sleight of Hand skill) and disappear back into the Ethereal Plane. If a filcher does not surprise the target, they will often bite them instead before then disappearing. The filcher will continue to make surprise attacks against the mark until it is seriously injured or it succeeds.

Once it secures a trinket, an ethereal filcher scurries back to its lair to admire its prize. Ethereal filchers have never been observed to employ magic items or carry them into combat so sages are unsure of why they steal this type of treasure. Rumors abound in the underworld, that a great vault of magic treasure exists—a garbage dump of all the filchers' finds.

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□ EQUALS 5 FEET



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