

Book of Friends & Foes

Under the Mountain

CR 5-7



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Book of Friends & Foes

Under the Mountain

CR 5-7

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Sak'Aeda**CR 6****XP 2,400**

Male dark creeper ranger 5

CE Small humanoid (dark folk)

Init +4; **Senses** See in darkness; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +1 natural, +1 size)**hp** 62 (5d10+2d8+26)**Fort** +7, **Ref** +11, **Will** +2**Weaknesses** light blindness

OFFENSE

Speed 30 ft.**Melee** +1 dagger +11 (1d3+1/19-20 plus poison)**Full Atk** 2 +1 daggers +9/+9 (1d3+1/19-20 plus poison)**Special Attacks** death throes (DC 16), favored enemy (humanoid (dwarf) +4, humanoid (elf) +2), sneak attack (+1d6)**Spell-Like Abilities** (CL 5th)At will – *darkness*, *detect magic***Ranger Spells Prepared** (CL 2nd; concentration +3)1st – *pass without trace*, *resist energy*

STATISTICS

Str 13, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10**Base Atk** +6; **CMB** +6; **CMD** 20**Feats** Dodge, Endurance, Skill Focus (Knowledge (geography)), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger).**Skills** Climb +14, Knowledge (geography) +9, Perception +13, Stealth +17; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk**SQ** favored terrain (underground +2), hunter's bond (dire rat animal companion), poison use, rag armor, track +2, wild empathy +5**Combat Gear** black smear (3 doses), drow poison (2 doses); **Other Gear** +1 rag armor, 2x +1 daggers, amulet of natural armor +1, 40 gp

SPECIAL ABILITIES

Death Throes (Su) Should Sak'Aeda be slain, his body combusts in a flash of bright white light, leaving his gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 16 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.**Poison (Ex)** Sak'Aeda can choose from two different kinds of poison: Black Smear and Drow Poison. Black Smear—injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. Drow Poison—injury; save Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4hours; *cure* 1 save.**See in Darkness (Su)** Sak'Aeda can see perfectly in darkness of any kind, including that created by deeper darkness.**Rag Armor (Ex)** Sak'Aeda's multiple layers of filthy rags function as leather armor when worn by a dark creeper.**Boon** Sak'Aeda knows where deposits of precious metals and gems are within the deep caves. He is willing to pay handsomely with such information in exchange for assistance in fighting the nearby dwarves.

If there is one thing that Sak'Aeda despises more than the light on the surface, it is dwarves. Dwarves have a tendency to dig into a dark creeper's home and start killing. Sak'Aeda has seen this happen to his clan time and again. It was not until after the dwarves killed the dark stalker that led his clan that he learned to fight. Now he leads a clan of stealth commandos in raids on the encroaching dwarven tunnelers.

In an attempt to thwart the bearded aggressors, the dark creeper is willing to make deals with any that will help him. The drow may look down on his kind, but they speak his language and sell deadly weapons. Sak'Aeda sells the drow the captured dwarven weapons and equipment in exchange for poison and better arms. Dim as they are dark, if Sak'Aeda and his freedom fighters stopped buying the services of drow women, they could be even better equipped.

As a denizen of the deep caves constantly on the move, Sak'Aeda knows where many precious minerals can be found. The dark creeper is saving such information for bribing powerful allies enough to deal substantial damage or eradicate the dwarf community. Sak'Aeda's heart is lightened to think such minerals will not be touched by grubby dwarf fingers and will instead bring about the fall of his oppressors.



Samm Kull**CR 6****XP 2,400**

Female human fighter (mobile fighter) 3/rogue 4

CG Medium humanoid

Init +3; **Senses** Perception +10**Defenses****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 armor)**hp** 55 (3d10+4d8+18)**Fort** +6, **Ref** +8, **Will** +2; +1 vs paralyzed, slowed or entangled**Defensive Abilities** evasion, uncanny dodge**OFFENSE****Speed** 30 ft.**Melee** mwk short sword +10 (1d6+2/19-20)**Ranged** light crossbow +9 (1d8/19-20)**Special Attacks** sneak attack +2d6 plus befuddling strike**STATISTICS****Str** 14, **Dex** 16, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +8 (+4 dirty trick, +2 disarm); **CMD** 21 (+4 vs dirty trick, +2 vs disarm)**Feats** Blind-Fight, Combat Expertise, Greater Dirty Trick, Improved Dirty Trick, Improved Disarm, Vital Strike, Weapon Finesse**Skills** Acrobatics +10, Appraise +8, Climb +12, Escape Artist +10, Knowledge (dungeoneering) +11, Linguistics +8, Perception +10, Sense Motive +7, Stealth +10, Survival +11**Languages** Common, Draconic, Dwarf, Goblin, Undercommon**SQ** agility, armor training, rogue talents (befuddling strike, fast stealth), trapfinding, trap sense +1**Gear** hat of disguise, torch, masterwork short sword, light crossbow, crossbow bolts (10), +2 chain shirt**SPECIAL FEATURES****Befuddling Strike (Ex)** When Samm deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against Samm for 1d4 rounds.**Boon** Samm knows the underground passage ways and can serve as a guide or give directions, granting a +4 circumstance bonus to survival checks.

The dwarves call her their “human comrade in arms.” The drow and dark creatures that live below call her a “sharp rock in their shoe.” She calls herself Samm. Unwelcome in most human towns for being too gruff, Samm lives with the dwarves. To earn her keep, she joined the dwarven military and volunteered for the deep scouting units. Many dwarves initially joked about how they would protect a blind human female on a mission. The dwarves stopped laughing quickly and now eagerly pride themselves on being in her unit. Her actions have saved many a dwarven life, however, it is the way she fights that has earned her fame and admiration among her comrades.

Samm Kull learned early on the mean streets of a human city that an unarmed opponent is much less of

a threat. To that end, she learned how to get the weapon out of her attacker’s hands. She also learned how to keep an opponent off balance. Punching her opponent square in the nose causes them to be dazzled while they deal with the pain and gushing blood. More a humiliation than a great advantage, the dwarves love the way a drow noble reacts to her maneuvers.

In her off time, she ventures into the lower reaches alone, looking for tombs and treasures long since forgotten. Occasionally, she hires herself out to adventuring groups looking to go into depths she has not going before. Although her gruffness indicates she does not like playing babysitter to ill-prepared adventurers, she secretly enjoys having companions that can heal her and help her escape should the adventure turn sour.



Night Wraith

CR 7

XP 3,200

Male elf vampire rogue 6

NE Medium undead (augmented humanoid)

Init +9; **Senses** darkvision 60 ft., lowlight; Perception +22

Defenses

AC 26, touch 16, flat-footed 20 (+5 Dex, +4 armor, +1 dodge, +6 natural)

hp 66 (6d8+36), fast healing 5

Fort +6, **Ref** +12, **Will** +3; +2 vs enchantment

Defensive Abilities channel resistance +4, evasion, uncanny dodge; **DR** 10/magic and silver **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 slam +11 (1d4+8 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels, DC 17), sneak attack +3d6 plus bleed (3) and plus slow reactions

Spell Like Abilities (CL 6)

3/day – *detect magic*

Spell Like Abilities (CL 9)

permanent – *magic fang*

STATISTICS

Str 20, **Dex** 21, **Con** -, **Int** 16, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +9 (+2 grapple); **CMD** 24 (+2 vs grapple)

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Improved Grapple, Improved Initiative^B, Improved Unarmed Strike, Lightning Reflexes^B, Toughness^B, Weapon Focus (slam)

Skills Appraise +12, Diplomacy +13, Escape Artist +14, Intimidate +13, Knowledge (dungeoneering) +12, Knowledge (local) +12, Perception +22, Perform (act) +13, Sense Motive +20, Stealth +22, Use Magic Device +13; **Racial Modifiers** +8 Bluff, +10 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Elven, Gnome

SQ change shape (dire bat or wolf, *beast shape II*), elven magic, gaseous form, keen senses, rogue talent (bleeding attack, minor magic, slow reactions), shadowless, spider climb, trapfinding, trap sense +2

Gear +1 studded leather armor, 10 gp

Boon Night Wraith knows most of the happenings in the swirfneblin community and those of their neighbors. Players gain a +4 circumstance bonus when asking Night Wraith about any local happenings.

Less than a century ago, Celedon Breezewood was a rising star among elven sportsman. He was famous throughout the elven woods for his finesse and grace

in sporting events. Slowing his adversaries and pinning them down was his specialty. Celedon competed in all events with a showmanship unequaled by his peers. There was little doubt that he would have become one of the great elven champions had he not been turned into a vile creature of the night. None know for sure if he chose to come become a vampire willingly or his reasons for not killing himself should it have been forced upon him. All that is known for sure is that those once cheering his performances and those competing against him suddenly were hunting for him.

Fleeing his elven homeland and leaving behind his name, he travelled underground. Taking up the name Night Wraith, the newly turned vampire fell in with a group of svirfneblin. When the svirfneblin king accepted him into his court as a champion and an advisor, the vampire found a home. With Night Wraith's aid, the svirfneblin king saw his domain grow. The vampire fought on the front lines in the war against the duergar and helped the deep gnomes become a formidable fighting force. For his skill and loyalty, Night Wraith is paid in duergar prisoners.

Night Wraith is honest to a fault and good to his word. He doesn't lie and has little guile. The king trusts every word that comes out of the vampire's mouth. However, the vampire's heart remains black as the deep chasms underground. Night Wraith is more than

willing to dominate anyone if he deems it necessary—even the king has fallen under his gaze on occasion. Should the need arise, the vampire will do so again.



Dead-Eye Grimpick**CR 5****XP 1,600**

Female dwarf cleric 6

LE Medium humanoid

Init +0; **Senses** darkvision 60 ft; Perception +3**Aura** Law**DEFENSE****AC** 19, touch 10, flat-footed 19 (+9 armor)**hp** 48 (6d8+18)**Fort** +7, **Ref** +2, **Will** +8, +2 vs poisons, spells, and spell-like abilities**OFFENSE****Speed** 20 ft.**Melee** +1 heavy mace +8 (1d8+4/x2)**Special Attacks** channel negative energy 5/day (DC 13, 3d6)**Domain Spell-Like Abilities** (CL 6th; concentration +9)

lore keeper (+6 touch, 24), remote viewing (6 rounds), touch of law (6/day)

Cleric Spells (CL 6th; concentration +9)3rd – *bestow curse* (DC 16), *cure serious wounds*, *searing light*, *speak with dead*^D,2nd – *bull's strength*, *detect thoughts* (DC 15)^D, *hold person* (DC 15), *spiritual weapon*, *summon monster II*1st – *bane* (DC 14), *divine favor*, *doom* (DC 14), *protection from chaos*^D, *shield of faith*0 (at will) – *bleed* (DC 13), *detect magic*, *guidance*, *virtue***D** domain spell; **Domains** Knowledge, Law**STATISTICS****Str** 16, **Dex** 10, **Con** 15, **Int** 8, **Wis** 16, **Cha** 10**Base Atk** +4; **CMB** +6; **CMD** 16 (+4 vs bull rush or trip)**Feats** Channel Smite, Extra Channel, Heavy Armor Proficiency**Skills** Spellcraft +8**Languages** Common, Dwarven**SQ** aura, defensive training, greed, hatred, stonecunning**Gear** +1 half-plate, +1 heavy mace, pearl of power (1st level spell), wand of *cure light wounds***Boon** Grimpick will be more than happy to curse anyone who has done another being wrong.

Dead-Eye Grimpick was born Vora Stoneglave. After marrying into the Grimpick clan and losing her husband in a mining accident, she stopped worshiping the god of her ancestors and began worshiping the goddess of vengeance. Grimpick now serves the witch goddess as her priestess and her clan as their executioner. The price for her divine powers was her left eye, earning her the nickname "Dead-Eye" from her clansmen.

When justice must be exacted on a dwarf of sufficiently vile acts or on a prisoner caught in one of

the ongoing wars against the dark creatures, Grimpick is called to fight the condemned in single combat. Her tactics initially involve casting crippling spells (*hold person*, *bestow curse*). She then relies on her mace and channeling negative energy to finish the job. The fight usually ends with the loser being flung into a chasm to certain death.

Due to her role, the female cleric is welcome among the dwarven military and shunned among the rest of the community. Seeking distraction if not companionship between skirmishes, she frequently hires herself out to adventuring parties in need of extra support. She is undoubtedly loyal to any that hire her. If she is supporting her fellow dwarves or adventurers as a hireling, she will use *summon monster II* followed by *doom*, *bane*, and other such spells to hinder their enemies, allowing her comrades to more easily succeed in combat.

However, if party members commit acts in her presence she feels are not just and therefore in need of vengeance, she informs them she is breaking her contract and will return any unearned portion of her fees. Once done, Grimpick informs her companions that she will delay vengeance for their acts until they have completed their current task and she bides them to also take sufficient time to make peace with their deity family and those wronged. As she puts it, "Once the boulder of vengeance falls, there is no time to say good-bye to one's clan."



Marrin Rubneck**CR 6****XP 2,400**

Male human commoner 4/warrior 4

LN Medium humanoid

Init +0; **Senses** Perception +7**Defenses****AC** 12, touch 10, flat-footed 12 (+0 Dex, +2 armor)**hp** 56 (4d10+4d6+20)**Fort** +6, **Ref** +2, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** +1 longspear +11/+6 (1d8+5) or unarmed strike
+9/+4 (1d6+3)**STATISTICS****Str** 16, **Dex** 10, **Con** 12, **Int** 9, **Wis** 12, **Cha** 8**Base Atk** +6; **CMB** +9; **CMD** 19**Feats** Improved Unarmed Strike, Iron Will, Power
Attack, Toughness, Weapon Focus (spear)**Skills** Climb +10, Linguistics +0, Perception +7,
Profession (brewer) +12**Languages** Common, Dwarven**Gear** +1 longspear, mwk leather armor, partially paid
off deed to the Headless Orc**Boon** Marrin Rubneck knows all the adventurous
dwarves in town. His information can grant a +2 on
diplomacy checks to recruit help within his town.

Marrin Rubneck is the owner and brewmaster at the Headless Orc Brewhall. The place is named after a wood carving of an orc with its head broken off which Rubneck keeps behind the bar. He made a tidy sum of money in his youth by surviving a number of battles on the border of orc country. After being discharged from the king's service, he took his money and went in search of a quieter place to perfect his brewing. He

took a job as an apprentice to a dwarven clan's brewmaster and eventually bought the brewhall.

Living with the dwarves insured a continuous source of rowdy but thirsty patrons. He was able to experiment with both dwarven and human traditions of brewing, using ingredients from both cultures, producing new flavors and strengths of drink. The dwarves are quick to stop by the Headless Orc to see what new creation Marrin is working on.

The spear that proudly hangs behind the bar is the same weapon Rubneck wielded in his youth. However, he makes more use now of his rock hard fists. The dwarves know that the human owner of the Headless Orc is no pushover. The frequent fights that break out at the brewhall require Marrin to routinely wear his leather armor. The Headless Orc does enough business Rubneck could afford better armor. The local dwarven remark that brewhall owner does not view the drunken dwarves as much of a threat after facing charging columns of raging orcs.

From time to time, Marrin relives the days of his youth aiding adventurers that pass through the dwarven town. When Marrin is less restless, he can recommend local dwarves that would not mind getting their axes stained for the right price.



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