

FORGOTTEN ENCOUNTERS: UNDERGROUND

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Forgotten Encounters is a spin-off product of the Encounter Pages line. In each of these releases, we will provide encounters for five of the creatures updated in **Tricky Owlbear Publishing's Forgotten Foes**. Each is designed to fit easily into your world. Each encounter can be used as written or a number of optional additional complications can be added to each encounter. In addition to the five encounters with stated monsters you will find additional support material like two traps, spells, feats and magic items as well as a legendary weapon, a hazard and supporting monsters. The tunnel thug conversion has also been added to this file and a handful of tokens for your table use.

I hope you enjoy this product. If you have any questions feel free to email me at publisher@purpleduckgames.com, visit me as PurpleDuck Mark on facebook or at the Grand OGL Wiki.

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A CRY FOR HELP

Environment: Underground

Encounter Level: 3 (800 XP)

Area: This encounter takes place in a small stalactite filled chamber off a series of interconnected tunnels. There is a 50 ft. pit in this chamber that the decapus uses to catch its prey.

Situation: The decapus uses this chamber to lure creatures to their deaths. Using its sound mimicry it will call out to player characters when he can first hear them in the distance. It can only use two or three words at a time and has found that phrases like, "Help me", "I've fallen", "Hurt my leg" in a human female voice seem to be the most effective lures. It can use the acoustics of cavern to make it sound like the cries for help are coming from the pit.

When the player characters approach the pit they will see an image of a wounded human female (a minor image of one of the decapus's former victims), the decapus will swing down from the hiding in the stalactites and try to bull rush the character closest to the pit into the pit. Then it will try to make hit and run attacks at other characters using its brachiation to keep out of reach.

If the decapus manages to bull rush as a surprise attack remember to remove the character's Dex from their CMD because they would be considered flat-footed to that attack.



Complications

- 1) The decapus is usually a solitary creature but the player characters may have arrived at this location in the fall which is the traditional mating time for decapus. A pair of decapus may be very successful at dumping player characters into the pit.
- 2) The decapus having used this ruse successfully many times has found that its prey doesn't fight as well when they fall on sharp objects. The bottom of the pit is lined with spikes. Any character that falls into the pit is subject to a spike attack (Atk +10, 1d4 spikes per target for 1d4+2 points of piercing damage each).
- 3) The sounds of the decapus crying could attract other predators of the Underdeep such as grimlocks, destrachan or phrenic scourges.

DECAPUS CR 3 (XP 800)

CE Medium aberration

Init +1; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d8+12)

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

Offense

Speed 10 ft., climb 30 ft.

Melee 9 tentacles +5 (1d4+2, grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks constrict (1d4+2)

Spell-Like Abilities (CL 4th)

At Will – *mirror image* (DC 13)

Statistics

Str 14, **Dex** 13, **Con** 17, **Int** 10, **Wis** 11, **Cha** 12

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 16 (can't be tripped)

Feats Blind-Fight, Stealthy

Skills Acrobatics +8, Climb +10, Escape Artist +10, Perception +7, Stealth +10

Languages Decapus

SQ brachiation, mimicry

Ecology

Ecology temperate forest or underground

Organization solitary (or mated pair)

Treasure standard

Special Abilities

Brachiation (Ex) A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Illusion (Su) At will, a decapus can create an effect identical to the *minor image* spell. Creatures that make a DC 13 Will save see through the illusion. The save DC is Charisma-based.

Mimicry (Ex) A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

Rewards: At the bottom of the pit lie the many victims of the decapus. Among the skeletal remains of grimlocks, drow, humans and dwarves there are a number of treasures to be found such as two unbroken vials of drow poison, a silver mace, 130 gp worth of assorted coins, 3 pieces polished obsidian (10, 12, 15 gp respectively) and an *armor ring*.

SUPPLEMENTAL MAGIC ITEM

Armor Ring

Aura moderate transmutation; **CL** 5th

Slot ring; **Price** 500 gp + price of the armor;

Weight —

Description

An *armor ring* is made of heavy steel covered by etchings that resemble tiny steel bands. Upon command, the ring transforms into a complete suit of non-magical armor of the type that it was created when the ring is forged.

The armor appears upon the wearer's body fitting perfectly (the armor fits either a Small or Medium creature). If the armor is ever destroyed, the ring's magic is lost. Activating/deactivating an armor ring is a standard action that does not provoke attacks of opportunity.

The ring's appearance varies with the type of armor that the ring was created with; an armor ring created with studded leather armor would be a leather band with a series of small metal studs while an armor ring created with scale mail would be a metal band with a scale pattern. An

armor ring can be crafted for masterwork armor but not magical armor of any kind.

Construction

Requirements Forge Ring, *shrink item*; **Cost** 250 gp + price of the armor

ECHOES IN THE DARK

Environment: Underground

Encounter Level: 11 (12,800 XP)

Area: This encounter occurs in a large stalactite and stalagmite filled cavern. Dissolved copper in the local area's water supply has tinged all of the dripstone formations blue and green. The walls of the cavern are covered with fluorescent fungus that gives the entire area an eerie glow.

Situation: The glowing cavern is home to pack of three destrachan who feed upon the phosphorescent fungi. The destrachan of this chamber have gained a blue-greenish pigmentation to their skin from the contaminated water that they drink. This allows them to hide more effectively within the blue-green rocky chamber.

With their advanced hearing the destrachan should be able to hear intruders coming long before they reach the chamber. Typically one destrachan will play dead in an open area of the room to draw characters in to investigate, while the other two move into flanking the investigating creature in overlapping cones of destructive harmonics.

Complications

1) The moss that the destrachan feed upon is actually magebane moss (see appendix). The creatures are unaware of this fact and since the moss's spell-stealing properties will not harm the destrachan. In fact in many cases, the spell-stealing properties of the moss has made it easier for the destrachan to catch many a meal.

2) The destrachan can use their destructive harmonics to shatter stalactites cause them to fall at targets +15 to hit, 6d6 piercing damage or destroy stalagmites to explode causing 4d6 points of damage to all opponents within 5 ft (Reflex save DC 17 halves).

3) The flow of the cavern may have slick spots from the dripping groundwater which require Acrobatics checks (DC 10) to move through at full

speed. Those that fail could crash into a column of rock (1d6) or fall prone. Additionally, if the destrachans have used their destructive harmonics to destroy parts of the environment, some squares should be filled with rubble and considered difficult terrain.

DESTRACHAN CR 8 (XP 4,800)

NE Large aberration

Init +6; **Senses** blindsense 100ft.; Perception +27

Defense

AC 20, touch 12, flat-footed 17 (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 95 (10d8+50)

Fort +7, **Ref** +7, **Will** +11; +4 vs. sonic effects

Immune gaze, illusions, visual effects

Weaknesses blind

Offense

Speed 30 ft.

Melee 2 claws +10 (1d6+4)

Space 10 ft.;

Reach 10 ft.

Special Attacks

destructive harmonics

Statistics

Str 18, **Dex** 14, **Con** 18, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +7; **CMB** +12; **CMD** 25

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness

Skills Climb +17, Knowledge (dungeoneering) +14, Perception +27, Stealth +17 (+21 to hide in cavern), Survival +17; **Racial Modifier** +10 to Perception, +4 Stealth to hide among blue-green stalactites.

Languages Common (can't speak)

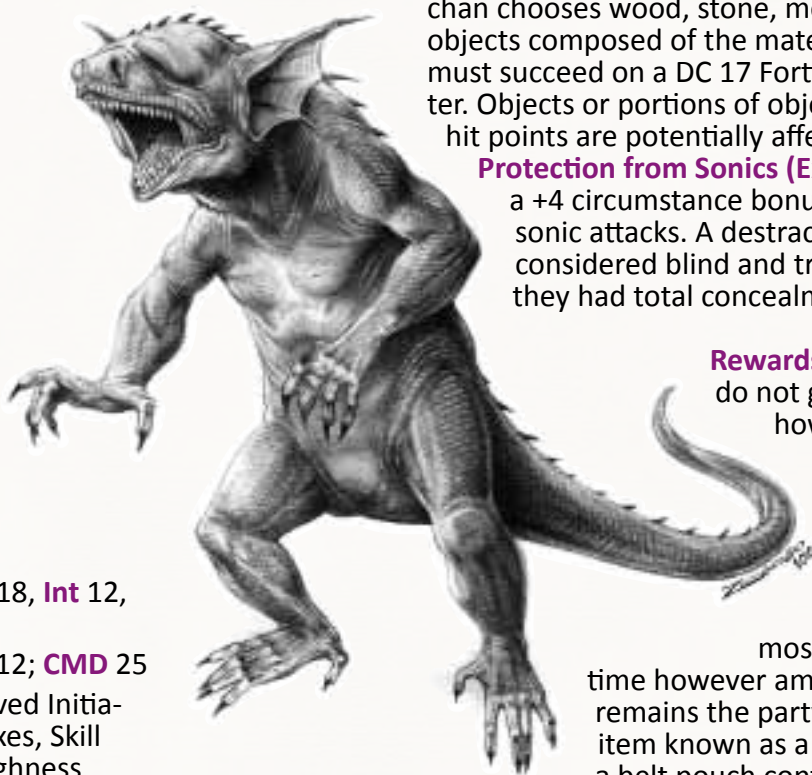
SQ protection from sonics

Ecology

Environment underground

Organization solitary or pack (3-6)

Treasure none



Special Abilities

Destructive Harmonics (Su) The destrachan can emit three types of damaging sound depending on the type of material it wants to affect. This sound can take the shape of an 80-ft. cone or a radius of 30 feet. The save DCs for all three are Charisma-based.

Flesh: Rupturing tissue and cracking bone, this attack deals 4d6 points of damage (or half on a DC 17 Reflex save) to all creatures within the area. **Nerves:** This type of harmonics knocks out opponents rather than slaying them. This attack deals 6d6 points of non-lethal damage (half on a DC 17 Reflex save) to all creatures in the area.

Material: To use this type of sound, the destrachan chooses wood, stone, metal or glass. All objects composed of the material within the area must succeed on a DC 17 Fortitude save or shatter. Objects or portions of objects with up to 30 hit points are potentially affected by this attack.

Protection from Sonics (Ex) Destrachans gain a +4 circumstance bonus to saves against sonic attacks. A destrachan that is deaf is considered blind and treats all targets as if they had total concealment.

Rewards: The destrachans do not gather treasure however recently they killed an elven scout who was moving through the Underdeep looking for drow cities. The elf has been mostly eaten at this time however among the bits of his remains the party could find a magic item known as a *caver's hammock*, a belt pouch containing 23 platinum pieces of elven minting and a dark-wood shield.

SUPPLEMENTAL MAGIC ITEM

Caver's Hammock

Aura faint illusion and transmutation; **CL** 5th
Slot none; **Price** 1,200 gp; **Weight** 1 lb.

Description

This soft, billowy hammock weighs next to nothing and folds up small enough to fit into a pocket. Its magic renders the hammock both lightweight and incredibly strong, able to support up to 500

pounds. With a command word, the hammock affixes to any relatively flat, overhead surface or any two sturdy surfaces up to 10 feet apart. The hammock refuses to adhere to surfaces not strong enough to support the hammock at full capacity.

Once affixed, a caver's hammock takes on a dark gray, pebbly appearance like that of a typical cavern wall. Anyone attempting to spot the hammock in an underground or naturally rocky setting must make a DC 30 Spot check. Creatures with darkvision gain no special bonus to notice a caver's hammock, but creatures with blindsense or scent have no additional difficulty in noticing an occupant of a caver's hammock.

Construction

Requirements Craft Wondrous Item, *silent image*, *spider climb*; **Cost** 600 gp

SUPPLEMENTAL HAZARD

Magebane Moss (CR 4)

Found primarily in underground environments, this blue-green moss sparkles with a dim, unearthly light. Any arcane spells of level 0th through 6th cast within 60 ft. of a patch of magebane moss are instantly counterspelled. If an arcane caster moves within 30 ft. of a patch of magebane moss, he loses one prepared spell slot for the day at random, once every 1d4 rounds. The spell slot theft and counterspelling are detectable with Spellcraft check (DC 19). Otherwise the caster is oblivious to the cause of the counterspelling or to the fact that a spell slot has been lost. A 5 ft. by 5 ft. square patch of magebane moss can be destroyed by 10 points of weapon, fire, cold, electricity or acid damage applied to it.

HUNTING PARTY

Environment: Underground


Encounter Level: CR 7 (4000 XP)*

Area: The encounter begins as the party hears the clang of weapons striking armor and shouts of combat in a nearby cave. The cave is huge with a deep chasm running through it, and spanning the chasm is a great stone bridge.

Situation: Currently there is a great battle occurring on the bridge, three dwarven defenders decided to hold this bridge against a horde of sixty grimlocks. Through guile and luck the grimlocks were able to kill two of the dwarven defenders and critically wounding the other while losing forty of their own warriors. The last remaining dwarf, Lendut Wraithkiller, has been reduced to 4 hp out of 76. He struggles against the horde but will likely fall unconscious before the player character's reach him.

This cavern is very near the surface world and should the grimlocks secure this bridge they will gain a foothold for nighttime raids against the surface. The grimlocks are pack fighters and will





seek to overrun and surround the party whenever possible. They rely on their superior numbers and flanking to allow them to overwhelm other forces. They are not impressed by displays of might or magic as they cannot actually perceive them but will often attack lighter armored foes first as they are easier to smell.

Complications

- 1) The grimlocks could have in their numbers a handful of members with one level in rogue or barbarian. The ability to rage or deal precision damage could significantly improve their forces combat potential.
- 2) Lurking in the shadows of the cavern, supervising the grimlock force is a phrenic scourge commander or a medusa sergeant. Unwilling to trust the brutes with even the simplest of assaults, their leaders sent along an additional agent to make observations of the resistance faced.
- 3) The dwarves have wired the bridge to explode then they were first attacked. In 6 rounds, the bridge will be destroyed in a explosion dealing 8d6 points of force damage (Fortitude DC 18, halves). All creatures on the bridge will plummet into the chasm.

GRIMLOCK CR 1 (XP 400)

NE Medium monstrous humanoid

Init +1; **Senses** blindsight 40 ft., scent; Perception +7

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 13 (2d10+2)

Fort+1, **Ref** +4, **Will**+2

Immune gaze attacks, visual effects

Weaknesses blind

Offense

Speed 30 ft.

Melee greataxe +5 (1d12+3/x3)

Statistics

Str 15, **Dex** 13, **Con** 13, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 15

Feats Skill Focus (perception), Weapon Focus (greataxe)

Skills Climb +7, Perception +7, Stealth +6 (+16 in

mountains and underground), Survival +4; **Racial Modifier** +10 to Stealth in mountains and underground

Languages Grimlock, Undercommon

Ecology

Environment underground

Organization gang (2-4), pack (10-20), tribe (10-60 plus 1 leader of 3rd-5th level per 10 adults), war party (60-100 plus 1 leader of 3rd-5th level per 10 adults plus 1 medusa leader or 1 leader of 6th-8th level).

Treasure standard

Rewards: The grimlocks carry little in the way of treasure (essentially their weapons and a couple of coins each), during their raids on other Underdeep races, however one of the grimlocks has been given a *necklace of fireballs (type II)* and instructed how to use it by his ruler. This item is reserved for use only if it looks like all the grimlock will be killed. The necklace is used to destroy the few remaining grimlocks and their opponents so none will find the grimlock's lair.

If the remaining dwarf is rescued he will be grateful for the rescue but could use help stabilizing his comrades, destroying the bridge and returning to their clanhold. If the party agrees to help them further they will be well rewarded at the clanhold. Rescuing them from the bridge is the sort of thing any decent person would do.

A Comment on Encounter Level

Recently I was running my party through a module that had a group of 6 worgs being equivalent to a CR 7. According to most encounter level calculators, the encounter should have indeed been a CR 7 but in playing the encounter the worgs made no credible threat to my party (if fact most could not hit them or could only hit a minority of the time). As such I've ignored the encounter calculator for this encounter and just priced the grimlocks at 400 XP a piece for a total of 4000 XP or about CR 7. Even considering this encounter level 7 may be too high.

THE EMPTY THRONE ROOM

Environment: Underground ruins

Encounter Level: 4 (1,200 XP)

Area: This encounter takes place in the throne room of a deserted dwarven ruin. In ages past this settlement was destroyed by horde of grimlocks thralls and their phrenic scourge masters. The chamber is at least 40 ft. by 100 ft.; its walls are decorated with spoiled carvings of ancient dwarven achievements. At the far end of the room sits a dwarven skeleton dressed in gleaming scale armor, on the wall above him hangs a beautiful battleaxe of dwarven design. He does not move or respond to the appearance of the player characters. The floor is littered with skeletal remains of other dwarves and eyeless creatures.

Situation: When the dwarves lost this site they also lost the Lougron axe, a legendary weapon of ancient origins. Fearing that the grimlock thralls or phrenic scourge masters might seize this ancient treasure, dwarven earth mages reached out with their powerful spells and raised from the corpse of the battlefield a crypt thing to




guard the throne room in which the battle axe is hidden.

The phrenic scrouge and grimlock thralls did not know what to make of the crypt thing and have generally avoided this room. The crypt thing engages in combat only if the player characters disturb him or the contents of this chamber. If conversed with, he can provide them with extensive information about the ruins of this dwarven city, the behaviours and tactics of grimlocks and phrenic scourge or even bits of dwarven history and lore. Ultimately, the crypt thing does not want the player characters here and will try to convince them to leave or to combat the grimlock forces that still wander the ruins.

If there is a dwarven character among the party, the crypt thing will devise a number of tests to identify the quality of the dwarf's character and if found honourable, stoic and just the crypt thing could present the dwarf with the Lougron axe thereby ending his own eternal servitude.

Complications

- 1) The dwarven axe hanging above the throne is not the Lougron axe, it is but a skilful replica enchanted to give a false aura of strong evocation. The true axe is hidden within a lead-lined chamber in the throne itself. The chamber is trapped with a *burning hands* trap (CR 2) (see the Environment section of the Pathfinder® Roleplaying Game Core Rulebook™)
- 2) The crypt thing gains the ability to make a call to arms once a day to defend the axe. As a standard action, he may cause 2d4 dwarven skeletons to rise as skeletal warriors (see the Pathfinder® Roleplaying Game Bestiary™ for more details).
- 3) The phrenic scourges were not able to destroy the crypt thing but have somehow managed to drive the creature mad. The creature's alignment is shifted to neutral evil and he attempts to kill any who enter his chamber for he believes him-



self to be Burlok III, High Thane of All the Dwarven Nations.

DWARVEN CRYPT THING CR 4 (XP 1,200)

N Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 23, touch 12, flat-footed 21 (+6 armor, +2 Dex, +5 natural)

hp 39 (6d8+12)

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

Defensive Abilities channel resistance +4; **DR** 10/magic and bludgeoning; **Immune** undead traits

Offense

Speed 20 ft.

Melee mwk greataxe +6 (1d12+1)

Special Attacks hatred (orc, goblin), teleport others

Statistics

Str 12, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 17 (21 vs. bull rush, trip)

Feats Alertness, Improved Initiative, Skill Focus (Bluff)

Skills Bluff +11, Linguistics +7, Perception +13, Sense Motive +13, Stealth +7

Languages Alko, Common, Dwarven, Giant, Goblin, Terran, Undercommon

SQ tomb bound

Ecology

Environment underground

Organization solitary

Treasure standard (plus +1 scale mail)

Special Abilities

Teleport Other (Su) Once per day as a standard action, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 15 Will save to negate the effects. An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random

distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination. A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a feather fall spell). The save DC is Charisma-based.

Tomb Bound (Su) A crypt thing is created to guard a specific tomb, crypt or dungeon. They cannot be removed from this location by any physical, magical, or psionic means. If someone attempts to remove the crypt thing from the tomb, the crypt thing automatically teleports back into the tomb, crypt, or dungeon. The only way to remove a crypt thing is to kill it.

Rewards: The crypt thing does not possess treasure of its own but guards the treasures of the fallen dwarven city. The first of these is the legendary weapon the Lougron axe (see appendix) and the second is a leather bound tomb that records both the history of this site and lineage of its thanes. Using this book, grants a researcher a +2 circumstance bonus to Knowledge checks related to dwarven history, nobility and culture. To a dwarven collector this book would worth up to 400 gp.

SUPPLEMENTAL LEGENDARY WEAPON

Lougron Axe

Thane Lougron the Everlasting was one of the first dwarven kings to lead his people underground. When ruin came to the surface world it was Lougron that convinced his people that salvation and riches lied deep with the earth. The glory that came to the dwarves as they destroyed the foul humanoid creatures that skulked in the darkness could not accurately measured even by the most devout of dwarven historians.

When Lougron returned to the stone, his battleaxe was revered as a holy relic and was wielded by many of Lougron's decedents throughout the ages. In the War of Darkstone, it is said that the wielder of the Lougron axe charged into a mass of hundreds of grimlocks, scattering the eyeless foes into the lower tunnels. At the Battle of Hanging Death, Lougron IV led his troops up the walls of the Underdeep to destroy a hive of vampiric cloaklers who feasted upon the dwarven nation for decades. The greatest victory recorded belongs to Lougron XII, who opened the tunnels to the rich mithral veins in the Karirazic Volcano. It is said that he slew the ancient linnorn that lived within the lava.

The Lougron axe found its final resting place in the ruins of the Steel City deep within the earth. The city was a center of commerce and innovation for the dwarven people but like all other examples of perfection it drew to it a terrible darkness. Jealous of the works of the dwarves and hunger to expand their influence a sect of phrenic scourges known as the Sect of Fanged Darkness set upon the dwarven city with their grimlock thralls and destroyed it. The Lougron axe still resides in the ruins of Steel City, guarded by a dwarven crypt thing.

Requirements

To successfully wield the Lougron axe to its fullest potential, a character must fulfill the following requirements.

Race: dwarf

Skills: Knowledge (dungeoneering) 4 ranks, Perception 4 ranks

Feats: Blood of Kings

Weapon Level	Wielder Minimum Level	Abilities
1 st	--	+1 <i>battleaxe</i>
2 nd	4 th	Quickstone speed (+10 ft.)
3 rd	6 th	<i>Soften earth and stone</i> (3/day)
4 th	8 th	+1 <i>allying battleaxe</i>
5 th	10 th	Stone walls do not limit
6 th	12 th	<i>Shifting sand</i> (3/day)
7 th	14 th	+2 <i>allying battleaxe</i>
8 th	16 th	Hardened form
9 th	18 th	<i>Wall of lava</i> (3/day)
10 th	20 th	+3 <i>allying battleaxe</i>

Quickstone Speed (Ex) The wielder of the Lougron axe gains a +10 ft. enhancement bonus to his speed. This enhancement is not reduced if the wielder is wearing medium or heavy armor.

Soften Earth and Stone (Sp) The wielder may use *soften earth and stone* three times per day.

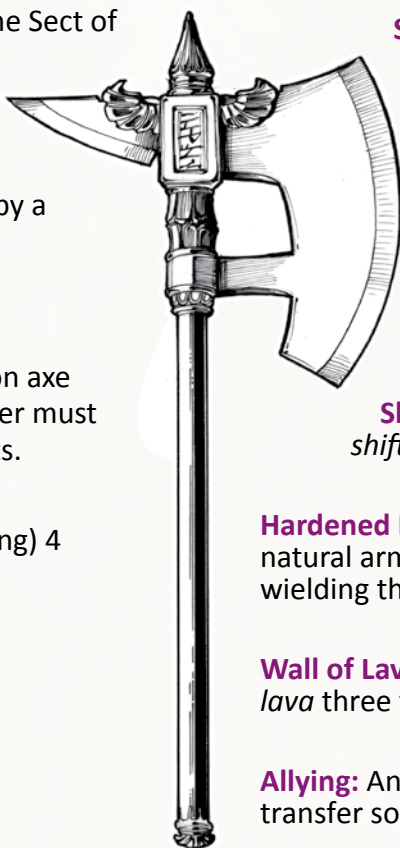
Stone Walls Do Not Limit (Su) The wielder of the Lougron axe can climb walls at their land movement rate as if they have a permanent spider-climb effect in place on them.


Shifting Sand (Sp) The wielder may use *shifting sand* three times per day.

Hardened Form (Su) The wielder gains a +4 natural armor bonus and DR 5/adamantine while wielding the Lougron axe.

Wall of Lava (Sp) The wielder may use *wall of lava* three times per day.

Allying: An allying weapon allows the wielder to transfer some or all of the weapon's enhance-





ment bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus. The bonus to the ally's weapon lasts until the allying weapon's wielder's next turn. The enhancement bonus from the allying weapon does not stack with the enhancement bonus on the ally's weapon (if any).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic weapon*; Price +1 bonus.

SUPPLEMENTAL FEAT

Blood of Kings

You can legitimately claim direct decendance from the great dwarven kings of old.

Benefit: When dealing directly with other dwarves, you gain a +2 bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks.

Special: This feat can normally only be chosen at 1st level; however, with your GM's permission, the unfolding of events within your campaign may allow you to take it for an established character.

SUPPLEMENTAL SPELLS

Shifting Sand

School transmutation [earth]; Level druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a handful of sand)

Range medium (100 ft. + 10 ft./level)

Area 20-ft. spread

Duration 1 round/level (D)

Saving Throw Reflex negates; see text; **Spell Resistance** no

You cause an earthen or sandy surface to shift and churn within the area. The *shifting sand* obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the *shifting sand* must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may

apply it as a bonus on their saving throws.

As a move action, you may move the area of *shifting sand* up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the *shifting sand* in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the shifting sand.

Wall of Lava

School conjuration (creation) [earth, fire]; Level druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a chunk of dried lava)

Range medium (100 ft. + 10 ft./level)

Target lava wall whose area is up to one 5-ft. square/level (S)

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** no

This spell creates a vertical *wall of lava* that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava's* maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a *wall of lava* can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a wall of lava, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check—failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 fire damage. A *wall of lava* also radiates heat as if it were a wall of fire, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the *wall of lava* to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

TUNNEL BOUND

Environment: Underground

Encounter Level: 10 (9,600 XP)



Area: This encounter takes place in a long twisting tunnel that is 15 ft. wide throughout. The walls are polished smooth as if cut with a precision drilling apparatus. The tunnel also climbs and falls at irregular intervals.

Situation: The smooth tunnels are a local delver's tunnels. The creature uses this path to move outward from its ovarium to find food. Recently it has laid a clutch of fifteen eggs within the ovarium. It felt its lair secure, only to have two of the eggs stolen by tunnel thugs and three ore lost to pech. As such the delver now considers all

creatures in its tunnels to be potential thieves.

The delver is patrolling his tunnels that surround the ovarium. The player characters should probably hear the delver slurking around in the tunnels long before they actually see it. Its body makes a suctioning and sizzling sound as it moves about the stone tunnels.

Complications

- 1) The delver has constructed a number of traps along his tunnel. In several places he has created camouflaged pit traps (see camouflaged spiked pit trap CR 8 in the Environment section of the Pathfinder Roleplaying Game Core Rulebook).
- 2) As the delver has been through this area recently scaring off a party of pech, the walls are slick with its corrosive slime. All terrain is treated as difficult terrain with all attempts to take a double move by non-delvers requiring and Acrobatics check DC 15. Additionally any contact by exposed skin with the walls deals 1d6 points of acid damage.
- 3) A band of twenty tunnel thugs seize upon the impending combat to join the fray. As soon as the delver is defeated they turn on the party and try to knock them unconscious so they can steal the rest of the delver's eggs.

DELVER CR 10 (XP 9,600)

N Huge aberration

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +24

Defense

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 143 (15d8+75)

Fort +12, **Ref** +6, **Will** +11

Immune acid

Offense

Speed 30 ft., burrow 10 ft.

Melee 2 slams +17 (1d8+8 plus 2d6 acid)

Space 15 ft.; **Reach** 10 ft.

Special Attacks corrosive slime

Statistics

Str 27, **Dex** 13, **Con** 21, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +21 (+25 bull rush); **CMD** 32
(36 vs. bull rush; can't be tripped)

Feats Alertness, Blind-Fight, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Great Fortitude, Improved Initiative, Power Attack

Skills Climb +26, Intimidate +19, Knowledge (dungeoneering) +20, Knowledge (nature) +17, Perception +24, Sense Motive +4, Survival +20

Languages Undercommon

SQ stone shape

Ecology

Environment underground

Organization solitary

Treasure none

Special Abilities

Corrosive Slime (Ex) The delver produces all over its body a highly corrosive slime. The touch of a delver deals 2d6 points of acid damage to creatures and objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of acid damage, and against creatures and objects made of stone (including earth elementals) it deals 8d10 points of damage. The delver's slam attack deals 2d6 points of acid damage on a hit and also leaves behind a caustic residue that deals another 2d6 points of acid damage for the next two rounds. The slime can be washed off with at least a quart of water or weak acid such as vinegar. A victim's clothes and armor dissolve immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons striking a delver also immediately dissolve unless the wielder succeeds on a DC 22 Reflex save. Creatures that strike the delver with natural attacks take 2d6 points of acid damage with each successful hit unless the creature succeeds on a DC 22 Reflex save. The save DC is Constitution-based.

Stone Shape (Ex) A delver can use its slime to soften stone instead of dissolving it. It can soften and shape up to 25 cubic feet of stone once every 10 minutes as if it had cast the stone shape spell.

(CL 15th)

Rewards: Delvers never carry treasure but because their diet consists of many rocks and minerals the eggs they lay are often laced with precious minerals and gemstones. Currently, the delver has ten remaining eggs. If the embryonic delvers are destroyed without harming the egg, each egg could be worth up to 550 gp a piece. The eggs have a hardness of 1, 5 hp and a Break DC 6.

ADDITIONAL MATERIAL

Furious Focus (Combat)

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.



LENDUT WRAITHKILLER CR 7 (3,200 XP)

Dwarven fighter 7/Stalwart Defender 1

LN Medium humanoid (dwarf)

Init +1; Senses darkvision 60 ft.; Perception +2
Defense

AC 23, touch 12, flat-footed 21 (+11 armor, +1 Dex, +1 dodge), (+2 dodge vs aberrations)

hp 76 (8d10+32)

Fort +9, **Ref** +4, **Will** +5 (+2 saves vs. charm and compulsion)

Offense

Speed 20 ft.

Melee +1 dwarven waraxe +13/+8 (1d10+7/x3)
or

+1 dwarven waraxe +13/+6 (1d10+13/x3)
[power attack/furious assault]

Special Attacks defensive stance (7 rounds), hatred +1 (orcs and goblins)

Statistics

Str 16, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +11(+13 grapple aberrations);
CMD 24 (28 vs. bull rush, trip)

Feats Dodge, Endurance, Furious Focus, Mobility, Power Attack, Toughness, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +10, Survival +13; **Racial Modifiers** +2 to Appraise non-magical goods, +2 Perception for unusual stonework

SQ armor training 2, bravery +2, deep warrior, stubborn, weapon familiarity (dwarven), weapon training (axes)

Languages Common, Dwarven

Gear +2 full plate, elixir of fire breath, potion of cure serious wounds (2), weapon oil.

MEDUSA SERGEANT CR 7 (XP 3,200)

Medusa Assassin 1

LE Medium monstrous humanoid

Init +6; **Senses** all-around vision, darkvision 60 ft.; Perception +16

Defense

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

hp 84 (9 HD; 8d10+1d8+36)

Fort +6, **Ref** +9, **Will** +7

Offense

Speed 30 ft.

Melee dagger +10/+5 (1d4 plus snake poison/19–20), snake bite +5 (1d4 plus poison)

Ranged mwk longbow +11/+6 (1d8 plus snake poison/x3)

Special Attacks death attack (DC 12), petrifying gaze, sneak attack +1d6

Statistics

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Bluff +11, Disguise +11, Intimidate +14, Perception +17, Stealth +14; Racial Modifiers +4 Perception

Languages Common

SQ poison use

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

PHRENIC SCOURGE CR 8 (XP 4,800)

LE Medium aberration

Init +3; **Senses** darkvision 60 ft.; Perception +14
Defense

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

DR 10/piercing; **SR** 19
Offense

Speed 30 ft., burrow 15 ft., climb 30 ft.

Melee 2 tendril clusters +9 (1d8 plus implant)

Special Attacks sap will (20-ft. radius)

Spell-Like Abilities (CL 8th)

At Will – *charm monster* (DC 18), *deep slumber* (DC 17), *detect thoughts* (DC 16), *suggestion* (DC 17), *teleport*; DC is Intelligence-based.

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 19, **Wis** 17, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 20

Feats Dodge, Mobility, Toughness, Weapon Finesse

Skills Climb +19, Escape Artist +14, Diplomacy +10, Intimidate +13, Knowledge (arcana) +15, Perception +14, Sense Motive +11, Stealth +14

Languages Alko, Undercommon; telepathy 100 ft.

Special Abilities

Compress (Ex) Although they normally stand as humanoids, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can pass through a space as narrow as two or three inches in one dimension, as long as it's at least a foot or more in the other dimension.

Implant (Ex) The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. In any round in which the scourge successfully strikes the same victim with

both tendrill attacks, the tip of a tendrill breaks off in the flesh and begins to burrow, unless the victim succeeds on a DC 16 Fortitude save. The larva burrows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 points of damage per round.

When the larvae reaches the brain, the subject dies instantly. At any point in this process, the larvae can be destroyed with remove disease or heal. The save DC is Constitution-based. Sap Will (Sp) This psionic attack manifests as a 20-ft. radius sphere, which the scourge can center anywhere within 30 ft. Anyone caught in this sphere must succeed on a DC 18 Will save or lose the will to act for 3d4 rounds. They may defend themselves if attacked, but may not initiate any action. Phrenic scourge are immune to this ability. This ability is the equivalent of a 4th-level spell. The save DC is Intelligence-based.

SKELETAL CHAMPION CR 2 (XP 600)

Dwarven skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6
Defense

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +2 natural, +2 shield)

hp 11 (3 HD; 2d8+1d10-3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4; +2 vs. poison

DR 5/bludgeoning; **Immune** cold, undead traits
Offense

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+2/x3)

Special Attacks hatred +1 (goblins and orcs)

Statistics

Str 15, **Dex** 14, **Con** —, **Int** 10, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. bull rush, trip)

Feats Cleave, Improved Initiative^B, Toughness, Weapon Focus (battleaxe)

Skills Intimidate +3, Perception +7, Stealth +0

Gear breastplate, heavy steel shield, masterwork battleaxe

VILSTRAK (TUNNEL THUG) CR ½ (200 XP)

N Medium aberration

Init +0; **Senses** darkvision 60 ft.; Perception +X
Defense

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 5 (1d8+1)

Fort +1, **Ref** +0, **Will** +2

Offense

Speed: 30 ft.

Melee 2 slams +2 melee (1d4+2)

Statistics

Str 14, **Dex** 11, **Con** 12, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 12

Feats Skill Focus (Stealth)

Skills Perception +4, Stealth +7 (+15 rocky areas);

Racial Modifiers +8 to use Stealth in rocky environments.

SQ merge with earth

Languages Terran

Ecology

Environment underground

Organization gang (2-5) or band (6-20)

Treasure standard

Special Abilities

Merge with Earth (Su): A vilstrak can merge with earth or stone at will as a standard action. This ability is similar to a meld into stone spell (caster level 12th), except that a vilstrak can see what goes on outside and it can remain merged as long as it desires.

This creature is a bipedal man-sized semi-humanoid seemingly carved of stone. It has an insect-like head, long, large arms, and thick, trunk-like legs that end in hoof-like feet.

Vilstraks (or tunnel thugs) dwell underground,

away from the surface world. Though they have no allergy or reaction to sunlight, they disdain its existence, preferring the cold, damp blackness of their underground world. A vilstrak's lair is a "pocket" formed deep inside the earth. These pockets have no exits or entrances and are only reachable by those who can pass through stone or earth.

Vilstraks are peaceful creatures who avoid combat if possible. They do take great joy and pride in robbing those that invade their territory. A favored tactic of the vilstrak is to hide inside the wall of a dungeon corridor and spring out when prey passes nearby.

A typical vilstrak stands 6 feet tall and weighs about 200 pounds. Its arms have an extra joint between the elbow and wrist, and its arms end in large, powerful fists of stone. Vilstraks are gray or brown.

Burning Hands Trap CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

Effects

Trigger proximity (alarm); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

Decapus Pit Trap CR 3

Type mechanical; **Perception** DC 20; **Disable** DC 20

Effects

Trigger location; **Reset** manual

Effect 50 ft. deep pit (5d6 falling damage); pit spikes (Atk +1, 1d4 spikes per target for 1d4+2 damage each); DC Reflex 20 avoids; multiple targets (all targets in a 10 ft. square area)

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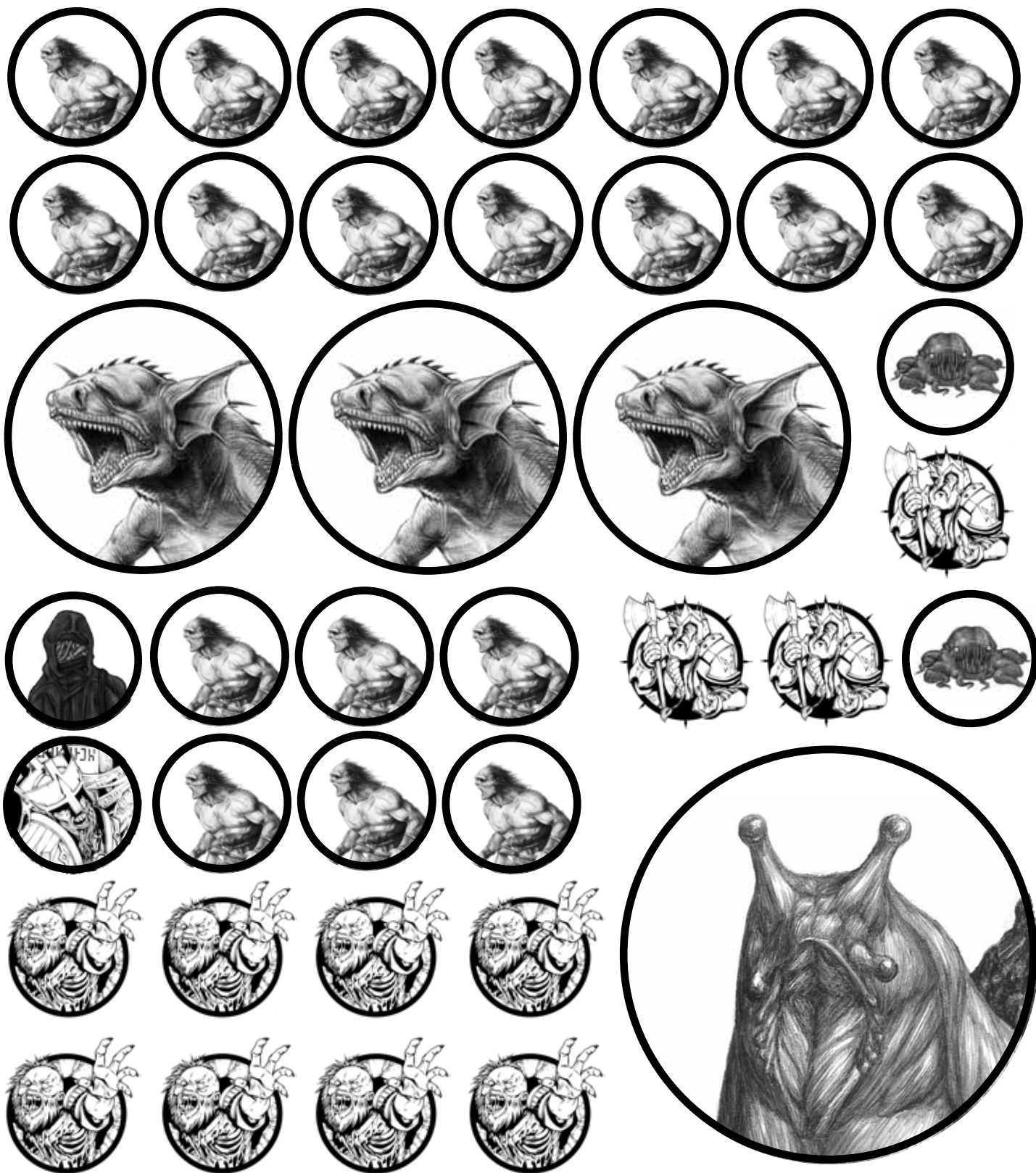
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A SELECTION OF TOKENS FOR
FORGOTTEN ENCOUNTERS:
UNDERGROUND

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