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DUNGEON DENIZENS: EL 1

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Alex Connell

Need inspiration for a quick encounter when the PCs wander off track or do something you didn't expect? Want handy random encounter charts that are more than just a listed average EL and random number of identical monsters?

Then Dungeon Denizens is for you! This instalment presents 36 encounters of EL 1 designed for dungeon areas, cavern areas and (of course) as wandering monster. Divided into handy tables designed to be quick and easy to use, the encounters herein are ready for a GM to insert into his dungeon at a moment's notice.



CREDITS

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Thank you for purchasing *Dungeon Denizens: EL 1*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Denizens: EL 1* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Alex loves games of all sorts. He plays tabletop games, computer games, Xbox games, board games and card games. Pathfinder, EVE Online, Skyrim and Agricola are some of his favourites, in no particular order. Raging Swan has been one of his favourite third-party publishers for the Pathfinder RPG, and it's a thrill to be writing for them.

Alex is married to another gamer, and they have one son. They live in Ohio, in the middle of nowhere (as it turns out, everywhere in Ohio is the middle of nowhere).

When he's not gaming, Alex is a pastor, most recently serving as a pastor for teens and their families in Ohio.

Useless fact: Alex played a Fire Wizard in his most recent campaign.

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FOREWORD

USING THIS SUPPLEMENT

Using this supplement is easy as it's been designed to be simply inserted into a GM's own dungeon with almost no modifications. (Although a GM may have to add local flavour details like a local noble's name, the identify of a deity or two [and so on]).

Perhaps the players wander out of the area you have prepared, or they are approaching an area you really don't want them to reach (because they'll die horribly if they go there now, you haven't stated it up yet or the encounter will take too long to resolve and you'd rather get to it next week). Instead of the session coming to a screeching halt, or something going horribly wrong, you can instead use one of the encounters herein to facilitate play.

Each encounter contains a brief outline of everything you need to run it, including creature names, motivations and so on. Additionally, all the creatures featured in this supplement fall into one of three categories:

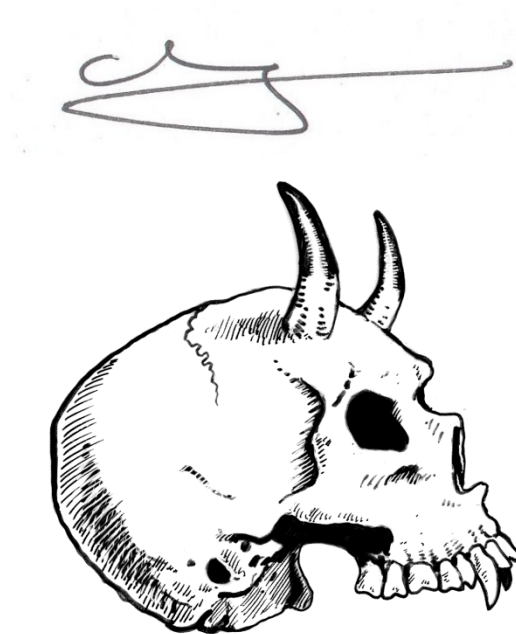
- **Basic:** A monster straight from the pages of *Bestiary*, *Bestiary 2* or *Bestiary 3*.
- **Modified:** A monster from the *Bestiary*, *Bestiary 2* or *Bestiary 3* modified by the advanced, giant or young simple template (the modifiers for which are listed at the bottom of the encounter table for your convenience).
- **Unique:** A unique monster, detailed on the facing page to the encounter text itself.

Furthermore the creatures and encounters herein are subdivided into three basic encounter areas:

- **Dungeon Areas:** These encounters take place in a traditional dungeon setting.
- **Cavern Areas:** The encounters are suitable for a cave or cavern setting.
- **Wanderers:** These encounters are essentially random encounters; they are creatures also wandering the dungeon and they can be encountered almost anywhere.

This is the first in a new line of GM's aids that I hope you find jolly useful. As a GM it's nice to have a couple of handy encounters in your back pocket and that's exactly what this supplement delivers. Herein you get the barebones of an encounter – including any relevant stats – ready for you, the GM, to bring to life. That's pretty much the concept behind this line, which came to me while working on the *Dungeon Dressing* line. The *Dungeon Dressing* line has been tremendously fun to work on (and rather successful for Raging Swan Press) but at the end of the day it focuses only on the dungeon itself and not its inhabitants. That's where *Dungeon Denizens* comes in; eventually, the line will feature an entry for each EL and will build into a very useful library for a GM in need of sudden inspiration.

I hope you find this instalment of *Dungeon Denizens* useful. It would be great to hear how you've used it in your game – and to get your feedback and suggestions to make subsequent instalments even more handy – drop me a line at creighton@ragingswan.com.



EL 1 (XP 400): DUNGEON AREAS

D%	CREATURES*	NOTES
01-09	Tiny animated objects (2; page 3)	An incredibly dusty room holds some old furniture (including a long table, several chairs and a bench). Nestled among the mouldy, rotting furniture are two stone candelabras. The candelabras are animated objects and spring to life, attacking any intruders.
10-18	Ignatius Montargh, apprentice necromancer (page 3)	This budding young necromancer is eager to prove his worth to his master. He attempts to drive out intruders with reason and logic before resorting to violence. He isn't afraid of combat, even when outnumbered.
19-27	Crawling hands (2; <i>Bestiary</i> 2)	A lone casket sits behind a locked door, inside the casket is the rotting flesh of an unknown woman. If the casket is opened, two hands leap forth seeking to kill all in the vicinity. One of the hands has a nobleman's signet ring on it (DC 20 Knowledge [nobility] identifies the seal).
28-36	Small fire elemental (1)	A small shrine to a long forgotten god has been left alone by the dungeon's inhabitants; however the magic protecting the shrine continues to function. Above the chamber's door is the word "Flames" carved in Ignan into the rock. Should a creature enter the room without speaking the word in Ignan, the chamber's protective wards summons a small fire elemental to protect the shrine's goods. This power works once per day. Arrayed around the shrine's fire pit are three golden bowls (each worth 20 gp; DC 20 Appraise) and in the pit itself is a mixed blob of precious metals (gold, silver and a little platinum) worth 54 gp (if melted and separated by a skilled craftsmen).
37-45	Giant human skeleton ³ (1)	The prized possession of the master of the dungeon's "collection" is the reanimated skeleton of what was the largest human he had ever seen. However, the huge skeleton has proven difficult to manage and is hidden away behind a locked door.
46-54	Human skeletons (3)	These skeletons patrol the area and have simple orders to kill all intruders. One of the skeletons still wears a tattered tabard indicating his service to a local lord (DC 15 Knowledge [local] identifies which lord).
55-63	Human zombies (2)	These two zombies are feasting on the rotten flesh of a dead adventurer who met an untimely death at their hands. She's still clutching her crossbow and wearing a crudely fashioned wooden holy symbol around her neck.
64-72	Nethyllus, young imp ¹ (1)	This imp, Nethyllus, is the master of the dungeon's ally. However, Nethyllus truly believes he is in charge and has taken to wandering the dungeon barking out orders in his master's absence. If confronted by three or more strangers, he flees in terror, shouting an alarm and warning all other nearby denizens of the intruders' presence.
73-81	Spider swarm (1)	This spider web-filled room hasn't been touched by the current denizens of the dungeon. Once a well chamber, the well within long since ran dry. Light glistens off the webs. The room is littered with old, rotten items that serve as nests for thousands of spiders. If intruders enter the room, the spiders attack in an effort to defend their territory.
82-90	Jeres, wererat (1; page 3)	Hideously ugly and deformed, this wererat was enlisted by the dungeon's master to be a helper. He is eager to do this job, feeling shunned and ostracized by society. For the first time in a long time, Jeres is happy; he feels valued and has been given responsibility to keep the surrounding area free of intruders. Thus, he is loyal to his master, but is willing to talk for a few minutes to catch intruders off guard.
91-100	Wolf skeleton (1; page 3)	The wolf skeleton patrols this derelict room. As it wanders, it is nosing about the room; its undead condition many not be immediately apparent because it has only recently been turned to undeath.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

3: A creature with the giant creature template (+2 on all rolls based on Str or Con, +2 hp/HD, -1 penalty on all Dex-based rolls).

NONSTANDARD CREATURES

ANIMATED OBJECT CR 1/2 (XP 200)

This stone candelabra springs to life unexpectedly.

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -5

Speed 30 ft.; **ACP** 0; **Stealth** +10

AC 19, touch 14, flat-footed 12; **CMD** 9

(+2 Dex, +5 natural, +2 size)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +0, **Ref** +2, **Will** -5

hp 5 (1 HD); **hardness** 8

Space 2-1/2 ft.; **Base Atk** +1; **CMB** -3

Melee slam +1 (1d6-3)

Abilities Str 6, Dex 14, Con —, Int —, Wis 1, Cha 1

SQ construction points (1; stone)

IGNATIUS MONTARGH CR 1 (XP 400)

This young, black-robed human has a sneer on his face.

Male human wizard (necromancer) 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +4, Sense Motive +2

Speed 30 ft.; **ACP** 0

AC 12, touch 12, flat-footed 10; **CMD** 13

(+1 Dex, +1 dodge [Dodge])

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee dagger +1 (1d4/19-20) or

Melee Touch grave touch (6/day) +1 (shaken [1 round])

Special Actions power over undead (Command Undead [2/day; DC 10])

Wizard Spells Prepared (CL 2nd; concentration +5; arcane bond [silver ring])

1st—*cause fear* (DC 14), *mage armour*, *ray of enfeeblement* (DC 14)

0—*acid splash*, *bleed* (DC 13), *flare* (DC 13), *resistance*, *touch of fatigue* (DC 13)

Combat Gear *potion of cure light wounds*, *scroll of chill touch*, *scroll of obscuring mist*, *scroll of shocking grasp*, *thunderstone*

Abilities Str 10, Dex 13, Con 12, Int 17, Wis 14, Cha 8

Feats Command Undead^B, Dodge, Eschew Materials, Scribe Scroll^B

Skills as above plus Appraise +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +8, Spellcraft +8

Languages Abyssal, Common, Draconic, Infernal

Gear as above plus bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, parchment (10), scroll case, tankard, torches (8), trail rations (3), waterskin, 43 gp

Spellbook (divination, enchantment) 1st—*alarm*, *cause fear*, *chill touch*, *mage armour*, *obscuring mist*, *ray of enfeeblement*,

shocking grasp, *summon monster I*; 0—all except prohibited schools

JERES (HYBRID FORM) CR 1 (XP 400)

This ratman carries a rapier and wears studded leather armour.

Male human natural wererat rogue 2

CE Medium humanoid (human, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +6, Escape Artist +6, Stealth +6, Swim +6

AC 18, touch 13, flat-footed 15; **CMD** 16

(+3 armour [studded leather], +3 Dex, +2 natural)

Fort +2, **Ref** +5, **Will** +1

hp 11 (1 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +0; **CMB** +3

Melee scimitar +4 (1d6+3/18-20)

Melee bite +3 (1d4+3 plus filth fever [DC 14 Fort {2 saves}; onset 1d3 days; freq. 1/day; effect 1d3 Dex and 1d3 Con damage] and curse of lycanthropy [DC 15])

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Atk Options sneak attack (+1d6)

Special Actions change shape (human, hybrid and dire rat; *polymorph*)

Combat Gear bolt (10)

Abilities Str 16, Dex 17, Con 15, Int 12, Wis 12, Cha 6

Feats Improved Initiative, Weapon Focus (scimitar)

Skills as above plus Bluff +2, Diplomacy -2 (+2 vs. rats and dire rats [lycanthropic empathy]), Disable Device +6, Knowledge (dungeoneering) +5, Sleight of Hand +6

Languages Common, Undercommon

Gear as above plus bedroll, flint and steel, waterskin, 27 gp

WOLF SKELETON CR 1 (XP 400)

This mangy and emaciated wolf still wears a jewel encrusted collar.

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 50 ft.; **ACP** 0; Acrobatics +3 (+11 jumping)

AC 15, touch 13, flat-footed 12; **CMD** 15 (19 vs. trip)

(+3 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

Fort +0, **Ref** +3, **Will** +3

hp 9 (2 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1)

Abilities Str 13, Dex 17, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative^B

Gear jewel encrusted collar worth 50 gp

EL 1 (XP 400): CAVERN AREAS

D%	CREATURES*	NOTES
01-08	Amoeba swarm (1; <i>Bestiary</i> 2)	An unlit, rarely traversed passageway leads to a small pool of water; as intruders get closer to the pool they notice the very muddy water within is gently rippling. The pool, however, is no pool at all, and is actually thousands of tiny amoebas that have gathered together to form a swarm; they attack the nearest target.
09-16	Bandits (Gudea and Aya Zahm [page 5])	A married couple has been terrorizing local roads and raiding travellers for their valuables. They've set up their base in this cave and are very careful to avoid the natural cave dwellers. Gudea and Aya are well versed at fighting together; he does his best to draw the attention of their prey while she sneaks up behind them to use sneak attack. Inside their den, they've stored some of their loot, including a beautiful necklace with a chipped-ruby worth 250 gp (DC 20 Appraise values).
17-24	Giant centipedes (1)	Two centipedes have burrowed into this cave, creating a nest in one of the recesses. In their nest, there are the skeletal remains of a few recent kills, including a small humanoid (DC 15 knowledge [local] identifies as a mite).
25-32	Darkmantle (1)	The rotting carcass of a small animal lies on the floor, most of its flesh having been eaten off. Hanging onto the ceiling is a darkmantle. If there are more than two creatures near its prey, it hides; otherwise it drops from the ceiling to attack.
33-41	Striggun (dwarf cleric; page 5)	The self-proclaimed "boss" of the cave, this black-bearded dwarf has set up a small shrine to his evil god. He is in the process of a fairly complex ritual and is furious at the presence of intruders. He attempts to eliminate them so that he may get back to his devotions.
42-49	Mining beetles ² (2 fire beetles with the advanced creature template)	Deep below the cave is a colony of mining beetles. A number of the beetles have been burrowing their way up to the surface but haven't survived long because of other predators in the cave system. Two mining beetles emerge from the tunnel as the PCs arrive.
50-57	Gryph (1; <i>Bestiary</i> 2)	One of the natural predators making its dwelling inside the cave is a single gryph. This six-legged creature has the remains of a couple small humanoids (DC 15 knowledge [local] identifies the bodies as mites) as well as the shells of three beetles (DC 15 knowledge [dungeoneering] identifies as mining beetles) in its nest.
58-67	Mites (4)	A small tribe of mites has moved into the cave; these four are busy playing a game that looks like reverse hide & seek. One of the mites is blindfolded and has covers over his ears. He is running around blindly trying to tag the others, smashing into things. It takes the mites a round to gain their composure before attempting to deter intruders.
68-75	Mites (2) and giant cockroach (1)	A pair of mites are training their cockroach pet to jump through a hoop. The cockroach isn't jumping through the hoop, but is eager to attack anyone who attacks the mites.
76-83	Mite leader ² (1), ratfolk (1; <i>Bestiary</i> 3) and dire rat (1)	The leader of the mite tribe is hosting a ratfolk and his pet dire rat. They are drinking liquor from crude stone cups, currently discussing plans to set a nearby barn on fire and steal some crops. A hastily drawn map of the farm lies on a nearby table.
84-91	Giant spider (1)	A giant spider web blocks off a passageway to this cave. A giant spider has made its home here, terrorizing the locals. The nearly mummified body of a young local girl is stuffed into a nearby niche. The girl's pouch contains 4 sp and 16 cp.
92-100	Gak, troglodyte (1)	Among the cave dwellers, a few think of themselves as the "ruler" of the cave community. Gak is one of them. He hates Striggun and tries to ally himself with the PCs and offers to help them slay the dwarf. He is brutally violent and if the PCs rebuff his offer, attempts to dispatch the intruders quickly and painfully. Gak has accumulated some small treasures (45 gp, 256 sp, a black stone [an onyx worth 50 gp] and a <i>potion of enlarge person</i>) during hegemony of the caves).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

NONSTANDARD CREATURES

AYA ZAHM

CR 1/2 (XP 200)

This dark-haired woman wears a ragged cloak over her leather armour and looks dirty and dishevelled.

Female human rogue 1

CN Medium humanoid (human)

Init +3; **Senses** Perception +4, Sense Motive +4

Speed 30 ft.; **ACP** 0; Acrobatics +10, Escape Artist +7, Stealth +7

AC 16, touch 14, flat-footed 12; **CMD** 16

(+2 armour [leather], +3 Dex, +1 dodge [Dodge])

Fort +1, **Ref** +5, **Will** +0

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee short sword +2 (1d6+2/19-20)

Ranged dagger (range 10 ft.) +3 (1d4+2/19-20)

Atk Options sneak attack (+1d6)

Combat Gear caltrops, daggers (5), tanglefoot bag, vial of antitoxin

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8

Feats Dodge, Skill Focus (Acrobatics)

Skills as above plus Bluff +3, Disguise +3, Intimidate +3, Knowledge (local) +5, Sleight of Hand +7

Languages Common, Dwarven

Gear as above plus chipped-ruby necklace worth 250 gp, bedroll, backpack, thieves' tools, waterskin, flask, flint and steel, 3 torches, 16 gp

GUDEA ZAHM

CR 1/2 (XP 200)

This gruff looking human has shaggy, unkempt hair and wears a dirty set of chainmail armour.

Male human fighter 1

NE Medium humanoid (human)

Init +5; **Senses** Perception +2, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -7; Acrobatics -6 (-10 jumping), Climb -4

AC 20, touch 12, flat-footed 18; **CMD** 16

(+6 armour [chainmail], +1 Dex, +1 dodge [Dodge] +2 shield [heavy steel])

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

hp 13 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee warhammer +5 (1d8+3/x3)

Ranged throwing axes (range 10 ft.) +2 (1d6+3) or shortbow (range 80 ft.) +2 (1d6/x3)

Combat Gear arrow (17), throwing axes (2) *potion of cure light wounds*

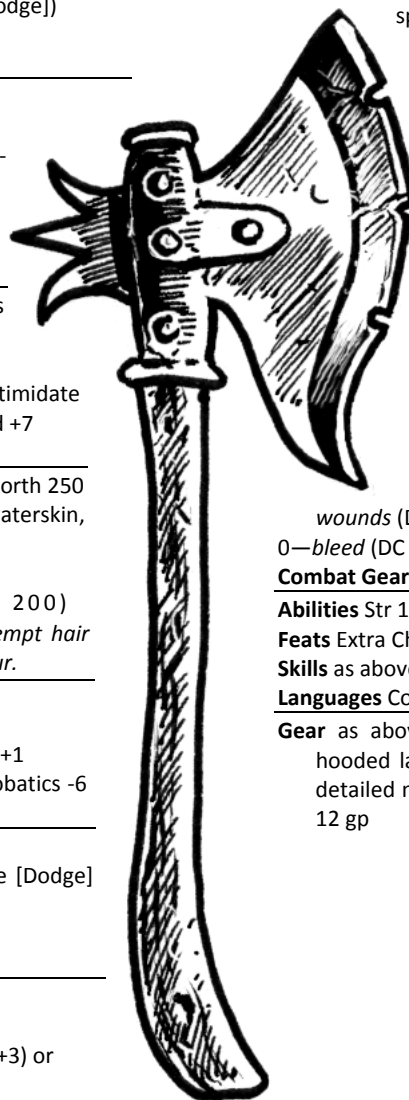
Abilities Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Feats Dodge, Improved Initiative^B, Weapon Focus (warhammer)^B

Skills as above plus Intimidate +3, Survival +5

Languages Common

Gear as above plus bedroll, hemp rope (50 ft), tent, waterskin, whetstone, 3 sp, 29 gp



STRIGGUN

CR 1 (XP 400)

This gray-haired dwarf wears a black tabard that is partially obscured by his long, gray beard.

Male dwarf cleric 2

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

Speed 20 ft.; **ACP** -9; Acrobatics -8 (-12 jumping)

AC 20, touch 11, flat-footed 19; **CMD** 13 (17 vs. bull rush or trip) (+7 armour [banded mail], +1 Dex, +2 shield [heavy steel])

Fort +6 (+7 vs. poison), **Ref** +1, **Will** +6; +2 vs. spells and spell-like abilities

hp 20 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee dwarven waraxe +2 (1d10+1/x3) or

Melee Touch touch of evil (6/day) +2 (sickened [1 round]) or

Melee Touch touch of darkness (6/day) +2 (targets gain concealment [1 round] against subject's attacks)

Ranged light crossbow (range 80 ft.) +2 (1d8/19-20)

Atk Options +1 attack vs. orc or goblinoids

Special Actions channel negative energy (1d6; DC 9 Will); 4/day)

Cleric Spells Prepared (CL 2nd; concentration +5; darkness, evil)

1st—*command* (DC 14), *curse water*, *inflict light wounds* (DC 14), *obscuring mist*

0—*bleed* (DC 13), *guidance*, *light*, *read magic*

Combat Gear bolts (10)

Abilities Str 13, Dex 12, Con 16, Int 8, Wis 17, Cha 8

Feats Extra Channel

Skills as above plus Spellcraft +4

Languages Common, Dwarven

Gear as above plus backpack, bedroll, blanket, flint & steel, hooded lantern, oil flask, map case containing a somewhat detailed map of the area, miner's pick, silver unholy symbol, 12 gp

EL 1 (XP 400): WANDERERS

D%	CREATURES*	NOTES
01-09	Drow warrior (3)	One female leads a pair of male drow warriors on a search for a certain piece of "elven treasure." Their search has been unfruitful thus far, and there is dissension in the ranks. The trio are discovered in the midst of a heated argument.
10-18	Nevrerar, faun (1; <i>Bestiary</i> 3)	This faun, Neverar entered the dungeon by mistake and has lost his way. He is eager to accept the help of anyone who will escort him outside. He has a good knowledge of the surrounding countryside and is willing to use this knowledge to aid anyone who helps him escape the dungeon.
19-27	Goblin dog (1)	This disgusting, smelly creature wandered into the dungeon in search of food. He is still feasting on the body of a mite when he is encountered.
28-36	Poul the Gallant, Vampire Hunter (page 7)	The fact that he's never actually seen a vampire doesn't stop Poul from calling himself a world-famous vampire hunter (because his deity, a local patron, has been preparing Poul to eventually face a vampire). Poul heard of this dungeon from locals and is scouring it, attempting to find a vampire. He's willing to assist the party by healing them, but insists that his quest is one he must complete alone.
37-45	Hobgoblin (1) and goblins (2)	Two goblins travel through the dungeon singing a nonsensical song about smashing, breaking, eating and feasting. After every two or three words of the song, they burst into loud laughter (giving a +2 circumstance bonus on Perception checks to hear them). Each time they do this, however, their hobgoblin leader turns around and shushes them. The hobgoblin is carrying a masterwork mace, but he doesn't use it in combat, instead favouring his longsword.
46-54	Human juju zombie (1; page 7)	Created by a necromancer, then forgotten, this powerful zombie lurks in the halls of the dungeon. It still wears the armour it was wearing when it was turned, as well as carrying a greatsword. The zombie has a bracelet around his wrist with a symbol identifying its maker (DC 20 knowledge [local] or [history] identifies).
55-63	Marillon, N female human ghost (page 7)	Marillon has taken to wandering through the dungeon, calling out "Egar" over and over. Egar, her husband, was killed some time ago, but she can't remember how long it's been and she's been unable to locate his body. The truth is, Egar left Marillon in the dungeon where she was killed by an evil force. He died naturally some time later and is buried in a local cemetery. If someone could help her locate Egar's body, Marillon could have the rest she's been searching for, although it will be unpleasant for her to face the truth. Characters putting her to rest gain 400 XP.
64-72	Therai, tiefling rogue (page 7)	Therai is a local legend, he's picked many of the locals' houses clean of valuables. However, a series of unfortunate events have driven him to adventuring. He met up with some rather unsavoury types who took all of his money and his best gear. He's eager to steal from anyone he sees, whether they are alive or not. Feeling rather down on his luck and hopeless, he fights to the death if the party will not him join them.
73-81	Thylacines (1; <i>Bestiary</i> 3)	This savage pair of thylacines was driven from its nest in the nearby hills. They are currently searching for a new place to lair. One of them still holds an elven arm in its jaws, complete with a sapphire ring (worth 50 gp) on one finger.
82-90	Venomous snake (1)	This large snake has a voracious appetite that has been unsatisfied for much too long. It is willing to attack prey much larger than it is, even prey in groups.
91-100	Worg ¹	This worg was separated from its mother. It is searching for her, using both wolf calls and even some child-level Common. It is scared, running through the dungeon somewhat carelessly and is distracted (-5 on Perception checks).

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

NONSTANDARD CREATURES

POUL THE GALLANT

CR 1 (XP 400)

This blonde-haired man wears a well kept suit of mail armour.

Male human paladin 2

LG Medium humanoid (human)

Init +1; Perception -1, Sense Motive +4

Speed 20 ft., base speed 30 ft.; **ACP** -7; Acrobatics -6 (-10 jumping)

AC 19, touch 11, flat-footed 18; **CMD** 14

(+7 armour [banded mail], +1 Dex, +1 shield [light steel])

Fort +7, **Ref** +3, **Will** +4

hp 21 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee bastard sword +4 (1d10+1/19-20)

Melee dagger +3 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Atk Options smite evil (1/day; +2 attack, +2 damage, +2 deflection)

Special Actions lay on hands (1d6; 3/day)

Spell-Like Abilities (CL 2nd; concentration +4)

At will—*detect evil*

Combat Gear bolt (10)

Abilities Str 13, Dex 12, Con 15, Int 12, Wis 8, Cha 14

Feats Exotic Weapon Proficiency (bastard sword)^B, Weapon Focus (bastard sword)

Skills as above plus Diplomacy +7, Heal +4, Intimidate +4

Languages Common, Celestial

Gear as above plus silver holy symbol, map case, map, torches, lantern, flask, bedroll, flint and steel, tent, 36 gp

THERAI

CR 1 (XP 400)

Small horns protrude from the head of this white-haired man. He wears leather armour and carries a fine short sword.

Male tiefling rogue 2

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception -1 (+0 vs. traps), Sense Motive +4

Speed 30 ft.; **ACP** 0; Acrobatics +8, Climb +7, Stealth +10

AC 16, touch 14, flat-footed 12; **CMD** 17;

(+2 armour [leather], +3 Dex, +1 dodge [Dodge])

Resist cold 5, electricity 5, fire 5

Fort +1, **Ref** +6 (evasion), **Will** -1

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee mwk short sword +5 (1d6+2/19-20)

Ranged shortbow (range 60 ft.) +4 (1d6/x3)

Atk Options sneak attack (+1d6)

Spell-Like Abilities (CL 2; concentration +2)

1/day—*darkness*

Combat Gear arrows (20), caltrops

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 8, Cha 10

SQ rogue talent (combat trick), trapfinding (+1)

Feats Dodge, Weapon Focus (short sword)^B

Skills as above plus Bluff +7, Disable Device +3 (+4 vs. traps), Disguise +5, Intimidate +5, Sleight of Hand +8

Languages Abyssal, Common, Elven

Gear as above plus backpack, bedroll, flint and steel, rope, thieves' tools, waterskin

HUMAN JUJU ZOMBIE

CR 1 (XP 400)

The flesh of this muscular human is ragged and falling off, but it still clutches a greatsword in bloodied hands.

Human juju zombie fighter 1

NE Medium undead (augmented humanoid)

Init +6; darkvision 60 ft.; Perception +3, Sense Motive +2

Speed 20 ft., base speed 30 ft.; **ACP** -8; Acrobatics -6 (-10 jumping), Climb +5, Swim -3

AC 18, touch 12, flat-footed 16; **CMD** 18

(+3 armour [breastplate {broken}], +2 Dex, +3 natural)

Immune cold, electricity, *magic missile*; **Resist** fire 10

Fort +4, **Ref** +1, **Will** +2 (+6 vs. channelling)

hp 15 (1 HD); **DR** magic and slashing/5

Space 5 ft.; **Base Atk** +1; **CMB** +6

Melee greatsword +7 (2d6+7/19-20)

Melee slam +6 (1d6+5)

Abilities Str 21, Dex 15, Con —, Int 8, Wis 10, Cha 12

SQ bravery (+1)

Feats Alertness, Improved Initiative^B, Iron Will, Toughness^B, Weapon Focus (greatsword)

Skills as above plus Intimidate +5

Languages Common

MARILLON

CR 1 (XP 400)

Floating through the air, this woman's clothing is ragged and torn.

Female human ghost commoner 1

N Medium undead (augmented humanoid, incorporeal)

Init +0; **Senses** darkvision 60 ft.; Perception +11 Sense Motive -1

Speed fly 30 ft. (perfect); **ACP** 0; Climb +4, Fly +8, Stealth +8 (incorporeal), Swim +4

AC 14, touch 10, flat-footed 14; **CMD** 14

(+4 deflection)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +4, **Ref** +0, **Will** -1 (+3 vs. channelling)

hp 7 (1 HD); incorporeal

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee Touch corrupting touch +0 (2d6 [DC 13 Fortitude halves])

Abilities Str —, Dex 11, Con —, Int 12, Wis 8, Cha 19

SQ rejuvenation

Feats Toughness

Skills as above

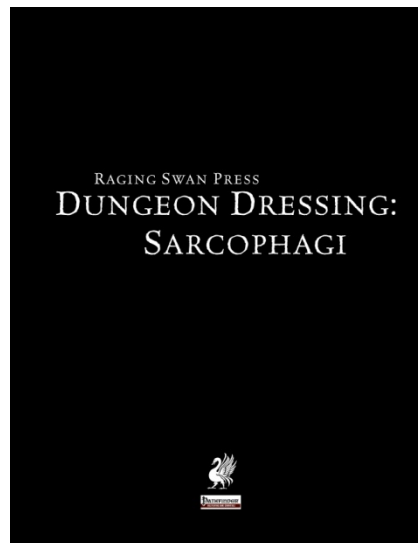
Languages Common, Elven

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