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DUNGEON DENIZENS: EL 2

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 2 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

Design: Alex Connell
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Thank you for purchasing *Dungeon Denizens: EL 2*; 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 2* 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.

Shockingly, this is the second in a new line of products for Raging Swan Press. *Dungeon Denizens: EL 1* has, thus far, gained some very favourable reviews and so my hopes are high for this instalment. In truth, in an ideal world there would be no need for this supplement as players would never wander off in odd directions or do things the GM didn't anticipate and would in general behave nicely.

However, of course, such thoughts are but a fantasy (see what I did there) and so Alex Connell brings you 36 encounters which a GM can use to populate unkeyed parts of his dungeon or use as random encounters to slow down exploration in an undesired direction.

This is Alex's second project for Raging Swan Press and I hope you agree with me that he has created encounters that are so much more than the cliché "orc in a room with a pie." Anyone can come up with a simple combat encounter and that is not what this book seeks to present. Rather, Alex has crafted encounters that have that little something extra that are both memorable for the players and give the impression that the all wise and powerful GM has prepared for every eventuality. As a GM perpetually short of preparation time, I find this kind of supplement invaluable. Hopefully, Alex will hurry up and get to EL 4, 5 and 6 encounters so I can use these in my own Borderland of Adventure campaign!

I hope you find this instalment of *Dungeon Denizens* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



EL 2 (XP 600): DUNGEON AREAS

D12	CREATURES*	NOTES
1	Auzugh, orc captain (page 3)	Auzugh is the leader of a small band of orcs who have made their home in the dungeon. Many of them are out pillaging, but Auzugh sits in his chamber brooding and drinking.
2	Lucian (cassian; <i>Bestiary</i> 2)	This angel has been sent into the dungeon to see if the rumours of demons lairing within are true. He is willing to work with any good-aligned people he encounters. Should the individual who "hosts" him do anything questionable, Lucian is quick to chide and correct the behaviour, quoting obscure scriptures in the process.
3	Carbiore (dretch)	This foul demon is in chains and begs to be released. He is willing to give up a lot of information in exchange for his freedom, including details of the wizard who summoned him (Encounter 10), but can only communicate with Abyssal speakers. However, he isn't trustworthy and likely ignores any deal he makes.
4	Eyvald Wartooth (page 3)	Seeing an opportunity, this human has forged an alliance with Auzugh (Encounter 1). He has a copy of a map that leads to a buried treasure cache in the area.
5	Goblins (2) and giant spider (1)	Two goblins are locked in battle with a giant spider, although their tactics have been somewhat ineffectual so far. They are screaming curses at it and trying to reach their fallen companion.
6	Jimrox (half-fiend hobgoblin page 3)	Possibly the fiercest creature in the dungeon, this winged hobgoblin is cruel and ready to destroy anyone who invades his territory. He carries a small bag of skulls of the creatures he has killed, as trophies of its prowess.
7	Hueceva (<i>Bestiary</i> 3)	During the day, this dreadful creature masquerades as a cleric of a good-aligned deity. She pretends to help the party, but only to infiltrate their ranks and turn on them. If discovered at night, she is in her true form – a rotting corpse clad in ripped and stained clothes. She carries a small sack of 127 old, golden coins minted by a now fallen kingdom.
8	Orcs (3) and kobolds (2)	These orcs, part of Auzugh's clan, are guarding a few pathetic kobold prisoners. They are tormenting the kobolds by offering them food then taking it away before they can eat it. The kobolds are starved, and have the exhausted condition. The orcs drive the kobolds at intruders before entering the fray themselves.
9	Poltergeist (<i>Bestiary</i> 2)	A restless spirit has made its home in one of the more cluttered rooms of the dungeon. The clutter remains because anyone who attempts to use or tidy the room is bombarded by things mysteriously being thrown seemingly out of thin air. The troubled spirit, a poltergeist, is the spirit of a slain adventurer who was slain in the dungeon. If the poltergeist is "killed," it rejuvenates in 1d4 days unless the adventurer's skeletal remains are laid to rest outside the dungeon.
10	Malphasit (quasit)	A scuffle can be heard by anyone approaching this room. A loud, shrill voice says, "Finally!" just before anyone enters the room. Within, a small, winged demon stands on the body of what appears to be a slain human wizard. Once he notices the party, Malphasit polymorphs into a bat and flees. The dead human summoned both Malphasit and the dretch, Carbiore (Encounter 3). He quickly found Carbiore to be more than he could handle, so he chained it up; Malphasit simply waited for an opportunity to kill the wizard. The wizard's <i>wand of mage armour</i> (23 charges) lies nearby.
11	Young giant rot grub ¹ (1; <i>Bestiary</i> 3)	This wormlike parasite lurks in the decomposing corpse of an orc. It hungers for warm, living flesh and attacks the first creature to investigate the corpse. When it does so, it bursts from the orc's chest in a welter of suppurating blood and gore.
12	Skeletal champion (1)	This skeleton still wears the livery and armour of the dungeon's first master. It lurks tirelessly in this forgotten room, following the orders of a master long dead, waiting for intruders to kill. Behind the skeletal champion, on one wall, is a mosaic map of the dungeon. The GM should determine how damaged or accurate the mosaic is – it is quite old, after all.

*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

AUZUGH

CR 2 (XP 600)

This large orc has a long black pony-tail and wields a greataxe.

Male orc fighter 3

NE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 20 ft., base speed 30 ft.; Step Up; **ACP** -6; Acrobatics -5 (-9 jumping), Climb +2, Swim +2

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

(+8 armour [half-plate], +1 dodge [Dodge], +1 Dex)

Weakness light sensitivity

Light Sensitivity (Ex) Auzugh is dazzled in areas of bright light or within a *daylight* spell.

Fort +5, **Ref** +2, **Will** -1 (+0 vs. fear)

hp 30 (3 HD); orc ferocity

Ferocity (Ex) Auzugh remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

Base Atk +3; **CMB** +7

Melee mwk greataxe +9 (1d12+6/x3) or

Melee short sword +7 (1d6+4)

Ranged composite longbow (range 110 ft.) +4 (1d8+4/x3)

Combat Gear arrows (20), caltrops, *potions of cure light wounds* (2)

Abilities Str 19, Dex 13, Con 14, Int 10, Wis 8, Cha 6

SQ armour training (1), bravery (+1)

Feats Dodge, Improved Initiative, Step Up, Weapon Focus (greataxe)

Skills as above plus Intimidate +4, Survival +5

Languages Common, Orc

Gear as above plus candles (2), chalk, cot, *everburning torch*, flint and steel, a hammer, pitons (4), 50 feet of silk rope, sacks (2), sunrods (3), tindertwigs (4), 319 gp and 200 sp in a ruddy looking chest

EYVALD WARTOOTH

CR 2 (XP 600)

Greasy, dirty blonde hair hangs down past this man's shoulders. He wears what appears to be the hides of various animals for armour and holds a shield bearing the device of a broken tooth.

Male human barbarian 3

CN Medium humanoid (human)

Init +1; Perception +6, Sense Motive +0

Speed 35 ft., base speed 30 ft.; **ACP** -4; Acrobatics +3

AC 17, touch 11, flat-footed 17; **CMD** 17; uncanny dodge (+5 armour [+1 *hide*], +1 Dex, +1 shield [light wooden])

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

hp 36 (3 HD)

Base Atk +3; **CMB** +6

Melee mwk bastard sword (Power Attack [-1/+2]) +7 (1d10+3/19-20)

Ranged longbow (range 100 ft.) +4 (1d8/x3)

Special Actions rage (10 rounds/day), rage powers (swift foot)

Combat Gear arrows (20), *potion of cure light wounds*, *potion of enlarge person*

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

SQ fast movement

Feats Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword)

Skills as above plus Intimidate +7

Languages Common

Gear as above plus backpack, belt pouch, blanket, flint and steel, iron pot, rope, soap, torches (10), trail rations (3 days), waterskin

Raging, Eyvald has the following altered statistics:

AC 15, touch 9, flat-footed 15; **CMD** 19; uncanny dodge

(+5 armour [+1 *hide*], -2 class, +1 Dex, +1 shield [light wooden])

Fort +7, **Will** +3

hp 42 (3 HD)

CMB +8

Melee mwk bastard sword (Power Attack [-1/+2]) +9 (1d10+5/19-20)

Abilities Str 20, Con 19

JIMROX

CR 2 (XP 600)

Large bat-like wings protrude from the back of this red-eyed hobgoblin. He wears a longsword at his side, and snarls, licking his razor-sharp teeth.

Male half-fiend hobgoblin fighter 2

LE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2

Speed 30 ft., fly 60 ft. (good); **ACP** -1; Acrobatics +4, Fly +4, Stealth +9

AC 20, touch 15, flat-footed 15; **CMD** 21

(+3 armour [studded leather], +4 Dex, +1 dodge [Dodge], +1 natural, +1 shield [light steel])

Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10

Fort +8, **Ref** +4, **Will** +2; **SR** 13

hp 30 (2 HD); **DR** magic/5

Base Atk +2; **CMB** +6

Melee mwk longsword +8 (1d8+4/19-20) or

Melee claws +6 (1d4+4) and

bite +6 (1d6+4)

Ranged longbow (range 100 ft.) +6 (1d8)

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

3/day—*darkness*

Combat Gear arrows (20), *potion of invisibility*

Abilities Str 19, Dex 19, Con 20, Int 12, Wis 14, Cha 10

Feats Dodge, Toughness, Weapon Focus (longsword)

Languages Common, Goblin

Gear as above plus obsidian (11 gp), rhodochrosite (9 gp), *scroll of summon monster II*, turquoise (11 gp), *wand of dancing lights* (45 chgs.), chest containing 682 cp, 609 sp, 23 gp, bag of skulls

EL 2 (XP 600): CAVERN AREAS

D12	CREATURES*	NOTES
1	Aaro (human ranger; page 5)	This human is searching for rare mushrooms that only grow in certain caves. He insists they can be used for potion-making and that local alchemists will pay handsomely for them. He pesters the group to find out if they've seen any of the mushrooms. The truth is, the fabled mushrooms don't exist in this area (DC 20 Knowledge [local] reveals) and Aaro is on a fool's errand.
2	Bat swarm (1)	Deep in the darker recesses of the cave, a large colony of bats lives undisturbed by the light and noise of the outside world. They leave the cave nightly to eat, but return during the day to sleep. Should they be disturbed, they swarm and attack the noisiest member of the group (typically, the one wearing the heaviest armour).
3	Blindheim (1; <i>Bestiary</i> 2)	This slimy, frog-like creature has made its home in one of the wetter caves. When the party arrives, they find it feasting on some mushrooms. Its eyes are illuminated. At the first glimpse of the intruders, the creature extinguishes its eyes and attempts to hide or flee.
4	Chief Potsmash, "Lord of the Muddy Valley" (page 5)	Chief Potsmash was removed from his chieftom by a "stupid ugly goblin" named "Gringlesludge." He is eager to find someone to help him regain his position over his nearby tribe, offering up "shiny treasures" in exchange for any help.
5	Choker (1)	This vile monster hides if it hears anyone approaching. It prefers to attack stragglers or lone explorers. Should it encounter a large, organised group it stalks them through the caves, making subtle attempts to split the party and get a smaller creature on its own.
6	Gro'Durx, bugbear (1)	An outcast, even among bugbears, Gro'Durx was exiled from his warband because he wasn't cruel enough. While not afraid to fight, he is afflicted with multiple personalities and randomly begs for forgiveness or takes mercy on a helpless opponent. Should a party take pity on him, he attempts to help them through the caves, but eventually turns on them before begging for mercy again. He wears a large sapphire earring as a ring on his finger (worth 235 gp).
7	Giant ant (1)	Sent on a scouting mission by its queen, this giant soldier ant flees intruders. When encountered, it has just discovered the body of a previous explorer. Near the skeletal remains, a small sack contains 823 cp, 66 sp, 70 gp, a smoky quartz (worth 40 gp), a <i>potion of shield of faith</i> (+2) and a <i>scroll of summon monster I</i> . A masterwork greataxe lies nearby.
8	Giant spider ² (1)	This fierce giant spider is guarding her nest of 15 eggs. She defends her eggs to the death. A DC 20 knowledge (nature) check reveals unhatched eggs are worth about 30 gp each if sold to the right buyer.
9	Morlock (1)	Isolated from his tribe, this morlock lives in seclusion in the cave, guarding his most precious treasure, a rapier made of gold. The golden rapier is badly damaged and is worth only 25 gp. The morlock fights to the death.
10	Nallon Jarbek (page 5) and dogs (2)	Nallon is a simple miner looking for anything valuable that this cave might contain. His dogs are loyal guards and bark at the first sign of company. Nallon has no desire to fight, wanting to be left alone. A DC 15 Perception or DC 10 Knowledge (dungeoneering) check reveals he has stumbled upon a small vein of silver in this chamber.
11	Rabid wolf (1)	This wolf is infected with rabies (page 7). It attacks intruders on sight with savage ferocity.
12	Vor (troglodyte ³)	Vor is a gigantic troglodyte, too savage even for his degenerate brethren. He is also cunning and demands tribute from other cavern dwellers. Most are eager to pay to avoid his wrath. When he first encounters the PCs, he demands 10 gp to let them leave his lair alive, but happily slaughters stupid or parsimonious intruders.

*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

AARO

CR 2 (XP 600)

This human has long sandy-brown hair and wears a brown cloak over his chain shirt.

Male human ranger 3

N Medium humanoid (human)

Init +3 (+5 in plains); **Sense** Perception +7 (+9 vs. animals [+2 bonus in plains]), Sense Motive +1 (+3 vs. animals)

Speed 30 ft.; **ACP** -1; Ride +9, Stealth +3 (+5 in plains)

AC 17, touch 13, flat-footed 14; **CMD** 18

(+4 armour [mwk chain shirt], +3 Dex)

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

hp 27 (3 HD)

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

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +6/+6 (1d8+2/x3)

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

Atk Options favoured enemy (animals [+2])

Combat Gear arrows (20), *potion of cure light wounds*, *potion of jump*

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

SQ combat style (archery), favoured terrain (plains [+2]), tracking (+1), wild empathy (+3)

Feats Endurance^B, Point blank Shot, Precise Shot, Rapid Shot^B, Weapon Focus (longbow),

Skills as above plus Bluff +0 (+2 vs. animals), Handle Animal +6, Knowledge (geography) -1 (+1 in plains), Knowledge (nature) +5 (+7 vs. animals), Survival +7 (+8 tracking, +10 tracking animals [+2 bonus in plains])

Languages Common

Gear as above plus *wand of goodberry* (36 chgs.), backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, rope, torches (6), trail rations (1 day), waterskin, 36 sp



CHIEF POTSMASH

CR 2 (XP 600)

This crafty goblin wears a piecemeal suit of studded leather armour.

Male goblin rogue 3

CN Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +1

Speed 30 ft.; **ACP** -1; Acrobatics +9, Escape Artist +14, Ride +7, Stealth +19

AC 18, touch 15, flat-footed 14; **CMD** 16; +1 vs. traps (+3 armour [studded leather], +4 Dex, +1 size)

Fort +2, **Ref** +7 (+8 vs. traps; evasion), **Will** +2

hp 23 (3 HD)

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

Melee dogslicer +7 (1d4+1/19-20)

Atk Options sneak attack (+1d6)

Spell-Like Abilities (CL 3rd; concentration +2)

3/day—*dancing lights* (DC 10)

Combat Gear thunderstone

Abilities Str 12, Dex 19, Con 13, Int 10, Wis 12, Cha 6

SQ rogue talent (minor magic [*dancing lights*]), trap sense (+1)

Feats Stealthy, Weapon Finesse

Skills as above plus Diplomacy +4, Intimidate +4, Knowledge (local) +6, Linguistics +4, Sleight of Hand +9

Languages Goblin, Common

Gear as above plus rotten bedroll, small brass locket (worth 5 gp), books that have been ripped to shreds (3)

NALLON JARBEK

CR 2 (XP 600)

Covered in soot and dirt, this scruffy-looking dwarf wears padded armour, which adds to his rotund appearance.

Male dwarf commoner 3

NG Medium humanoid (dwarf)

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

Speed 20 ft.; **ACP** 0; Acrobatics -1 (-5 jumping)

AC 10, touch 9, flat-footed 10; **CMD** 11 (+1 armour [padded], -1 Dex)

Fort +3 (+5 vs. poison), **Ref** +0, **Will** +2

hp 19 (3 HD)

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

Melee heavy mace +2 (1d8+1)

Abilities Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 6

Feats Armour Proficiency (light), Toughness

Skills Appraise +6, Profession (miner) +7

Languages Common, Dwarven

Gear as above plus candles (2), chalk, flint and steel, hammer and pitons (4), rope, hooded lantern, oils flasks (5), sacks (2), torches (5), 4 gp, 27 sp

RABIES

Type disease, injury; **Save** DC 14 Fortitude; **Onset** 2d6 weeks; **Frequency** 1/day

Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

EL 2 (XP 600): WANDERERS

D12	CREATURES*	NOTES
1	Aelfrigg (faerie dragon; <i>Bestiary</i> 3)	This rambunctious fairy was playing pranks on other dungeon denizens but is now lost. Despite being lost, his curiosity has caused him to continue searching the dungeon. He is prone to losing his focus easily; should the party approach, he plays a few pranks on them before revealing his true nature and continuing on his way. He avoids combat at all costs.
2	Clockwork Servant (<i>Bestiary</i> 3)	This decrepit clockwork creation still roams the dungeon, looking for its creator. The other clockwork creations have long since been destroyed, but this one still remains. On its back leg, a mark identifies its creator (DC 25 Knowledge [history] identifies the mark).
3	Dark Creeper (1)	Kneeling over the dead body of another dark creeper, this creature is surprised by the party. He is eager to defend the corpse of his deceased partner and attempts to quickly apply poison to his blade.
4	Giant Porcupine (<i>Bestiary</i> 3)	With a nest near the dungeon entrance, this porcupine prefers to avoid dungeon denizens. The smell of carrion, combined with hunger has forced the creature to make its way into the dungeon, though. The porcupine is aggressive and vigorously defends itself. It (bizarrely) has a gold key (worth 15 gp) tied around its neck.
5	Imp (1)	Tasked with causing mayhem, this devil is methodically moving through the dungeon attempting to provoke the residents into action. He may be found wandering alone or in conversation with any of the other denizens (possibly creating a rather difficult encounter). He attempts to use his cunning to convince would-be adversaries to leave him to his mischief.
6	Iron cobra (1)	This construct was recently released into the dungeon to assassinate one its denizens. It only fights if delayed in its mission; it ignores all other opponents.
7	Kaia, bandit captain (page 7), and her pet coyote (dog ²)	Kaia has recently moved her bandits into the region. She's heard of riches in this dungeon and has come to explore them for herself and has brought her pet coyote, Amne, with her. Amne is well trained and fiercely defends her master.
8	Kobolds (4) fleeing a zombie (1)	Panic stricken kobolds come screaming down the corridor and stumble into the party. They have blades drawn and may be mistaken as hostile. 1d4 rounds after the kobolds' arrival, a human zombie shuffles into sight.
9	Mites (2) leading bandits (2; Dorian and Viljo [page 7	A pair of Kaia's bandits (Encounter 7), Dorian and Viljo, has captured two mites. The mites have convinced them, however, that a great treasure lies deep in the halls. The mites are actually trying to get the bandits far below ground before leaving them and running away. Should the party attack the bandits, the mites help the party. Should they attack the mites, the bandits defend their captives.
10	Sygeric, Oracle of Life (page 7)	Rumours of death and decay have caused Sygeric, who considers himself to be a defender of life, to enter the dungeon. He is searching for signs of undeath or other foul play, and desires to cleanse the dungeon of such filth. He gratefully joins the party, as he has recently realised he is out of his depth.
11	Elvaras (unicorn ¹)	Afraid and panicked, Elvaras is in a place she shouldn't be. Her beautiful white fur stand in stark contrast to the dark halls of this dungeon. She wants nothing more than to be led from the dungeon. In return, she offers her healing powers to her rescuers.
12	Young gelatinous cube ¹ (1)	This small creature has recently entered the dungeon and several denizens have already fallen prey to it. Recently, it destroyed a clockwork soldier (<i>Bestiary</i> 3) and the remains of the creature yet hang within its body. This reduces the DC of the Perception check to notice the cube to 5. The remains of the clockwork soldier – which were once decorated with silver and gold heraldic patterns – can be scavenged and sold for 150 gp.

*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

BANDIT

CR 1/2 (XP 200)

This unsavoury-looking human wears battered studded leather armour and carries a battleaxe.

Male human warrior 2

NE Medium humanoid (human)

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

AC 13, touch 10, flat-footed 13; **CMD** 14

(+3 armour [studded leather])

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

hp 18 (2 HD)

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

Melee battleaxe +5 (1d8+2/x3)

Combat Gear *potion of protection from law*

Abilities Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Feats Toughness, Weapon Focus (battleaxe)

Skills Survival +6

Languages Common

Gear as above plus flint and steel, mess kit, waterskin, backpack, 2d4 gp

KAIA

CR 1 (XP 400)

This human female wears banded mail and has a bastard sword slung across her back.

Female human fighter 2

LE Medium humanoid (human)

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

Speed 20 ft., base speed 30 ft.; **ACP** -7

AC 20, touch 11, flat-footed 19; **CMD** 16



ELMORE

(+7 armour [banded mail], +1 Dex, +2 shield [light steel])

Fort +5, **Ref** +1, **Will** +1 (+2 vs. fear)

hp 21 (2 HD)

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

Melee mwk bastard sword +7 (1d10+3/19-20)

Ranged shortbow (range 60 ft.) +3 (1d6/x3)

Combat Gear *potion of touch of the sea, potion of cure moderate wounds*

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

SQ bravery (+1)

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Shield Focus, Weapon Focus (bastard sword)

Skills Intimidate +5

Languages Common

Gear as above plus backpack, bedroll, belt pouch, flint and steel, iron pot, mess kit, rope, soap, torches (7), waterskin, 5 sp, 11 gp.

SYGERIC

CR 2 (XP 600)

This good-looking man wears no armour but carries a thick cudgel.

Male human oracle (life) 3

NG Medium humanoid (human)

Init +6; **Senses** Perception -1, Sense Motive +5

Speed 30 ft.; **ACP** 0

AC 12, touch 12, flat-footed 10; **CMD** 14

(+2 Dex)

Fort +2, **Ref** +3, **Will** +4

hp 23 (3 HD)

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

Melee light mace +2 (1d6)

Special Actions channel positive energy (4/day; 2d6; DC 14), life link

Life link (Su [standard action]) Sygeric may create a bond between himself and another creature. Each round at the start of his turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and Sygeric take 5 damage. Sygeric may have three bonds active at a time. This bond continues until the bonded creature dies, Sygeric dies, the distance between Sygeric and the other creature exceeds medium range or Sygeric ends it as an immediate action.

Oracle Spells Known (CL 3rd; concentration +6)

1st (6/day)—*cure light wounds, detect undead, hide from undead*

0—*detect poison, guidance, light, mending, read magic*

Combat Gear *wand of cure light wounds* (8 chgs.)

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

SQ oracle's curse (tongues [Celestial])

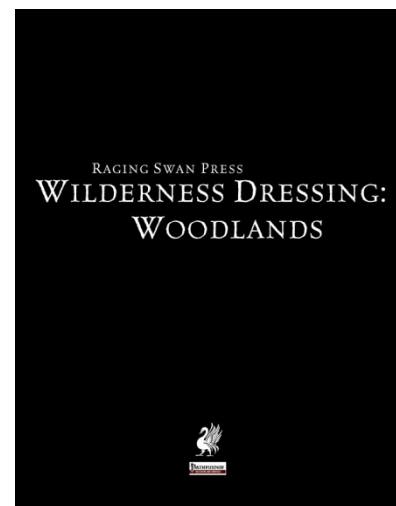
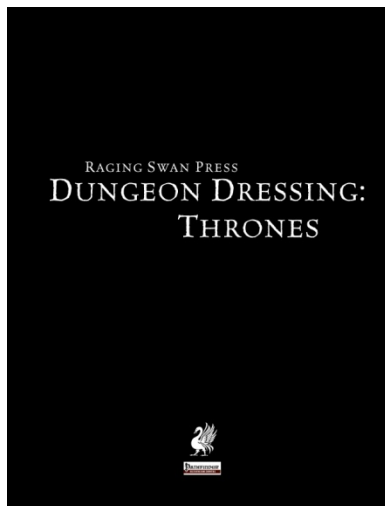
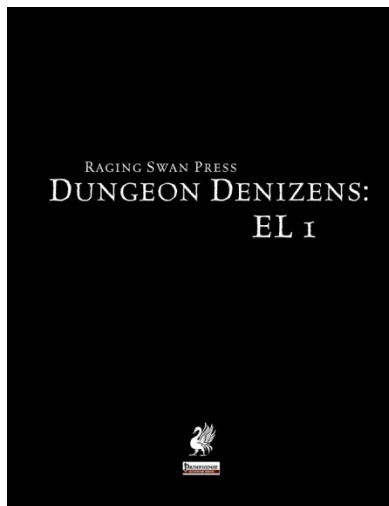
Feats Eschew Materials, Improved Initiative, Iron Will

Skills as above plus Diplomacy +9, Heal +5, Knowledge (history) +5, Survival +5

Languages Common, Celestial

Gear as above plus backpack, bedroll, belt pouch, candles (8), flint and steel, iron pot, mess kit, rope, soap, spell component pouch, torch, waterskin, 22 gp

YOU MIGHT ALSO ENJOY



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