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EL 3



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# DUNGEON DENIZENS: EL 3

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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 3 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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**Design:** Alex Connell  
**Development:** Creighton Broadhurst  
**Editing:** Creighton Broadhurst  
**Cover Design:** Creighton Broadhurst  
**Layout:** Creighton Broadhurst  
**Interior Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Dungeon Denizens: EL 3*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Dungeon Denizens: EL 3* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://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

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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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## DUNGEON DENIZENS: EL 3

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## FOREWORD

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### 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.

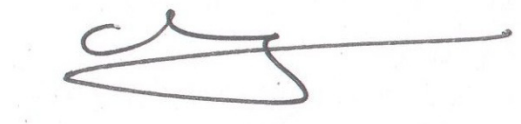
Shockingly, this is the third instalment of *Dungeon Denizens* and I think Alex is really hitting his stride now. The higher the featured EL, the greater Alex's wiggle room to create more exciting, unique encounters. Actually, thinking about it, combining all three documents (ELs 1-3) means a GM could quickly and easily stock an entire low-level dungeon!

As the EL increases, the stat blocks of the featured monsters are inevitably going to get longer and more complicated. I'd be interested to know if you'd prefer keeping the format herein – everything on a two-page spread, or if you'd want to see each category (dungeon, cavern and wanderers) take up four pages. This would swell the page count (obviously) and sadly the price but would also provide the time-crunched GM with more ready to go stat blocks. Please let me know your preference at the address below.

I'm a huge fan of dungeon crawls – some of my favourite adventures have been spent exploring (or trying to escape from) large, convoluted dungeon complexes. Sadly, with the advent of 3rd edition and the attendant complexities of creature stat blocks running such adventures has become harder and harder as the jolly old stat blocks take so much longer to create; it is subsequently much harder to run encounters "on the fly."

That's where *Dungeon Denizens* comes in. Use the encounters herein as you please – as random encounters, encounters to provide help, succour or clues to the adventurers or simply as fillers for areas you have not yet detailed.

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](mailto:creighton@ragingswan.com).



## EL 3 (XP 800): DUNGEON AREAS

| D12 | CREATURES*  | NOTES  |
|-----|---|--|
| 1   | Ceris<br>(lantern archon <sup>2</sup> )                   | Attracted to this place by the evil within, Ceris awaits brave adventurers to aid. He requires proof of the party's good intentions and may follow them and watch them deal with several groups of evil creatures before temporarily joining the group. If a lawful good cleric or paladin proves particular adept and focused on destroying evil, he may join the group for an extended period. |
| 2   | Xenein<br>(doppelganger)                                  | This skulking creature is quick to plan a trap should she learn adventurers are in her domain by changing her shape into a human and posing as a fellow, lost adventurer. She then isolates a party member, slays the unfortunate and assumes his form and returns to the group. She continues to do this until all are dead.  |
| 3   | Two gnolls<br>(father <sup>2</sup> and son <sup>1</sup> ) | On a tribal rite-of-passage, father and son are tasked with bringing home a trophy kill. The head of an adventurer would certainly make them the talk of their tribe.  |
| 4   | Hell hound (1)  | A pack of these dreadful creatures was recently spotted in the vicinity of a nearby settlement. Most of the residents had no way of explaining what they were, other than to say "dogs on fire." This one was separated from the pack and has settled here. Should proof of its demise be brought to a local town, a bounty is assured.  |
| 5   | Human skeletons <sup>2</sup> (4)                          | Animated by a dark wizard, these skeletons litter the floor, appearing to be the long-decayed bodies of adventurers. Once people enter their domain, however, the trap is sprung and the bones animate with the desire to kill all intruders. One of the skeletons has a masterwork (but broken) scimitar hanging from its belt.   |
| 6   | Homunculus and kobolds (4)                                | A shrill, draconic tongue can be heard from 20 feet away, "No! You have to do what we say!" Four kobolds are surrounding a single homunculus. Upon seeing the intruders, the homunculus points at the party and gestures for the kobolds to attack. The kobolds insist the homunculus should attack. Chaos ensues – and the creatures do not fight in a cooperative fashion.                     |
| 7   | Mirja the Enthralled<br>(page 3)                          | The love of controlling men makes Mirja extremely dangerous to adventurers. She lives here and gleefully enslaves intruders and commands them to do her bidding. She has a fondness for men with dark hair, and targets them first.  |
| 8   | Minotaur skeleton<br>(page 3)                             | This hideous abomination was raised by a necromancer some time ago and then forgotten. The skeleton still prowls its "chambers" waiting for intruders to destroy. Hidden in a niche (DC 20 Perception) is a <i>wand of animate dead</i> (16 charges).  |
| 9   | Shadow (1)  | Soot and scorch marks cover this chamber's walls. In one corner, lie a tumbled pile of scorched bones. Here, an adventurer was abandoned by her comrades and fell to a terrible necromantic fire trap. She rose as a shadow – outlined in soft, flickering (and harmless) flames – and attacks anyone who enters.  |
| 10  | Sidrac<br>(page 3)  | Awakened by an elven druid, this gorilla left the druid's service. After failing to rejoin a society of his peers and being cast out of several nearby human settlements, Sidrac moved here to live in solitude. He spends most of his time in meditation and is reluctant to enter combat. He wishes to be left alone, but secretly longs for friends who understand and accept his nature.     |
| 11  | Dust mephit (1)   | Dwelling in a long-abandoned chamber whose ceiling has partially collapsed, the mephit makes its home behind a tangle of fallen stones. Rock dust covers everything which it stirs up with <i>wind wall</i> when battle begins. The room was once a library and it is searching for a book dealing with the elemental plane of air for its master.   |
| 12  | Wight (1)   | This ancient warrior was brutally murdered by his companions and has risen as a wight. He carries a relic of his former life, an <i>amulet of natural armour +1</i> in the shape of a ram's horn engraved with the words "For Rodric, my love," in his pocket (so it does not provide its armour bonus).   |

\*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

### MIRJA THE ENTHRALLER

CR 3 (XP 800)

*Even with her dishevelled blonde hair, this beautiful woman captures the gaze and attention of any nearby man.*

Female human witch (trickery) 4

NE Medium humanoid (human)

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

**Speed** 30 ft.; **ACP** 0

**AC** 13, touch 12, flat-footed 11; **CMD** 13

(+1 armour [*bracers of armour* +1], +1 dodge [Dodge], +1 Dex)

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

**hp** 24 (4 HD)

**Base Atk** +2; **CMB** +1

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

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

**Charm Hex (Su [standard])** Mirja improves the attitude of an animal or humanoid by one step (DC 16 Will negates). Once a creature is the target of this hex, it cannot be the target of this hex again for one day.

**Misfortune Hex (Su [standard])** Mirja causes a creature within 30 feet to suffer misfortune for one round (DC 16 Will negates). Anytime that creature makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. Once a creature is the target of this hex, it cannot be the target of this hex again for one day.

**Slumber Hex (Su [standard])** Mirja causes a creature to fall asleep as the *sleep* spell (DC 16 Will save negates) for 4 rounds. Once a creature is the target of this hex, it cannot be the target of this hex again for one day.

**Witch Spells Prepared** (CL 4th; concentration +8)

2nd—*enthrall* (DC 16), *hold person* (DC 16), *invisibility*

1st—*charm person* (DC 15), *hypnotism* (DC 15), *mage armour*, *sleep* (DC 15)

0—*detect magic*, *light*, *read magic*, *touch of fatigue* (DC 14)

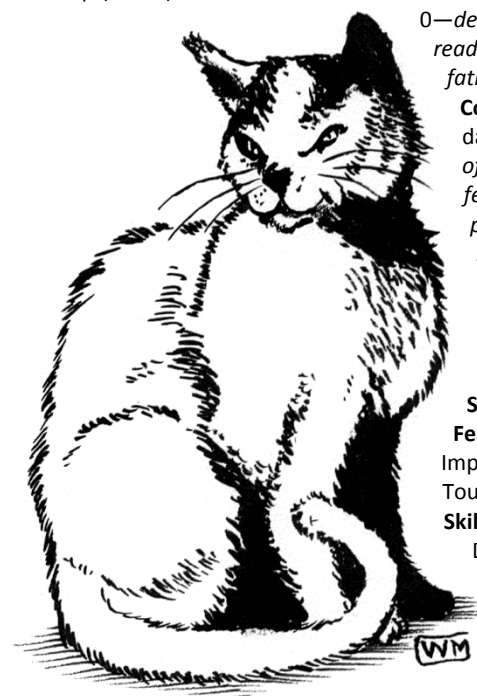
**Combat** **Gear**  
daggers (5), *elixir of love* (4), whip  
feather token,  
potion of cure  
light wounds (2)

**Abilities** Str 8,  
Dex 13, Con 10,  
Int 18, Wis 12,  
Cha 14

**SQ** familiar (cat)

**Feats** Dodge,  
Improved Initiative,  
Toughness

**Skills** as above plus  
Disguise +6, Heal  
+8,



Intimidate +9, Spellcraft +11, Use Magic Device +9

**Languages** Common, Gnoll, Infernal, Terran

**Gear** as above plus backpack, bedroll, belt pouch, candles (4), chalk (8), flint and steel, inkpen, iron pot, mess kit, soap, spell component pouch, torches (6), trail rations (3 days), waterskin, 5 pp, 79 gp, 323 sp, 77 cp

**Familiar Spells** 2nd—*alter self*, *detect thoughts*, *enthrall*, *hold person*, *invisibility*, *mirror image*; 1st—*animate rope*, *cause fear*, *charm person*, *command*, *hypnotism*, *mage armour*, *obscuring mist*, *ray of enfeeblement*, *sleep*, *ventriloquism*; 0—all

### MINOTAUR SKELETON

CR 3 (XP 800)

*The flesh is rotting off the frame of this gigantic half-man, half-bull creature.*

NE Large undead

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

**Speed** 30 ft.; **ACP** 0

**AC** 12, touch 10, flat-footed 12; **CMD** 20

(+1 Dex, +2 natural, -1 size)

**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** +2, **Ref** +3, **Will** +5

**hp** 27 (6 HD); **DR** bludgeoning/5

**Space** 10 ft.; **Base Atk** +4; **CMB** +7

**Melee** greataxe (reach 10 ft.) +9 (3d6+6/x3) and  
gore +9 (1d6+4) or

**Melee** 2 claws (reach 10 ft.) +9 (1d6+4) and  
gore +9 (1d6+4)

**Abilities** Str 19, Dex 12, Con —, Int —, Wis 10, Cha 10

**Feats** Improved Initiative

### SIDRAC

CR 3 (XP 800)

*This brown-haired gorilla stands eight-feet tall.*

Male awakened gorilla

N Large magical beast (augmented animal)

**Init** +2; **Senses** low-light vision, scent; Perception +13, Sense Motive +1

**Speed** 30 ft., climb 30 ft.; Acrobatics +10, Climb +18

**AC** 14, touch 11, flat-footed 12; **CMD** 20

(+2 Dex, +3 natural, -1 size)

**Fort** +8, **Ref** +6, **Will** +2

**hp** 34 (5 HD)

**Space** 10 ft.; **Base Atk** +5; **CMB** +6

**Melee** 2 slams (reach 10 ft.) +8 (1d6+2)

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

**Skills** as above

**Feats** Great Fortitude, Skill Focus (Perception)

**Languages** Common, Elven

## EL 3 (XP 800): CAVERN AREAS

| D12 | CREATURES*   | NOTES  |
|-----|--|--|
| 1   | Adherer<br>( <i>Bestiary</i> 3)                    | This foul creature has made its home in a dark “corner” of the cave, unbeknownst to most of the other denizens. Its lengthy feeding time means it doesn’t come out much, but should anyone enter its lair, it attacks with ferocity, fighting to the death. A +1 <i>battleaxe</i> , decorated with ancient dwarven runes, is stuck to its back.  |
| 2   | Akoriara Auvryarn<br>(page 5)                      | Akoriara was a slave to a powerful drow ruler. Under the patronage of his mistress, he became a crossbow master, spending years honing his skills. He fled his homeland when his bolts were found buried in his mistress’s back. He is now a wanderer who enjoys using his race’s reputation to terrify other dungeon dwellers.  |
| 3   | Basilisk plague zombie<br>(page 5)                 | In life, this basilisk was unlucky enough to be near a plague zombie when it exploded. It contracted the zombie’s disease and became a plague zombie. At night, it scuttles forth to find prey.  |
| 4   | Medium earth elemental (1)                         | The body of a wizard lies, rotting on the floor. The creature he last summoned, an earth elemental, has inexplicably remained tied to him and bursts free from the ground to defend its former master. Among his mundane gear are a <i>potion of draconic reservoir</i> and a <i>potion of neutralize poison</i> . He was also carrying a <i>wand of chill touch</i> (36 charges).         |
| 5   | Emoric<br>(page 5)                                 | Emoric doesn’t live in the cave, but he has a secret life that leads him here on occasion. He is a master of trickery and disguise, using these talents to steal from people in local towns. His cache of stolen goods is here and he happens to be in the cave tending to the cache. He is eager not to fight, and if cornered uses his skills and spells to flee as quickly as possible. |
| 6   | Gelatinous cube (1)                                | The gelatinous cube got trapped behind this recent rockslide when it dissolved the roof’s wooden supports. A DC 10 Perception check reveals the rock slide is recent.  |
| 7   | Giant whiptail centipede<br>( <i>Bestiary</i> 2)   | At one point, this moist, muddy cave served as the home to a small group of goblins. This centipede killed the goblins and now lives among their broken bones and mouldering possessions.  |
| 8   | Grizzly bear <sup>1</sup> (1)                      | Near the cave entrance, a young grizzly bear awaits the return of its mother. It hides in the corner, not wanting to fight, but makes a very loud crying sound. There is a 10% chance the mother hears the sound and rushes back to help her cub.  |
| 9   | Rat nest<br>(dire rats [2] plus rat swarm)         | Full of garbage and debris, this cavern has become the home of hundreds of rats. Once alerted to intruders, they pour forth from the mess and attack with brutal tenacity. Upon closer investigation of the nest (DC 20 Perception), a rotten leather purse can be found with two immaculate pearls (worth 75 gp each) inside.   |
| 10  | Rust monster (1)                                   | The bane of many adventurers, a rust monster dwells in this cave. Metal isn’t particularly common, so the creature is all-too-willing to attack any metal-wearing or metal-using party members.  |
| 11  | Troglodyte with young troglodytes (2) <sup>1</sup> | One of the gray lizard-creatures leads two younger members of his band in hunting. Upon seeing the intruders, the troglodytes use their natural stealth to hide and surround the party. They focus on flanking whoever they perceive to be the weakest intruder.   |
| 12  | Violet fungus (1)                                  | This plant has slowly made its way deep into the cave in search of food. It currently rests in a wolf’s lair (which it killed; the skeleton lies nearby). Should anyone get too close to the purple plant, it attacks with its tentacles.  |

\*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

### AKORIARA AUVRYARN

CR 3 (XP 800)

*This male black-skinned elf wears set of full plate armour engraved with various strange markings.*

Male dwarf fighter (crossbowman) 4

LE Medium humanoid (elf)

**Init** +4; **Senses** darkvision 120 ft.; Perception +7, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -1 (-5 jumping)

**AC** 21, touch 12, flat-footed 19; **CMD** 20

(+9 armour [mwk full plate], +1 Dex, +1 dodge [Dodge])

**Immune** sleep; **Weakness** light blindness

**Light Blindness (Ex)** If exposed to bright light, Akoriara is blinded for 1 round and dazzled while within the area of bright light.

**Fort** +5, **Ref** +5, **Will** +2; **SR** 10

**hp** 34 (4 HD)

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

**Ranged** mwk heavy crossbow (range 120 ft.; Point Blank Shot, Rapid Reload, deadshot [+2]) +10 (1d10+2/19-20)

**Melee** scimitar +5 (1d6+1/18-20)

**Deadshot (Ex [standard])** When Akoriara attacks with a crossbow as a readied action she deals +2 damage.

**Spell-Like Abilities** (CL 4; concentration +5)

1/day—*dancing lights, darkness, faerie fire*

**Combat Gear** purple worm poison (1)

**Abilities** Str 13, Dex 18, Con 12, Int 8, Wis 12, Cha 12

**Feats** Dodge, Point Blank Shot, Rapid Reload, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

**Languages** Elven, Undercommon

**Gear** as above plus chalk, hammer, 50-feet of hemp rope, two sacks, bedroll, compass, iron pot, waterskin, sack of gems worth 200 gp, 16 sp, 12 gp

### BASILISK PLAGUE ZOMBIE

CR 3 (XP 800)

*Rotting flesh hangs from the frame of this reptilian, eight-legged creature.*

NE Medium undead

**Init** -2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 20 ft.; **ACP** 0; Acrobatics -2 (-6 jumping)

**AC** 18, touch 8, flat-footed 18; **CMD** 18 (30 vs. trip)

(-2 Dex, +10 natural)

**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** +2, **Ref** +0, **Will** +6

**hp** 42 (8 HD); death burst

**Death Burst (Ex)** When destroyed, the zombie explodes in a burst of decay. All adjacent creatures are exposed to zombie rot (DC 14 Fortitude negates).

**Space** 5 ft.; **Base Atk** +6; **CMB** +10

**Melee** bite +10 (1d8+6 plus disease [zombie rot; DC 14 Fortitude negates {2 saves}; onset 2 days; effect 1d2 Con, this damage

cannot be healed while the creature is infected and anyone dying of the disease rises as a plague zombie 1d6 hours later]) and

slam +10 (1d6+4 plus disease [zombie rot; DC 14 Fortitude negates {2 saves}; onset 2 days; effect 1d2 Con, this damage cannot be healed while the creature is infected and anyone dying of the disease rises as a plague zombie 1d6 hours later])

**Abilities** Str 18, Dex 6, Con —, Int —, Wis 10, Cha 10

**SQ** staggered

**Feats** Toughness

### EMORIC

CR 3 (XP 800)

*Handsome and skinny, this man wears fine studded leather armour.*

Male human bard 4

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +7, Sense Motive +7

**Speed** 30 ft.; **ACP** 0; Acrobatics +9

**AC** 17, touch 13, flat-footed 14; **CMD** 15

(+4 armour [+1 studded leather], +2 Dex, +1 dodge [Dodge])

**Fort** +2, **Ref** +6, **Will** +4; +4 vs. bardic performances, sonic and language dependant effects

**hp** 29 (4 HD)

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

**Melee** rapier +5 (1d6-1/18-20)

**Ranged** shortbow (range 60 ft.) +5 (1d6/x3)

**Special Actions** bardic performance (countersong, distraction, fascinate, inspire courage [+1], inspire confidence [+2]).

**Bard Spells Known** (CL 4th; concentration +7)

2nd (2/day)—*hypnotic pattern* (DC 15), *mirror image* (DC 15)

1st (4/day)—*charm person, cure light wounds, hypnotism* (DC 14), *sleep* (DC 14)

0—*dancing lights* (DC 13), *daze* (DC 13), *ghost sound* (DC 13), *lullaby* (DC 13), *prestidigitation, summon instrument*

**Combat Gear** *potion of cure moderate wounds* (2), *wand of disguise self* (25 chgs.)

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

**SQ** bardic knowledge (+2), versatile performance, well-versed

**Feats** Dodge, Skill focus (Perform [string instrument]), Weapon Finesse

**Skills** as above plus Bluff +15, Diplomacy +15, Intimidate +10, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local) +11, Knowledge (nature) +4, Knowledge (nobility) +4, Knowledge (planes) +4, Knowledge (religion) +4, Perform (string instruments) +15, Sleight of Hand +9, Use Magic Device +10

**Languages** Common, Elven, Gnome

**Gear** as above plus backpack, bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, journal, mess kit, mirror, rope, soap, torches (7), trail rations (3 days), masterwork violin, waterskin, small sack with a sapphire (worth 500 gp), 36 sp, 14 gp and 2 pp

## EL 3 (XP 800): WANDERERS

| D10 | CREATURES*   | NOTES  |
|-----|--|--|
| 1   | Bugbear <sup>3</sup> (1)   | Larger than an average bugbear, this creature's size has merely added another dimension of malice. He has made his way here bent on killing anything he sees. He is particularly cruel, delighting in inflicting pain on his victims before killing them.  |
| 2   | Dire wolf (1)  | This wolf is searching for a new lair. It is fiercely territorial, already feeling a connection to the place. Tied around the its leg is a very small pouch bearing a local wizard's sigil (DC 15 Knowledge [local]), holding a <i>pearl of power</i> (1st-level).   |
| 3   | Goblin family<br>(goblins [2], goblins <sup>1</sup> [2], goblin dog [1]) | Two goblins lead their children through the dungeon. The children are going to be sacrificed to a goblin deity, but they don't yet know their own fate. The adult goblins attempt to protect the younger goblins as the young must survive to be sacrificed. The young do not fight, cowering away from attackers.   |
| 4   | Jorma Makkru, werewolf<br>(page 7)                                       | Jorma was bitten a few years ago by a werewolf and has since embraced his curse, using his newfound powers to instil fear and terror into his enemies. He's now attempting to see the ending to a "game" he's been playing involving a local healer-woman. He convinced the townspeople she was a witch, and even killed some chickens and a child to help fuel the notion. He's seeking the healer-woman out now, in his hybrid form, to finish his cruel game. |
| 5   | Minastir, old elf wizard<br>(page 7)                                     | At nearly 300 years old, this elderly elf has lived longer than anything else in the dungeon. The need for a mysterious spell component for his research has brought him here. He's looking for a rare mushroom and would welcome any help and offers spellcasting services in return.   |
| 6   | Minjak<br>(minotaur <sup>1</sup> )                                       | A young minotaur is roaming the dungeon hall. He's been hired by a local warlord to find an enemy. The minotaur, however, is convinced all humans are the enemy, unless they bear his employer's sigil. He brutally attacks, without provocation, any humans he comes across. His greataxe has a pair of small, flawed rubies (worth 200 gp each) in the hilt.   |
| 7   | Necrophidius<br>( <i>Bestiary</i> 2)                                     | A particularly evil wizard released this construct into the dungeon with instructions to kill anything it finds. The wizard hoped the construct would clear out the dungeon so that the wizard could claim it as his own.  |
| 8   | Rogik<br>(ogre)  | Rogik is not fond of being underground; in fact, he's downright terrified He's moving clumsily through the dungeon, in search of goblins. His chief knew Rogik was afraid of the underground, sending him on purpose with the hopes he wouldn't come back. Rogik isn't confrontational with non-goblins, choosing instead to ask them for help finding the goblins.  |
| 9   | Strabo family<br>(Yrsa, Lucia and Titus [page 7]<br>and Igor, their dog) | Fleeing from oppressors, this mother, her two children and the family dog are searching for safety. They were displaced by a local mob who accused Yrsa, a healer, of being a demon-worshipping witch. She maintained her innocence, but when dead chickens started appearing in the village, and finally a child went missing, the mob grew insatiable and sought to kill her. Instead of facing the crowd, she fled.   |
| 10  | Dark slayer<br>( <i>Bestiary</i> 2)                                      | Always on the lookout for new magic items, this dark creature is searching the dungeon. Should it encounter any obvious wizards, it tries to kill them and steal their treasures.  |
| 11  | Elder darkmantle <sup>2,3</sup> (1)                                      | This monstrous darkmantle lurks on the ceiling appearing as nothing more than a very large stalactite and waits for small, injured or distracted prey to walk below. It prefers to prey on solo targets.   |
| 12  | "Two-Times"<br>(quickling; <i>Bestiary</i> 2)                            | Always on the lookout for new marks, "Two-Times" is constantly on the move. He sees himself as a master thief, and rarely leaves his victims alive. As he moves by the person he's robbing, he taunts them. He earned his nickname by saying everything twice. He has a special affinity for blades, and steals them first.  |

\*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

### HUMAN CHILD

CR 1/4 (XP 100)

*This child is only about five years old and wears torn clothing.*

Male (or female) young human commoner 1

N Small humanoid (human)

**Init** +4; **Senses** Perception +3, Sense Motive -1

**Speed** 20 ft.; **ACP** 0; Acrobatics +4 (+0 jumping)

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

(+4 Dex, +1 dodge [Dodge], +1 size)

**Fort** -2, **Ref** +6, **Will** -1

**hp** 1 (1 HD)

**Space** 2 1/2 ft.; **Base Atk** +0; **CMB** -4

**Melee** unarmed strike -2 (1d2-3 nonlethal)

**Abilities** Str 5, Dex 19, Con 6, Int 11, Wis 8, Cha 12

**Feats** Dodge, Lightning Reflexes

**Skills** as above plus Handle Animal +5

**Languages** Common

**Gear** as above plus peasant's outfit

### JORMA MARKKU (HYBRID FORM)

CR 3 (XP 800)

*This half-man, half-wolf's true form is only revealed by his face, as he wears full plate armour.*

Male human afflicted werewolf fighter 3

CE Medium humanoid (human, shapechanger)

**Init** +6; **Senses** low-light vision, scent; Perception +5, Sense Motive +2

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping), Climb +6

**AC** 26, touch 13, flat-footed 23; **CMD** 20; Mobility

(+9 armour [mwk full plate], +2 Dex, +1 dodge [Dodge], +4 natural)

**Fort** +6, **Ref** +3, **Will** +3 (+4 vs. fear)

**hp** 33 (3 HD); **DR** silver/5

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk bastard sword +9 (1d10+6) and bite +4 (1d6+1)

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

**Combat Gear** *potion of cure light wounds* (2)

**Abilities** Str 19, Dex 15, Con 16, Int 8, Wis 14, Cha 8

**SQ** armour training (1), bravery (+1), lycanthropic empathy (wolves and dire wolves)

**Feats** Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mobility, Weapon Focus (bastard sword)

**Skills** Diplomacy -1 (+3 vs. wolves and dire wolves)

**Languages** Common

**Gear** as above plus a large sack of gems (worth roughly 1,000 gp), one of the gems has the very noticeable insignia of a local jeweller carved into it (Knowledge [local] DC 20)

### MINASTIR

CR 3 (XP 800)

*This elderly elf wears loose-fitting robes and leans on an old staff.*

Male old elf wizard (conjurer) 4

CG Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +8, Sense Motive +2

**Speed** 30 ft.; **ACP** 0

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

(+2 Dex, +1 dodge [Dodge])

**Immune** sleep

**Fort** +2, **Ref** +3, **Will** +6

**hp** 20 (4 HD)

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

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

**Ranged Touch** acid dart (range 30 ft.; 7/day) +4 (1d6+2)

**Wizard Spells Prepared** (CL 4th; concentration +8; summoner's charm)

2nd—*invisibility, summon monster II*

1st—*mage armour, magic missile, summon monster I* (2)

0—*acid splash, dancing lights, light, prestidigitation*

**Summoner's Charm (Su)** The duration of any conjuration (summoning) spell Minastir casts is increased by 2 rounds.

**Combat Gear** *wand of summon monster I* (43 chgs.)

**Abilities** Str 5, Dex 14, Con 8, Int 19, Wis 14, Cha 12

**SQ** elven magic, rat familiar

**Feats** Dodge, Scribe Scroll<sup>B</sup>, Toughness

**Skills** as above plus Diplomacy +5, Knowledge (arcana) +11, Knowledge (nature) +11, Linguistics +11, Spellcraft +11 (+13 identifying magic items)

**Languages** Aklo, Common, Dwarven, Elven, Celestial, Draconic, Giant, Gnome, Sylvan, Undercommon

**Gear** as above plus backpack, bedroll, belt pouch, flint and steel, ink, inkpen, iron pot, mess kit, soap, spell component pouch, torches (8), trail rations (4 days), waterskin

**Spellbook** (abjuration, necromancy) 2nd—*invisibility, summon monster II, summon swarm, web*; 1st—*colour spray, enlarge person, expeditious retreat, identify, mage armour, magic missile, obscuring mist, shocking grasp, summon monster I*; 0—all

### YRSA STRABO

CR 1 (XP 400)

*Dishevelled and obviously scared, this dark-haired woman's clothes are unkempt and dirty.*

Female human adept 3

NG Medium humanoid (human)

**Init** +0; **Senses** Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** 0

**AC** 10, touch 10, flat-footed 10; **CMD** 11

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

**hp** 12 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +0

**Melee** dagger +0 (1d4-1/19-20)

**Adept Spells Prepared** (CL 3rd; concentration +4)

1st—*cure light wounds* (2), *protection from evil*

0—*create water, guidance, stabilize*

**Abilities** Str 8, Dex 11, Con 11, Int 10, Wis 13, Cha 12

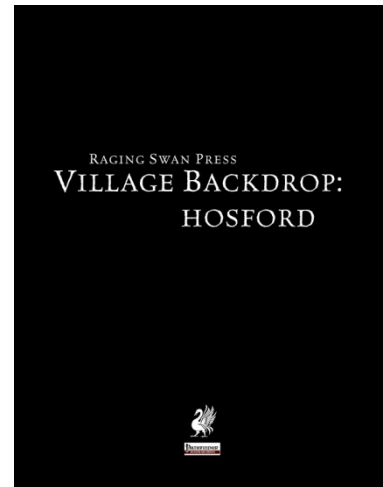
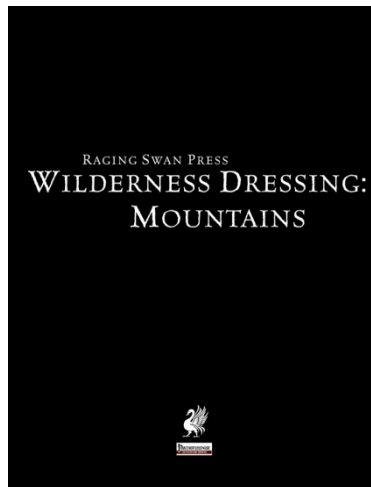
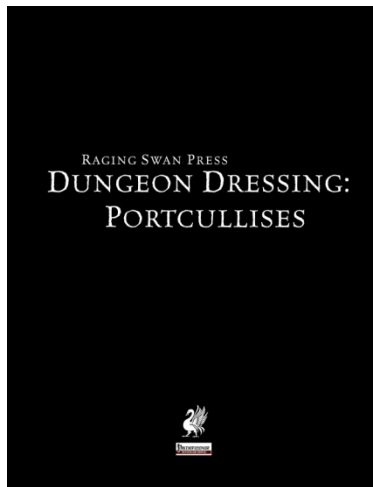
**Feats** Persuasive, Toughness

**Skills** as above plus Diplomacy +3, Intimidate +3, Profession (healer) +7, Survival +7

**Languages** Common

**Gear** as above plus clothes, 5 gp

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