

RAGING SWAN PRESS

DUNGEON DENIZENS:

EL 4



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"This is a really good adventure with great supplemental material and overall design, easily placed into an ongoing campaign or acting as a standalone one-shot. The versatility of the encounters, the support for many different styles of play, and the depth of character on the many different NPCs is remarkable."

—Feros (five stars)

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DUNGEON DENIZENS: EL 4

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 4 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 4*; 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 4* 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.

With this, the fourth instalment in the Dungeon Dressing line, Alex is really hitting his stride. Not only has he designed 36 encounters for your entertainment pleasure, but he has also created nine stat blocks – even if you don't use the encounters you are almost certain to find the stat block useful. I've got a game prep folder in which I keep all the stat blocks from these supplements so that if I need something specific quickly, I can easily whip it out. I recommend you do the same!

For me, so much of GMing is preparation. I'm much happier when I am prepared, and inevitably stat blocks take up a gigantic proportion of my preparation time. That's a shame as I'd much rather be thinking about how the adventures in my campaign tie together and how I can get the PCs really invested in events than doing maths. After all, players don't remember the AC of their nemesis, but they will remember – at least in broad strokes – how they uncovered his scheme and ultimately defeated him. As a GM, I repeatedly reuse and recycle stat blocks as a way to save time. It is relatively simple to re-skin a fighter (or whatever) and I ruthlessly make use of any stat blocks in my possession to speed up preparation time. I highly encourage you to do the same.

Anyway, I digress. Using the encounter suggestions herein along with a dungeon map should enable you to pad out or run from scratch a dungeon crawl with very little preparation. Although I love having all the details of an adventure at my fingertips sometimes you've just got to wing it. The information herein should help you do that without the players realising what is going on!

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 4 (XP 1,200): DUNGEON AREAS

D%	CREATURES*	NOTES
1	Ando the Brave (page 3)	"The Maker" dabbled in traditional necromancy before becoming a construct maker. One of his prize necromantic creations was the skeleton of Ando the Brave. Currently guarding the personal living chambers of "The Maker," Ando was a legendary warrior from the region. He attempts to intimidate his foes with a dazzling display before engaging in single combat. His magical armour and sword are both branded with Ando's insignia, a stag on its hind legs.
2	Carrion golem (<i>Bestiary 2</i>)	This particularly gruesome creature was made from the body parts of deceased locals. The golem's head was harvested from a local noble who died recently under very suspicious circumstances.
3	Dyssk (serpentfolk)	A mated pair of these snake-people have recently moved into the dungeon. Dyssk is the female and is the leader. She is currently resting on the pair's "nest," guarding three large eggs while her mate is out looking for food. She is territorial, and guards the eggs with her life.
4	Frost wight	Locked behind a steel door, this undead creature was present in the dungeon when "The Maker" moved in. He sensed the usefulness of the wight and locked it behind the door, hoping he could one day control the foul undead.
5	Gunzar, ogre fighter (page 3)	This powerful ogre was rescued by "The Maker" in a battle with a pair of hill giants. Gunzar swore an oath to serve his rescuer for the rest of his life. If the PCs know of his master's demise, they could avoid a fight with a particularly fearsome creature. Otherwise, he defends the dungeon with his life.
6	Mimic	Disguised as a treasure chest, this mimic was formerly in the service of "The Maker" as a guardian to his treasure cache. "The Maker" has been missing for some time, but the mimic remains in service, unaware of current events. The cache contains a <i>wand of animate dead</i> (23 charges) and a <i>cloak of resistance +1</i> .
7	Mongrelmen (3) (<i>Bestiary 2</i>)	This small gang of mongrelmen were hired by "The Maker" to assist him in procuring body parts and corpses for his planned army of carrion golems. The three mongrelmen are waiting for new orders in their room.
8	Orestes (page 3)	Orestes was previously the apprentice to "The Maker." He has been learning the ways of construct crafting. He felt, however, his master was being too restrictive, so Orestes murdered him in his sleep. He is currently taking an inventory of the body parts retrieved by the mongrelmen.
9	Quasit and zombies (3)	Pursued by zombies, this small demon is looking for help. He's currently doing his best to run away from and avoid the zombies, and should he see anyone who can help him, he does his best to make a deal with them. He's quick to break any agreement he makes, however.
10	Ryllisst, degenerate serpentfolk (<i>Bestiary 2</i>)	An outcast for most of his life, his "degenerate" status has led Ryllisst to be ruthless, conniving and brutal. He and his mate were hired by "The Maker" to act as guards. Ryllisst, however, is currently focused only on Dyssk's wellbeing. He is searching for food for his mate.
11	Scarecrow (<i>Bestiary 2</i>)	Another of "The Maker's" guardians, the scarecrow was built to guard the wizard's prized sword. The +2 <i>longsword</i> is resting in a glass case behind the scarecrow, which attacks anything entering the room (except for The Maker and Orestes, his apprentice).
12	Verrin (minotaur)	Verrin was promised treasure for his assistance in guarding "The Maker's" dungeon. So far, he does not feel adequately compensated for his time. He's looking for any chance he can get to turn on his master and his cohorts.

*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

ANDO THE BRAVE

CR 4 (XP 1,200)

This skeleton's glowing, blue eyes shine eerily through its helmet.

Human skeletal champion fighter 6

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping), Stealth +4

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

(+8 armour [+1 banded mail], +2 Dex, +1 dodge [Dodge], +2 natural)

Immune cold, 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 +7, **Ref** +6, **Will** +5 (+7 vs. fear)

hp 60 (8 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee +1 greatsword (Power Attack [-2/+6] +15/+10 (2d6+11))

Atk Options Cleave, Dazzling Display

Abilities Str 20, Dex 16, Con —, Int 8, Wis 10, Cha 12

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

Feats Cleave^B, Dazzling Display^B, Dodge, Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills as above plus Intimidate +20

Gear as above

GUNZAR

CR 4 (XP 1,200)

The massive ogre wields a huge greatclub.

Male ogre fighter 1

CN Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +9, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -3; Climb +7

AC 17, touch 8, flat-footed 17; **CMD** 19

(+4 armour [hide], -1 Dex, +5 natural, -1 size)

Fort +8, **Ref** +0, **Will** +6

hp 39 (5 HD)

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

Melee greatclub (reach 10 ft.) +9 (2d8+7)

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Feats Iron Will, Toughness, Weapon Focus (greatclub)^B

Languages Giant

Gear as above

ORESTES

CR 4 (XP 1,200)

Clad in a bright red robe, this wizard has a long, blonde beard.

Male human wizard (universalist) 5

NE Medium humanoid (human)

Init +2; **Senses** Perception +6, Sense Motive +1

Speed 30 ft.; **ACP** 0

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

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

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

hp 33 (5 HD)

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

Melee club +1 (1d6-1)

Ranged hand of the apprentice (range 30 ft.; 7/day) +6 (1d6-1)

Wizard Spells Prepared (CL 5th; concentration +9)

3rd—*fireball* (DC 19), *suggestion* (DC 19)

2nd—*command undead* (DC 18), *invisibility*, *scorching ray*

1st—*charm person* (DC 17), *mage armour*, *magic missile*, *ventriloquism* (DC 17)

0—*light*, *prestidigitation*, *read magic*, *resistance*

Combat Gear *scroll of reduce person*, *scroll of enlarge person*, *scroll of cat's grace*, *scroll of fireball*

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

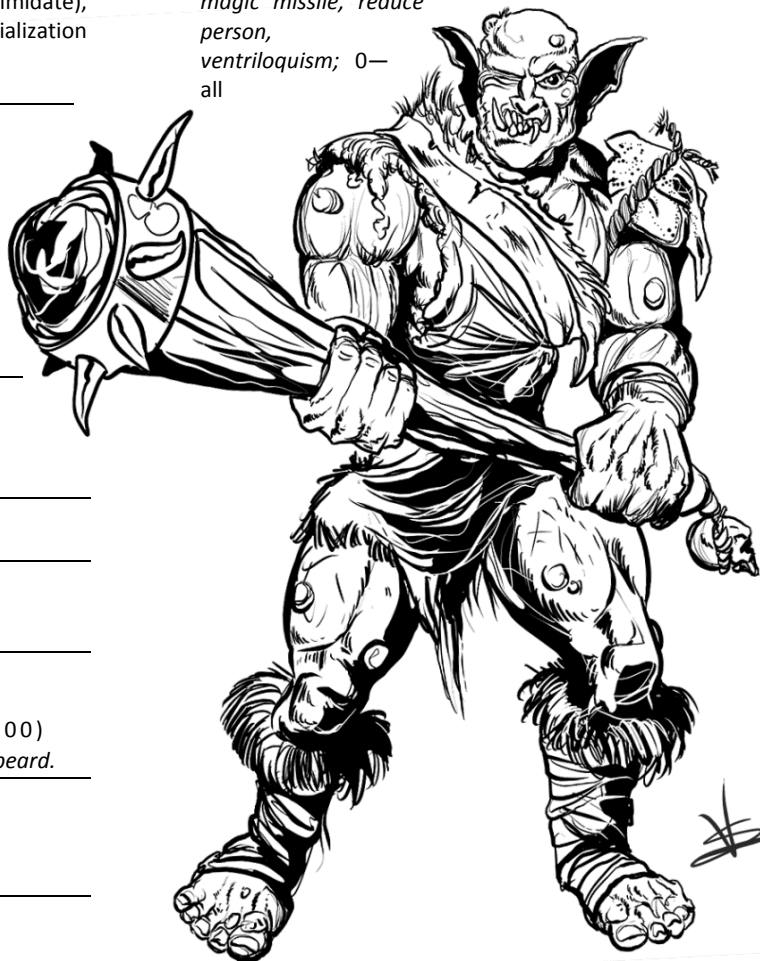
Feats Craft Construct, Craft Magic Arms and Armour^B, Craft Wondrous Items, Dodge^B, Eschew Materials, Scribe Scroll^B

Skills as above plus Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (nobility) +12, Linguistics +12, Spellcraft +12

Languages Celestial, Common, Draconic, Dwarven, Gnome, Goblin, Halfling, Orc, Sylvan, Undercommon

Gear as above plus spell component pouch, belt pouch, 12 gp

Spellbook 3rd—*fireball*, *suggestion*; 2nd—*cat's grace*, *command undead*, *invisibility*, *scorching ray*; 1st—*charm person*, *colour spray*, *enlarge person*, *expeditious retreat*, *mage armour*, *magic missile*, *reduce person*, *ventriloquism*; 0—all



EL 4 (XP 1,200): CAVERN AREAS

D%	CREATURES*	NOTES
1	Centipede Swarm	These tiny creatures are feasting on an elk's decayed carcass. The elk's large antlers, which are both unusually pale, protrude from the mass of centipedes. The flesh of the elk is nearly gone, however, prompting the centipedes to look for their next meal. Once the centipedes are dispatched, the PCs may realise (DC 15 Knowledge [nature]) the elk was a rare white stag. The white antlers are worth 100 gp to the right buyer, although it's considered bad luck to trade in such goods.
2	Duergar (3) and giant spiders (2)	These warriors are spider-keepers. The giant spiders have been raised by the duergar since hatching, and are fiercely loyal to their "masters." The spiders each have what looks like three white claw marks painted onto their backs, which matches the standard of the duergar tribe.
3	Duergar (3) and kobolds (8)	Notorious slavers, these three duergar are guarding the tribe's latest batch of slaves, who are working as miners. The kobolds were captured during a raid on the local tribe. They have been working for the duergar for two weeks, and malnutrition is beginning to take its toll. They each have the exhausted and sickened conditions. The duergar force the slaves to attack intruders, an order the slaves execute, although they're in no shape to be fighting.
4	Duergar women (4, unarmed) and Duergar children ¹ (5)	These non-combatants are spending time together in a large cave. The children are playing on the floor while the women are talking. The women defend their children, but beg for mercy if any weapons are drawn.
5	Grizzly bear	This bear lives near the cave entrance, the cave's denizens have learned to avoid it when they need to leave. Deep in the den are a nobleman's bloody clothes.
6	Ivar Shieldhammer (page 5)	Ivar is the chieftain of the tribe. His "room" boasts a makeshift throne. He has a small treasure chest next to the throne where he keeps his prizes. Should he be attacked, Ivar enlarges himself and rages. Unwilling to be taken prisoner, he fights to the death, attempting to take as many attackers down as he can.
7	Kobolds (6) and wolverine	The kobolds are searching for their compatriots, who were abducted a couple weeks ago. They're searching a portion of the cave that was functioning as the slaves' quarters. The wolverine is their pet, and responds to the "attack" command.
8	Owlbear	Locked in a poorly made cage, the owlbear rages if anyone moves nearby. Should anyone linger, the creature breaks through the wooden bars in its rage and attacks.
9	Thyluxtimen (page 5)	The true leader of the duergar, this white dragon takes a portion of the tribe's plunder and riches. In exchange, he provides muscle for certain expeditions. His hoard contains 9,034 cp, 1,523 sp, 814 gp, 26 pp, a mithral shirt, a <i>wand of produce flame</i> (44 charges), an amethyst (worth 90 gp), a jade (worth 100 gp), a garnet (worth 100 gp), a coral (worth 70 gp), a deep blue spinel (worth 120 gp) and a gold and platinum statue of a local deity (worth 750 gp).
10	Veijo (weretiger; <i>Bestiary</i> 2)	Veijo believes he is leading the duergar tribe and is Thyluxtimen's bitter rival. His lair inside the cave has a small jar full of gemstones, the stones are worth 1,200 gp.
11	Yellow musk creepers (2)	A pair of these deadly plants has made their lair inside the cave, preying on foolish wanderers. The duergar learned of their existence early on and have since stayed away from the creepers. A trio of duergar skeletons lie inside the room, one of the skeletons is yet carrying a solid gold dagger (worth 1,000 gp).
12	Ylga the White (page 5) and duergar (3)	Ylga is Ivar's student, learning how to rule from him. She leads a small band of fellow worshippers who believe Thyluxtimen is a divine messenger. She supports her fellows in combat, using the surroundings of her small "temple to the white god" to her tactical advantage while her minions do her dirty work. Should she be cornered, she uses <i>invisibility</i> to slip away and find Ivar or flee.

*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

IVAR SHIELDHAMMER

CR 4 (XP 1,200)

This gray-skinned dwarf is missing one eye, has a long scar on the side of his face and only half of a long, black beard.

Male duergar barbarian 5

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +9 (+11 vs. stonework; stonecunning), Sense Motive +1

Speed 30 ft., base speed 20 ft.; **ACP** -5; Acrobatics +4, Stealth +0

AC 18, touch 12, flat-footed 16; **CMD** 20 (24 vs. bull rush or trip); improved uncanny dodge, +1 vs. traps (+5 armour [scale mail], +1 Dex, +1 dodge [Dodge], +1 shield [light steel])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) Ivar is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.

Fort +7, **Ref** +2 (+3 vs. traps), **Will** +2; +2 vs. spells and spell-like abilities

hp 58 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +8

Melee +1 *dwarven waraxe* +10 (1d10+4/x3)

Ranged light crossbow (range 80 ft.) +6 (1d8/19-20)

Atk Options rage (13 rds.)

Spell-like abilities (CL 5th)

1/day—*enlarge person* (self only), *invisibility* (self only)

Combat Gear bolts (20), *potion of cure moderate wounds*

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

SQ rage powers (no escape, swift foot), trap sense (+1)

Feats Dodge, Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe)

Skills as above plus Intimidate +5

Languages Common, Dwarven, Undercommon

Gear as above plus backpack, belt pouch, blanket, flint and steel, iron pot, opal (worth 550 gp), rope, soap, *scroll of levitate*, *wand of chill touch* (11 charges), waterskin, 22gp

Raging, Ivar has the following altered statistics:

Speed 35 ft

AC 16, touch 10, flat-footed 14; **CMD** 22; improved uncanny dodge

(+5 armour [scale mail], -2 class, +1 Dex, +1 dodge [Dodge], +1 shield [light steel])

Fort +9, **Will** +4

hp 68 (5 HD)

CMB +10

Melee +1 *dwarven waraxe* +12 (1d10+6/19-20)

Abilities Str 20, Con 20

THYLUXTIMEN

CR 4 (XP 1,200)

This small white dragon guards a glittering hoard.

CE Small very young white dragon (cold)

Init +2; **Senses** dragon senses, snow vision; Perception +8, Sense Motive +0

Speed 60 ft., icewalking, burrow 30 ft., fly 150 ft. (average), swim 60 ft.; **ACP** 0; Fly +12, Stealth +14, Swim +18

Snow Vision (Ex) Thyluxtimen sees perfectly in snowy conditions.

Icwalking (Ex) Thyluxtimen can walk across icy surfaces as if affected by a *spider climb* spell.

AC 19, touch 13, flat-footed 16; **CMD** 18

(+2 Dex, +6 natural, +1 size)

Immune cold, paralysis, sleep; **Weakness** vulnerability to fire

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

hp 47 (5 HD)

Space 2 1/2 ft.; **Base Atk** +5; **CMB** +6

Melee bite (reach 10 ft.) +8 (1d6+3) and 2 claws +8 (1d4+2)

Atk Options Flyby Attack

Special Actions breath weapon (20 ft cone; DC14; 4d4 cold)

Abilities Str 15, Dex 14, Con 15, Int 8, Wis 11, Cha 8

Feats Flyby Attack, Improved Natural Armour, Toughness

Skills as above plus Intimidate +6, Linguistics +3

Languages Common, Draconic

YLGA THE WHITE

CR 2 (XP 800)

This duergar woman wears scale mail and a white cloak

Female duergar cleric 3

NE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +6 (+8 vs. stonework; stonecunning), Sense Motive +3

Speed 20 ft.; **ACP** -7; Acrobatics -6 (-10 jumping), Stealth -2

AC 20, touch 11, flat-footed 19; **CMD** 15 (19 vs. bull rush or trip) (+7 armour [mwk banded mail], +1 Dex, +2 shield [heavy steel])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) Ylga is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.

Fort +5, **Ref** +2, **Will** +6; +2 vs. spells and spell-like abilities

hp 26 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk dwarven waraxe +5 (1d10+2/x3)

Melee Touch touch of darkness (6/day) +4 (all of target's targets gain concealment [1 round] from target's attacks)

Ranged heavy crossbow (range 120 ft.) +3 (1d10/19-20) or

Ranged Touch lightning arc (range 30 ft.; 6/day) +3 (1d6+1 electricity)

Special Actions channel negative energy (2d6; DC 9 Will; 3/day)

Cleric Spells Prepared (CL 3rd; concentration +6; air, darkness)

2nd—*blindness* (blindness only; DC 15), *hold person* (DC 15), *wind wall*^P

1st—*cause fear* (DC 14), *obscuring mist*^P, *shield of faith* (2)

0—*bleed* (DC 13), *detect magic*, *guidance*, *resistance*

Spell-like abilities (CL 3rd)

1/day—*enlarge person* (self only), *invisibility* (self only)

Combat Gear bolts (10), caltrops, *potion of cure light wounds*

Abilities Str 15, Dex 12, Con 15, Int 8, Wis 16, Cha 6

Feats Exotic Weapon Proficiency (dwarven waraxe), Extra Channel

Languages Common, Dwarven, Undercommon

Gear as above plus backpack, bedroll, blanket, flint & steel, silver unholy symbol, 19 gp

EL 4 (XP 1,200): WANDERERS

D%	CREATURES*	NOTES
1	Barghest	This loathsome creature has recently made its way into the dungeon to hide after murdering and eating a child from a nearby village. The villagers have posted wanted posters for the creature all over the region.
2	Bearded devil ¹	Being smaller than his brethren has only served to make this devil more fierce. Should he happen upon an unsuspecting group, he uses stealth and deception to separate someone from the party. Should he be forced into combat, he yields and make a deal if he feels overwhelmed.
3	Dire wolf, wolves ¹ (2)	Leading two very small (for dire wolves) pups, this female dire wolf is searching for a place to make a den. The pups are both very young and cower behind the mother who viciously protects them.
4	Faceless stalker (<i>Bestiary 2</i>)	This aberration has found a fresh body of what appears to be a person. The stalker is kneeling over the body, drinking its blood. Its victim has been mutilated beyond description, a Heal check identifies the remains as humanoid, but nothing more specific than that can be learned.
5	Geralda (harpy)	Geralda is searching for a mate. This search has led her into a dungeon. She's eager to avoid confrontation, knowing she can't fly away from danger. Should she find a suitable mate, she woos him with her song.
6	Grick ² (<i>Bestiary 2</i>)	This hideous monster is wandering the dungeon in search of food. Years of underground dwelling have evolved this grick into an efficient killing machine. It is fond of climbing up onto the ceiling and attacking unsuspecting creatures from above.
7	Hamedi, Ice Troll (<i>Bestiary 2</i>)	A long way from home, Hamedi has attempted to join a nearby troll colony. The other trolls were distrustful of Hamedi due to his discoloured skin and different appearance. Hamedi has retreated to this dungeon to plot his revenge on the trolls, hoping to kill their leader and become leader of the colony himself.
8	Hobgoblin ² , hobgoblins (2), goblins (4)	Half of the group is bent on causing mischief, the other half is actually seeking to destroy the other half. The hobgoblins took their goblin "cousins" out on a raid, at least that's what the goblins think. The hobgoblins are waiting to get the goblins deep into the dungeon before killing them.
9	Maeren (page 7)	Maeren is a mercenary of the highest calibre. He's currently on a "mission" for a local, searching for a couple orcs who were seen raiding a peasant's farm. He is eager to be on his way, and won't help anyone unless coin is involved.
10	Olur lionskin, orc fighter (page 7), orcs (3)	Olur is leading a small band of orcs through the dungeon. He is his tribe's most skilled hunter. The orcs under his charge are all attempting to learn the ways of the hunt. Their primary target is a large animal like a bear, a dire wolf or a lion. Should they find an adventuring group, they stand their ground, but won't attack unless provoked.
11	Pan (satyr)	Hopelessly lost, Pan is searching very quietly looking for his way out. He stumbled into the dungeon when he saw a beautiful woman enter, but hasn't been able to find her. The woman was actually the faceless stalker who lives in the dungeon, Pan has mercifully not run into "her."
12	Peony (page 7)	Taking her name from the flower, Peony is a wanderer in search of nothing in particular. Peony is a believer in balance, meaning she always tries to equal out her actions. She recently did something bad and is looking to do something good to even out the universe's balance.

*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

MAEREN

CR 4 (XP 1,200)

Clad in studded leather armour, this elf holds a composite longbow in his hand.

Male elf ranger 5

CN Medium humanoid (elf)

Init +4 (+6 in forests); **Senses** low-light vision; Perception +10 (+12 vs. animals, +14 vs. humans; +2 bonus in forests), Sense Motive +0 (+2 vs. animals, +4 vs. humans)

Speed 30 ft.; **ACP** 0; Climb +10, Stealth +17 (+19 in forests), Swim +10

AC 17, touch 14, flat-footed 13; **CMD** 20 (+3 armour [studded leather], +4 Dex)

Fort +4, **Ref** +8, **Will** +1

hp 37 (5 HD)

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

Ranged +1 composite longbow (range 110 ft.; Point Blank Shot, Precise Shot, Rapid Shot) +11 (1d8+2/x3)

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

Atk Options favoured enemies (human [+4], animal [+2])

Special Actions hunter's bond (1 rd.)

Combat Gear arrows (40)

Abilities Str 14, Dex 18, Con 11, Int 10, Wis 10, Cha 12

SQ favoured terrain (forest)

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

Skills as above plus Bluff +1 (+3 vs. animals, +5 vs. humans), Heal +8, Knowledge (geography) +1 (+3 in forests), Knowledge (nature) +1 (+3 vs. animals), Knowledge (local) +1 (+5 vs. humans), Survival +8 (+10 tracking animals, +12 tracking humans; +2 bonus in forests)

Languages Common, Elven

Gear as above plus backpack, *cloak of elvenkind*, rations (3), waterskin

OLUR LIONSKIN CR 4 (XP 1,200)

This green-skinned orc has the skin of a lion fashioned as a cloak around his head and back.

Male orc warrior 6

LN Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Perception +5, Sense Motive -1

Speed 20 ft., base speed 30 ft.; **ACP** -2; Acrobatics +0 (-4 jumping)

AC 17, touch 12, flat-footed 15; **CMD** 21 (+5 armour [+1 *hide*], +2 Dex)

Weakness light sensitivity

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

Fort +5, **Ref** +4, **Will** +1

hp 39 (6 HD)

Ferocity (Ex) Olur remains conscious when his hit point total is below 0. He is staggered and loses 1 hit point each round, and dies when he reaches -14 hp.

Space 5 ft.; **Base Atk** +6/+1; **CMB** +9

Melee mwk glaive (reach 10 ft.) +11/+6 (1d10+4/x3)

Abilities Str 16, Dex 14, Con 11, Int 7, Wis 8, Cha 6

Feats Improved Initiative, Toughness, Weapon Focus

Languages Common, Orc

Gear as above plus backpack, belt pouch, flint and steel

PEONY

CR 4 (XP 1,200)

This halfling stands at three-feet tall and wears green-tinted leather armour.

Female halfling druid 5

N Small humanoid (halfling)

Init +7; **Senses** Perception +12, Sense Motive +2

Speed 20 ft.; trackless step, woodland stride; **ACP** 0; Acrobatics +5, Climb +3

Trackless Step (Ex) Peony leaves no trail in natural surroundings and cannot be tracked. She can leave a trail if desired.

Woodland Stride (Ex) Peony can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

AC 18, touch 15, flat-footed 14; **CMD** 17

(+2 armour [leather], +3 Dex, +1 dodge [Dodge], +1 natural [*amulet of natural armour* +1], +1 size)

Fort +6, **Ref** +5, **Will** +7; +4 vs. fey's spell-like and supernatural abilities

hp 36 (5 HD)

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

Melee mwk scimitar +6 (1d6+1/18-20) or

Melee wooden fist (5/day) +5 (1d3+2)

Ranged sling (range 50 ft.) +7 (1d4+1)

Special Actions wild shape (4 hrs.; *beast shape I* [Natural Spell])

Druid Spells Prepared (CL 5th; concentration +7)

3rd—*greater magic fang*, *plant growth*^D

2nd—*barkskin*^D, *bull's strength*, *cat's grace*, *lesser restoration*

1st—*cure light wounds* (2), *entangle*^D (DC 13), *goodberry*, *speak with animals*

0—*guidance*, *light*, *purify food/drink*, *stabilize*

Combat Gear bullets (10)

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

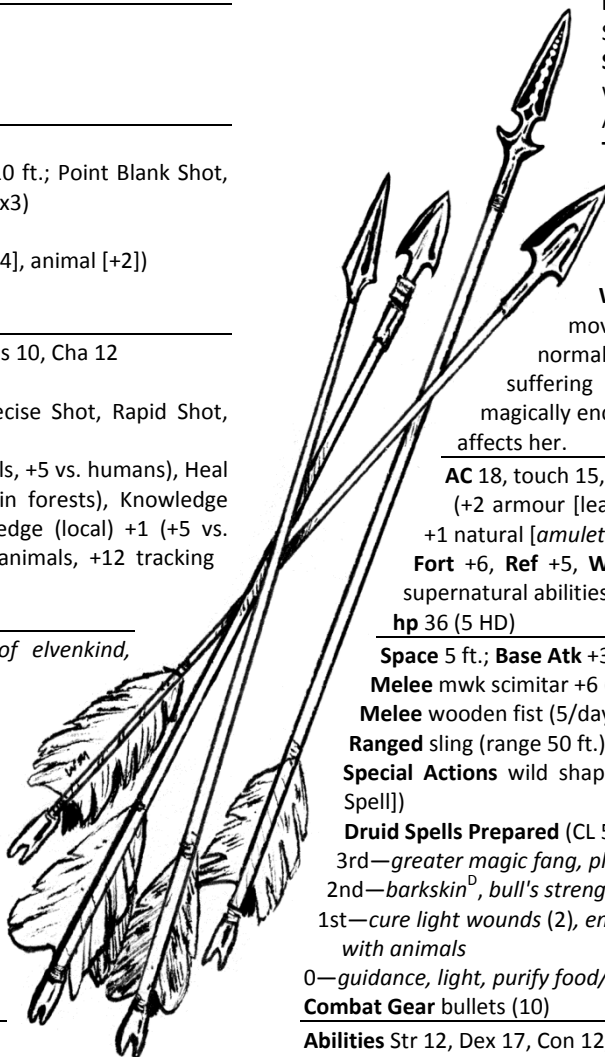
SQ nature bond (plant), nature sense, wild empathy (+5, +1 vs. magical beasts)

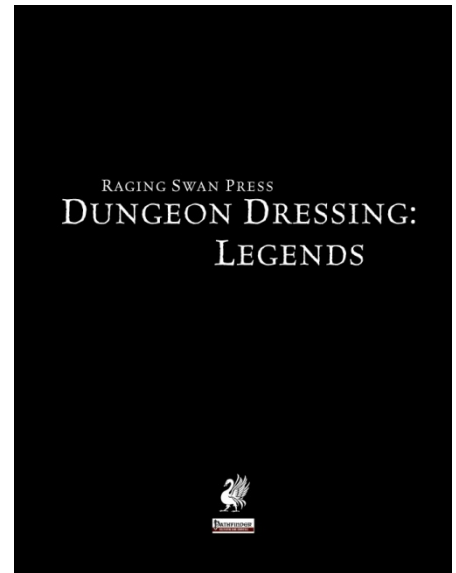
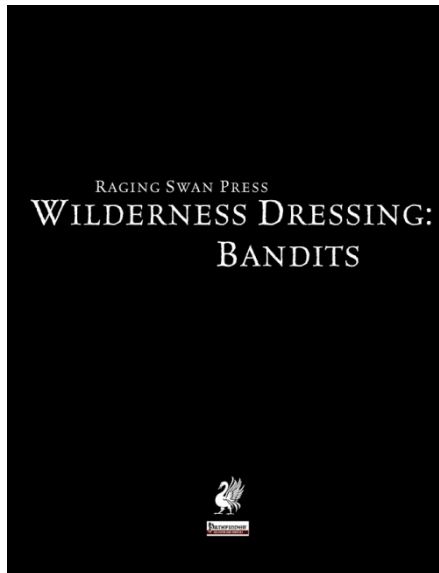
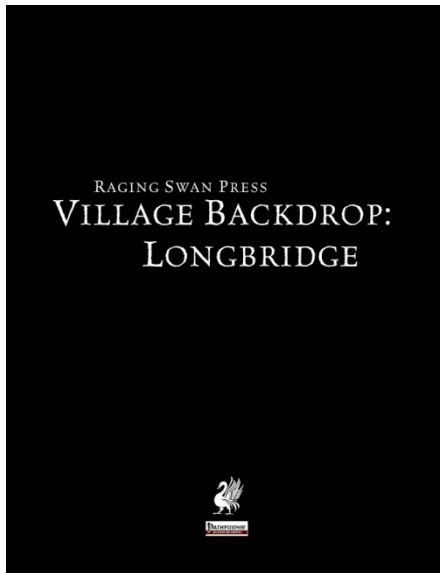
Feats Dodge, Improved Initiative, Natural Spell

Skills as above plus Handle Animal +8, Knowledge (nature) +10, Survival +12

Languages Common, Druidic, Halfling

Gear as above plus wooden holy symbol, spell component pouch, 14 gp





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