

A1

SEWER OOZE

These amorphous masses of sewage and other detritus make their way through filthy culverts beneath cities large and small.

SEWER OOZE CREATURE 1

Medium Mindless Ooze	Perception +1; blindsight (tremors) 60 feet Languages – Skills –1; Stealth –3 (+6 in sewers) Str +1, Dex –2, Con +3, Int –5, Wis –5, Cha –5 AC 5, TAC 5; Fort +5, Ref +1, Will +1 HP 40; Immunities acid, asleep, critical hits, mental, precision, visual
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Speed 10 feet

- ◆ **Melee** pseudopod +7, **Damage** 1d6+1 bludgeoning plus 1d4 acid
- ◆ **Filth Wave**

Frequency Once per minute

Effect The sewer ooze unleashes a wave of filth and slime, hitting all creatures within a 20-foot aura. Creatures in the area take 1d4 acid damage and are hampered 10 feet for 1 minute unless they succeed at a DC 15 Reflex save (no damage or hampered on a success, and a character additionally falls prone on a critical failure). An affected creature can clean off the muck as an Interact action, reducing the hampered condition by 5 feet with each action.

A2

GOBLIN

These small humanoids have green skin and large heads with wide ears. While some goblins are civilized and have worked their way into other humanoid communities, many goblins are wild and vicious creatures that delight in wreaking havoc.

Source: *Pathfinder RPG Bestiary* 156.

GOBLIN WARRIOR CREATURE 0

Chaotic Evil Goblin Humanoid Small	Perception +1; darkvision Languages Goblin Skills –2; Acrobatics +3, Athletics +3, Stealth +5 Str +0, Dex +3, Con +0, Int +0, Wis –1, Cha +1 Items dogslicer, leather armor, shortbow with 10 arrows
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AC 14, **TAC** 13; **Fort** +1, **Ref** +4, **Will** +0

HP 6

- ◆ **Goblin Scuttle**

Trigger A goblin ally ends a move action adjacent to the warrior.
Effect The warrior Steps.

Speed 25 feet

- ◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing
- ◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

A3

CENTIPEDE

Crawling about on dozens of pairs of legs, giant centipedes inject venom into their prey with their powerful mandibles.

Source: *Pathfinder RPG Bestiary* 43.

GIANT CENTIPEDE CREATURE 0

Animal Medium	Perception +4; darkvision Languages – Skills –2; Acrobatics +3, Athletics +5, Stealth +6 Str –1, Dex +2, Con +1, Int –5, Wis +0, Cha –4 AC 13, TAC 10; Fort +4, Ref +2, Will +1 HP 8
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Speed 30 feet, climb 30 feet

- ◆ **Melee** mandibles +6, **Damage** 1d4–1 piercing plus centipede venom

Centipede Venom (poison) **Saving Throw** Fortitude DC 13; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and sluggish 2 (1 round)

A5

MINDFOG FUNGUS

HAZARD 2

Complex Environmental	Stealth +0 Description A mass of red fungus emits mind-altering spores.
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Disable Survival DC 19 (trained) to prevent the plant from emitting spores

AC 15, **TAC** 13; **Fort** +7, **Ref** +4

Hardness 6; **Immunities** mental; **Weaknesses** fire 10

- ◆ **Spore Cloud**

Trigger A creature enters the fungus's room.

Effect The fungus rolls initiative.

- ◆ **Spore Explosion**

Trigger The fungus takes damage.

Effect If the damage was not fire damage, spores spray out, causing the same effect as the fungus's routine. The fungus

is then destroyed. If the attack dealt fire damage, the fungus explodes, leaving virulent spores that linger for 10 minutes. Though the fungus isn't there anymore, this continues the fungus's routine at an increased DC of 16.

Routine (1 action) On its initiative, the fungus disperses its spores through the room. Each creature in the room must succeed at a DC 14 Fortitude save or become confused for 1d4 rounds. On a critical failure, the creature is also stupefied 4 for 1 hour and is easy to control and bully. A confused creature takes a –4 circumstance penalty on its saving throws against the fungus.

A6

QUASIT

CREATURE 1

Chaotic	Perception +4; darkvision
Demon	Languages Abyssal, Common
Evil	Skills +1; Acrobatics +4, Arcana +6, Deception +6, Diplomacy +4, Planar Lore +6, Religion +6, Stealth +5
Fiend	Str -1, Dex +2, Con +0, Int +0, Wis +1, Cha +0
Timy	

Abyssal Knowledge When a quasit Aids an ally with an Arcana, Planar Lore, or Religion check, any result that is a success is instead a critical success and any result that is a failure is instead a critical failure.

AC 15, TAC 14; Fort +2, Ref +5, Will +4

HP 26; Weaknesses cold iron 3, good 3, sonic 3

Speed 15 feet, fly 40 feet

◆ **Melee** claw +7 (agile), **Damage** 1d4-1 slashing plus quasit venom

Divine Innate Spells DC 15; 4th read omens; 1st fear; At Will detect alignment (good only), invisibility (self only); Cantrips detect magic

◆ **Abyssal Healing** (concentrate, divine, healing, necromancy) The quasit restores 1d4 HP to itself.

◆ **Change Shape** (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; fangs Strike +7 for 1d4-1 piercing, wing Strike +7 (agile) for 1d4-1 bludgeoning
- **Centipede** Speed 10 feet, climb Speed 10 feet; mandibles Strike +7 for 1 piercing plus 1d4 poison
- **Toad** scent 30 feet; Speed 5 feet; jaws Strike +7 for 1 bludgeoning
- **Wolf** size Medium; scent 30 feet; Speed 40 feet, climb Speed 10 feet; jaws Strike +7 for 1d5+1 piercing plus Knockdown

Quasit Venom (poison) **Saving Throw** Fortitude DC 15; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison (1 round); **Stage 2** As stage 1; **Stage 3** 1d4 poison and slowed 1 (1 round).

GOBLIN PYRO

CREATURE 1

Chaotic	Perception +2; darkvision
Evil	Languages Common, Goblin
Goblin	Skills -1; Fire Lore +6
Humanoid	Str -1, Dex +2, Con +0, Int +0, Wis -1, Cha +3
Small	Items club

AC 13, TAC 13; Fort +3, Ref +5, Will +1

HP 15

◆ **Goblin Scuttle**

Trigger A goblin ally ends a move action adjacent to the pyro.

Effect The pyro Steps.

Speed 25 feet

◆ **Melee** club +4, **Damage** 1d6-1 bludgeoning

◆ **Ranged** club +6 (thrown 10 feet), **Damage** 1d6-1 bludgeoning

Arcane Spontaneous Spells DC 15, attack +6; 1st (2 slots) burning hands, grease; Cantrips light, mage hand, prestidigitation, produce flame, tanglefoot

GOBLIN WARRIOR

CREATURE 0

Chaotic	Perception +1; darkvision
Evil	Languages Goblin
Goblin	Skills -2; Acrobatics +3, Athletics +3, Stealth +5
Humanoid	Str +0, Dex +3, Con +0, Int +0, Wis -1, Cha +1
Small	Items dogslicer, leather armor, shortbow with 10 arrows

AC 14, TAC 13; Fort +1, Ref +4, Will +0

HP 6

◆ **Goblin Scuttle**

Trigger A goblin ally ends a move action adjacent to the warrior.

Effect The warrior Steps.

Speed 25 feet

◆ **Melee** dogslicer +6 (agile, backstabber), **Damage** 1d6 slashing

◆ **Ranged** shortbow +6 (deadly 1d10), **Damage** 1d6 piercing

FALLING ROCK TRAP

HAZARD 0

Mechanical	Stealth DC 17 (trained)
Trap	Description A net filled with rocks is set to drop in a 10-foot-by-10-foot square area.

Disable Thievery DC 12 (trained) to sabotage the rope that releases the trap

AC 10, TAC 7; Fort +1, Ref +1

Hardness 0; **Immunity** critical hits, object immunities, precision damage

◆ **Rock Fall**

Trigger A creature pulls the rope at the spot marked with an "X" on the map.

Effect Rocks fall on the are marked with a "T," dealing 2d6 bludgeoning damage to everyone in the area (DC 13 Reflex half, or no damage on a critical success).

A7

GOBLIN

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Source: *Pathfinder RPG Bestiary* 156.

GOBLIN COMMANDO

CREATURE 1

Chaotic	Perception +5; darkvision
Evil	Languages Common, Goblin
Goblin	Skills -1; Acrobatics +4, Athletics +4, Stealth +6
Humanoid	Str +1, Dex +3, Con +2, Int -1, Wis +0, Cha +0
Small	Items horsechopper, shortbow with 20 arrows, studded leather

AC 15, TAC 13; Fort +5, Ref +5, Will +3

HP 18

◆ **Goblin Scuttle**

Trigger A goblin ally ends a move action adjacent to the commando.

Effect The commando Steps.

Speed 25 feet

◆ **Melee** horsechopper +7 (reach 10 feet, trip, versatile P), **Damage** 1d8+1 slashing

◆ **Ranged** shortbow +8 (deadly 1d10), **Damage** 1d6 piercing

A8

SKELETON

Skeletons are often found in forgotten dungeons and underground caverns, or serving as guardians of a necromancer's stronghold.

Source: *Pathfinder RPG Bestiary* 250.

SKELETON GUARD

CREATURE 0

Evil	Perception +0; darkvision
Medium	Languages –
Mindless	Skills –3; Acrobatics +3, Athletics +3
Skeleton	Str +0, Dex +4, Con +0, Int –5, Wis +0, Cha +0
Undead	Items scimitar

AC 14, TAC 12; Fort +1, Ref +3, Will +1

HP 6, negative healing; Immunities asleep, disease, mental, paralysis, poison; Resistances cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

- ◆ Melee scimitar +6 (forceful, sweep), Damage 1d6 slashing
- ◆ Melee claw +6 (agile), Damage 1d4 slashing
- ◆ Ranged shortbow +6 (deadly 1d10, range increment 60 feet), Damage 1d6 piercing

A9

SANDS OF THE BONEYARD

HAZARD 1

Magic Trap Stealth DC 15 (trained) or detect magic
Description A statue of Pharasma holds an hourglass filled with red sand that explodes outward to choke intruders.

Disable Thievery DC 18 (trained) to remove the hourglass without passing in front of the statue, or spell DC 14 (1st level) to dispel the rune

◆ **Choking Sand** (arcane, conjuration)

Trigger A creature who has not been blessed by a cleric of Pharasma or is not wearing a holy symbol of Pharasma passes the statue in the direction of area A10.

Effect Swirling sand bursts forth from the hourglass, filling the corridor for 10 feet in each direction. A creature that starts its turn in the area must succeed at a DC 15 Fortitude save or choke and take 1d6 damage. Once triggered, the sand swirls in the corridor for 1 minute.

Reset The trap resets over the course of 1 minute after it is triggered.

A10

DRAKUS THE TAKER

CREATURE 3

Aberation	Perception +6, darkvision
Chaotic	Languages Aquan, Common; tongues
Evil	Skills +3, Athletics +9, Deception +10, Stealth +9
Medium	Str +3, Dex +3, Con +1, Int +1, Wis +2, Cha +3

Items expert longsword, master key (unlocks all doors in the dungeon), 2 minor healing potions, silver religious symbol of Pharasma, expert studded leather

AC 18, TAC 16; Fort +7, Ref +8, Will +5; +2 circumstance bonus vs. auditory and visual

HP 40; Resistances bludgeoning 5

◆ **Attack of Opportunity**

Speed 25 feet

- ◆ Melee long sword +10 (versatile P), Damage 1d8+3 slashing claw +9 (agile), Damage 1d4+3 plus grab

Occult Innate Spells DC 17; **Constant** tongues

Assume Form (concentrate, occult, polymorph, transmutation) The faceless stalker spends 10 minutes reshaping its appearance to take on the shape of any Small or Medium humanoid. It gains a +4 circumstance bonus on Deception checks to pass as that creature.

◆ **Blood Nourishment** The faceless stalker uses its three-pronged tongue to drink the blood of an adjacent restrained or unconscious creature. The creature gains drained 1.

◆ **Revert Form**

Requirements The faceless stalker is in an assumed form.

Effect The faceless stalker resumes its true form. Until the start of its next turn, it gains a +2 conditional bonus on attack rolls, damage rolls, saving throws, and skill checks.

Sneak Attack (precision) The faceless stalker deals 1d6 extra precision damage to flat-footed creatures.

RAT

Scurrying through sewers and being nuisances in barns and food stores, rats are ubiquitous in the world. Especially large specimens can even be dangerous to humanoids, and when common rats band together in large enough numbers, their destruction can be deadly.

Source: *Pathfinder RPG Bestiary* 232.

GIANT RAT

CREATURE 0

Animal	Perception +4; low-light vision, scent 30 feet
Small	Languages –

Skills +1; Athletics +2 (+5 to Climb or Swim), Acrobatics +4, Stealth +4

Str +0, Dex +2, Con +2, Int –4, Wis +1, Cha –3

AC 13, TAC 13; Fort +3, Ref +3, Will +1

HP 8

Speed 30 feet, climb 10 feet

- ◆ Melee jaws +6 (agile), Damage 1d4 piercing plus filth fever
- Filth Fever** (disease) Sickness and unconsciousness from filth fever can't be reduced or recovered from naturally. Fort DC 13. **Stage 1** carrier with no ill effect (1d4 hours), **Stage 2** sick 1 (1 day), **Stage 3** sick 1 and slowed 1 as long as it remains sick (1 day), **Stage 4** unconscious (1 day), **Stage 5** dead.

A12

POISONED LOCK

HAZARD 1

Mechanical Trap Stealth DC 15 (trained)

Description A spring-loaded poisoned spine is hidden near the keyhole of a lock.

Disable Thievery DC 18 (trained) on the spring mechanism

AC 15, TAC 12; Fort +4, Ref +3

Hardness 6; Immunities critical hits, object immunities, precision damage

◆ **Spring** (attack)

Trigger A creature attempts to unlock or Pick the Lock.

Effect A spine springs out and attacks the triggering creature.

Melee spine +10, **Damage** 1 piercing plus cladis poison

Cladis Poison (poison) Fortitude DC 15; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and drained 1 (1 hour); **Stage 2** 2d6 poison damage and drained 2 (1 hour); **Stage 3** 3d6 poison damage and drained 2 (1 hour)