

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**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.**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**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)**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**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**SKELETON GUARD****CREATURE 0**Evil
Medium
Mindless
Skeleton
Undead**Perception** +0; darkvision**Languages** –**Skills** –3; Acrobatics +3, Athletics +3**Str** +0, **Dex** +4, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0**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**QUASIT****CREATURE 1**Chaotic
Demon
Evil
Fiend
Tiny**Perception** +4; darkvision**Languages** Abyssal, Common**Skills** +1; Acrobatics +4, Arcana +6, Deception +6, Diplomacy +4, Planar Lore +6, Religion +6, Stealth +5**Str** –1, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0**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 1d6+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 COMMANDO**CREATURE 1**

Chaotic Evil Goblin Humanoid Small
Perception +5; darkvision
Languages Common, Goblin
Skills -1; Acrobatics +4, Athletics +4, Stealth +6
Str +1, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +0
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

GOBLIN PYRO**CREATURE 1**

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

FALLING ROCK TRAP**HAZARD 0**

Mechanical Trap
Stealth DC 17 (trained)
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).

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)

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

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

DRAKUS THE TAKER**CREATURE 3**

Aberration Chaotic Evil Medium
Perception +6, darkvision
Languages Aquan, Common; *tongues*
Skills +3, Athletics +9, Deception +10, Stealth +9
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.