

TOGG	CR 4
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Female Otyugh (*Bestiary* 223)

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

N Large Aberration

Init: +0 ; **Senses:** darkvision 60ft, scent; Perception +9

Defense

AC: 17, **touch:** 9, **flat:** 17 (+8 natural, -1 size)

HP: 39 (6d8+12)

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

Immune: disease

Offense

Speed: 20ft

Melee: bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space: 10ft ; **Reach:** 10ft (15ft with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

Tactics

Morale: Togg has no interest in losing her life over a few treats, and she tries to flee or surrender when reduced to 10 or fewer hit points.

Statistics

Str 18 (+4), **Dex** 10 (+0), **Con** 13 (+1), **Int** 5 (-3),
Wis 13 (+1), **Cha** 6 (-2)

BAB: +4; **CMB:** +9 (+13 grapple); **CMD:** 19 (21 vs. trip)

Feats: Alertness, Toughness, Weapon Focus (Tentacle)

Skills: Perception +9, Stealth +2 (+10 in lair); **Racial**

Modifiers: +8 Stealth in lair

Languages: Common

Special Attacks

Disease (Ex): *Filth Fever*: Bite—injury; *save* Fortitude DC14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

MARIXITE AND PELLIUS **CR 1/2**Human ranger (urban ranger) 1 (*Advanced Players Guide* 129)

NE Medium humanoid (human)

Init: +1; **Senses:** Perception +7

Defense

AC: 15, **touch:** 12, **flat:** 13 (+3 Armor, +1 Dex, +1 dodge)**HP:** 13 (1d10+3)**Fort:** +4, **Ref:** +3, **Will:** +1

Offense

Speed: 30ft**Melee:** mwk quarterstaff +4 (1d6+4)**Ranged:** dagger +2 (1d4+3/19-20)**Special Attacks** favored enemy (humans +2)

Tactics

During Combat: Maraxite and Pellijs attempt to fight their way past the PCs to escape the apparently haunted statue, after which they continue to fight to keep the PCs between the shrine and themselves.**Morale:** If his partner falls in combat, the remaining trafficker surrenders or attempts to escape if reduced to 4 or fewer hit points.

Statistics

Str 17 (+3), **Dex** 13 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)**BAB:** +1; **CMB:** +4; **CMD:** 16**Feats:** Alertness, Dodge**Skills:** Intimidate +3, Knowledge (dungeoneering) +4, Knowledge (local) +4, Perception +7, Sense Motive +3, Stealth +4, Survival +5, Swim +6**Languages:** Common**SQ:** track +1, wild empathy +0**Combat Gear:** acid, *potion of cure light wounds*; **Other Gear:** studded leather, mwk quarterstaff, daggers (2), 1 gp**IMINI** **CR 1**Female Jinkin (*Bestiary* 2 142)*Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.*

CE Tiny Fey (gremlin)

Init: +4; **Senses:** darkvision 120ft, low-light vision; Perception +6

Defense

AC: 18, **touch:** 17, **flat:** 13 (+4 Dex, +1 dodge, +1 natural, +2 size)**HP:** 6 (1d6+3)**Fort:** +0, **Ref:** +6, **Will:** +4**DR:** 5/cold iron; **SR:** 12

Offense

Speed: 40ft**Melee:** short sword +6 (1d3-4/19-20), bite +1 (1d2-4)**Ranged:** light crossbow +6 (1d4, 19-20)**Space:** 2-1/2 ft; **Reach:** 0ft**Special Attacks** sneak attack +1d6, tinker**Spell-Like Abilities** (CL 1st; concentration +3)At will— *prestidigitation*1/hour— *dimension door* (self plus 5lbs only)

Tactics

During Combat: Imini snipes at the PCs with her crossbow, relying on cover from the statue or the pipe to hide and allow her to deal sneak attack damage.**Morale:** Imini has no interest in being hurt, and she flees down the southern pipe or uses *dimension door* to escape when reduced to 3 or fewer hit points. If she identifies that one or more of the PCs can understand Undercommon she instead surrenders in the hope of playing tricks on them later.

Statistics

Str 3 (-4), **Dex** 19 (+4), **Con** 11 (+0), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 15 (+2)**BAB:** +0; **CMB:** +2; **CMD:** 9**Feats:** Dodge, Toughness, Weapon Finesse**Skills:** Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial Modifiers:** +4 Craft (traps), +4 Disable Device**Languages:** Undercommon**Gear:** light crossbow with 10 bolts, short sword, thieves' tools

Special Abilities

Tinker: (Not relevant to this scenario.)

FUNGUS LESHY **CR 2**

Mismatched eyes dot this plant creatures thick mushroom cap, while below works an overlarge maw set with pale fungal teeth.

N Small plant (leshy, shapechanger)

Init: +2; **Senses:** darkvision 60ft, low-light vision; Perception +2

Defense

AC: 13, **touch:** 13, **flat:** 11 (+2 Dex, +1 size)

HP: 15 (2d8+6)

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

Immune: electricity, sonic, plant traits

Offense

Speed: 20ft

Melee: bite +2 (2d6), 2 claws +2 (1d3)

Ranged: puffball +4 (1 plus spores)

Special Attacks spores

Spell-Like Abilities (CL 4th; concentration +6)
Constant—*pass without trace*

Tactics

During Combat: The leschy spits puffballs at any ranged threats and claws anyone who threatens its fungi companions in melee.

Morale: The leschy will simply be reborn if it dies, so it fearlessly fights to the death.

Statistics

Str 10 (+0), **Dex** 15 (+2), **Con** 16 (+3), **Int** 7 (-2),
Wis 14 (+2), **Cha** 15 (+2)

BAB: +1; **CMB:** +0; **CMD:** 12

Feats: Blind-Fight

Skills: Stealth +10 (+14 in swamps and underground),
Survival +3 (+7 in swamps and underground); **Racial**

Modifiers: +4 Stealth and Survival in swamps and underground

Languages: Druidic, Sylvan; plantspeech (fungi)

SQ: change shape (Small fungus; *tree shape*), verdant burst

Special Abilities

Puffball (Ex) A fungus leschy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leschys spores. The puffball has a range increment of 20 feet.

Spores (Ex) A fungus leschy is riddled with molds and spores. Anytime a fungus leschy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash ones eyes with water ends this effect. The save DC is Constitution-based.

XTABAYS (3) **CR 1/2**

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

N Small plant

Init: +1; **Senses:** low-light vision, tremorsense 30ft; Perception +1

Defense

AC: 12, **touch:** 12, **flat:** 10 (+1 Dex, +1 size)

HP: 8 (1d8+4)

Fort: +6, **Ref:** +1, **Will:** +1

Immune: plant traits

Offense

Speed: 5ft

Melee: 2 stings +0 (1d3-1 plus 1d2 acid)

Special Attacks devour, soporific pollen

Statistics

Str 8 (-1), **Dex** 13 (+1), **Con** 19 (+4), **Int** —
Wis 12 (+1), **Cha** 11 (+0)

BAB: +0; **CMB:** -2; **CMD:** 9 (can't be tripped)

Special Abilities

Devour (Ex) While a creature is under the effects of a xtabays soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isnt enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabays soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

GARDEN OOZE **CR 2***Bestiary 3 122*

What seems to be a mass of diseased fibers growing on a plant suddenly moves and slithers independently from its sickly host.

N Small Ooze

Init: +3; **Senses:** blindsight 60ft; Perception -5

Defense

AC: 14, **touch:** 14, **flat:** 11 (+3 Dex, +1 size)**HP:** 19 (3d8+6)**Defensive Abilities:** ooze traits; **Immune:** acid

Offense

Speed: 20ft, climb 20ft**Melee:** slam +3 (1d4 plus 1d8 acid)**Special Attacks** acid, stink

Statistics

Str 11 (+0), **Dex** 16 (+3), **Con** 15 (+2), **Int** —, **Wis** 1 (–5), **Cha** 2 (–4)**BAB:** +2; **CMB:** +1; **CMD:** 14 (can't be tripped)**Skills:** Climb +8**SQ:** camouflage

Special Abilities

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

PAFUFF **CR 1***Male Jinkin (Bestiary 2 142)*

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

CE Tiny Fey (gremlin)

Init: +4; **Senses:** darkvision 120ft, low-light vision; Perception +6

Defense

AC: 18, **touch:** 17, **flat:** 13 (+4 Dex, +1 dodge, +1 natural, +2 size)**HP:** 6 (1d6+3)**Fort:** +0, **Ref:** +6, **Will:** +4**DR:** 5/cold iron; **SR:** 12

Offense

Speed: 40ft**Melee:** short sword +6 (1d3-4/19-20), bite +1 (1d2-4)**Ranged:** light crossbow +6 (1d4/19-20)**Space:** 2-1/2 ft; **Reach:** 0ft**Special Attacks** sneak attack +1d6, tinker**Spell-Like Abilities** (CL 1st; concentration +3)At will— *prestidigitation*1/hour— *dimension door* (self plus 5lbs only)

Tactics

During Combat: Pafuff waits until a PC is within 30 feet before firing from hiding. He then snipes at the PCs with his crossbow, relying on cover from the walls and concealment from darkness to grant him sneak attack damage. If engaged in melee, he retreats to lure his enemies toward the more dangerous combatants.

Morale: Pafuff fights only for his own amusement and has no interest in being hurt. If reduced to 3 or fewer hit points, he flees down one of the sewer tunnels or uses *dimension door* to escape. If he identifies that one or more of the PCs can understand Undercommon he instead surrenders in the hope of playing tricks on them later.

Statistics

Str 3 (–4), **Dex** 19 (+4), **Con** 11 (+0), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 15 (+2)**BAB:** +0; **CMB:** +2; **CMD:** 9**Feats:** Dodge, Toughness, Weapon Finesse

Skills: Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial Modifiers:** +4 Craft (traps), +4 Disable Device

Languages: Undercommon**Gear:** light crossbow with 10 bolts, short sword

Special Abilities

Tinker: (Not relevant to this scenario.)

MIFRA	CR 2
Female Jinkin sorcerer 2 (<i>Bestiary</i> 2 142) <i>Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.</i>	
CE Tiny Fey (gremlin)	
Init: +6; Senses: darkvision 120ft, low-light vision; Perception +7	
Defense	
AC: 19, touch: 19, flat: 12 (+6 Dex, +1 dodge, +2 size)	
HP: 18 (3d6+8)	
Fort: +1, Ref: +8, Will: +6	
DR: 5/cold iron; SR: 12	
Offense	
Speed: 40ft	
Melee: mwk short sword +10 (1d3-4/19-20), bite +4 (1d3-4)	
Ranged: dart +9 (1d2-4)	
Space: 2-1/2 ft; Reach: 0ft	
Special Attacks sneak attack +1d6, tinker	
Spell-Like Abilities (CL 1st; concentration +5) At will— <i>prestidigitation</i> 1/hour— <i>dimension door</i> (self plus 5lbs only)	
Bloodline Spell-Like Abilities (CL 2nd; concentration +6) 7/day— laughing touch	
Sorcerer Spells Known (CL 2nd; concentration +6) 1st (5/day)— magic missile, sleep (DC17) 0 (at will)— bleed (DC14), ghost sound (DC15), detect magic, mage hand, resistance	
Bloodline Fey	
Tactics	
Before Combat: If alerted to the PCs presence, Mifra readies her scroll of <i>summon monster II</i> and hides behind one of the tubs.	
During Combat: Mifra stays out of melee while using darkness, speed, and stealth to bait the PCs into chasing her through the hazardous room. She uses her scroll to summon a fiendish centipede and uses her spells to neutralize other threats.	
Morale: Mifra is viciously territorial, but she would rather live to torment her enemies than die by their hands. If Xarmigash is killed and Mifra is reduced to 5 hit points or fewer, she flees.	
Statistics	
Str 3 (-4), Dex 23 (+6), Con 13 (+1), Int 16 (+3), Wis 12 (+1), Cha 19 (+4)	
BAB: +1; CMB: +5; CMD: 12	
Feats: Combat Casting, Dodge, Eschew Materials, Toughness, Weapon Finesse	
Skills: Bluff +10, Craft (traps) +11, Disable Device +11, Escape Artist +12, Knowledge (arcana) +7, Perception +7, Sense Motive +5, Sleight of Hand +10, Spellcraft +9, Stealth +18, Use Magic Device +8; Racial Modifiers: +4 Craft (traps), +4 Disable Device	
Languages: Undercommon	
SQ: bloodline arcana (+2 DC for compulsion spells)	
Combat Gear: <i>potion of cure moderate wounds</i> , <i>scroll of summon monster II</i> ; Other Gear: mwk short sword, dart (4), battered notebook, walking stick	

XARMIGASH	CR 1
Darkmantle (<i>Bestiary</i> 55) <i>As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.</i>	
N Small magical beast	
Init: +6; Senses: blindsight 90ft, darkvision 60ft, low-light vision; Perception +4	
Defense	
AC: 15, touch: 13, flat: 13 (+2 Dex, +2 natural, +1 size)	
HP: 15 (2d10+4)	
Fort: +5, Ref: +5, Will: +0	
Offense	
Speed: 20ft, fly 30ft (poor)	
Melee: slam +3 (1d4+4 plus grab)	
Special Attacks constrict (1d4+4), grab (any size)	
Spell-Like Abilities: 1/day— darkness	
Tactics	
During Combat: Xarmigash uses its darkness spell-like ability to confound its prey before flying to Mifra's defense.	
Statistics	
Str 11 (+0), Dex 15 (+2), Con 14 (+2), Int 2 (-4), Wis 11 (+0), Cha 10 (+0)	
BAB: +2; CMB: +1 (+5 grapple); CMD: 13 (can't be tripped)	
Feats: Improved Initiative	
Skills: Fly +5, Perception +4, Stealth +10; Racial Modifiers: +4 Perception, +4 Stealth	

FIENDISH GIANT CENTIPEDE	CR 1/2
N Medium Vermin	
Init: +2; Senses: darkvision 60ft; Perception +4	
Defense	
AC: 14, touch: 12, flat: 12 (+2 Dex, +2 natural)	
HP: 5 (1d8+1)	
Fort: +3, Ref: +2, Will: +0	
Resist: cold/5, fire/5; Immune: mind-affecting effects; SR: 5	
Offense	
Speed: 40ft, climb 40ft	
Melee: bite +2 (1d6-1 plus poison)	
Special Attacks posion, smite good 1/day	
Statistics	
Str 9 (-1), Dex 15 (+2), Con 12 (+1), Int —, Wis 10 (+0), Cha 2 (-4)	
BAB: 0; CMB: -1; CMD: 11 (can't be tripped)	
Feats: Weapon Finesse	
Skills: Climb +10, Perception +4, Stealth +10; Racial Modifiers: +4 Perception, +8 Stealth	
Special Abilities	
Poison (EX) Bite—injury; <i>save</i> Fort DC 13; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Dex damage; <i>cure</i> 1 save.	
Smite Good swift action; add HD to damage against smited foe if good.	