



*Devious NPCs  
and Curious  
Creatures*

*By  
Benjamin  
Gerber*

# Devious NPCs and Curious Creatures

By **Benjamin Gerber** edited by **Nick Nundahl**

Devious NPCs and Curious Creatures is a document designed to give GM's interesting creatures and NPCs to mesh in to their ongoing Pathfinder games. The creatures and NPCs are designed for low to mid-level campaigns.

These NPCs and creatures are a bit different from what one may normally encounter and should give the PCs a chance to include some role playing in to their encounters, rather than a basic combat with the same old creatures and NPCs.

GMs are of course free to use these creatures and NPCs however they see fit, and should always remember that above all they and the players should be entertained and have a good time playing.

Included with every creature or NPC is at least one hook – an idea that can be used to make the PCs actively interested in an outcome further than simply slaying the beast or overcoming a singularly evil NPC.

These hooks can make the game that much more interesting by putting the PCs into a position where morals need to come in to play and the alignment of their characters should encourage active role playing.

In addition to unique Creatures and NPCs, you will also find several adventure seeds – ideas which can be dropped in to your current game, perhaps to germinate in to a reoccurring theme or simply for use as a one off idea.

Creatures.....	2
Beast of a Thousand Broken Hearts.....	2
The Rat King.....	5
The Wink – Material plane.....	6
Sandrunners of Aolith .....	9
Vrook and Squishy .....	10
NPCs .....	13
Erkaling.....	13
Gregory deVolint.....	14
Dingle- King of the bears.....	15
Adventure Seeds .....	17
Frost Giant's Sorrow .....	17
The Show Must Go On .....	17
The Big Ones .....	18



# CREATURES

## BEAST OF A THOUSAND BROKEN HEARTS

*"All that you love most in this world will be taken from you. I do this under command and not of my own free will"*

Beast of a Thousand Broken Hearts  
XP \* CR \*

Medium Outsider  
Init (\*)+2

### DEFENSE

HP: \*

AC \*

Touch \*, Flat-footed \*

Fort \*, Ref \*, Will \*

Defensive Abilities: Undead Traits

### OFFENSIVE

Speed: 30 feet

Melee: Club 1d6

Space/Reach: 5 ft./5 ft.

Special Attacks: none

### SPECIAL ABILITIES

TELEPORT (SU) TWICE DAILY

TRUE RESURRECTION (SU)

STATIC MIMICRY

### STATISTICS

**Str** \*, **Dex** \*, **Con** \*,

**Int** \*, **Wis** \*, **Cha** \*

Base Attack \*; CMB \*; CMD \*

Skills: \*

Languages: All

### ECOLOGY

Environment: any

Organization: solitary

Treasure: -

### DESCRIPTION

The Beast of a Thousand Broken Hearts is the stuff of true nightmare; a creature of ether and sorrow who is forever compelled to commit the most atrocious crimes – destroying the idea of love, individual by individual.



No one knows where the Beast was originally called from. What is known is that whoever summoned it first brought wreck and ruin to their life.

The Beast of a Thousand Broken Hearts appears as a female, angelic creature with flowing brown hair and the wings of a crow.

It is always crying, its tears carving glowing rivulets in its face which fade slowly over time. Each time it is summoned it sheds one tear for every life it has destroyed.

The Beast of a Thousand Broken Hearts can be summoned by throwing a diamond of at least 5000 GP value into the center of a fire whose coals are red hot. At that time the invoker says:

"I call to you, Beast of a Thousand Broken Hearts! I revoke all love in my life! I call you to destroy another using my sacrifice as payment!"

If the words are not spoken exactly, or the diamond is of inferior quality, nothing will happen.

If the Beast of a Thousand Broken Hearts is successfully summoned it will appear instantly and say:

*"You have summoned me, you who would destroy love. This is the last time you will ever have the choice of opening your heart to another. If you speak a name now, you are damned in this life. Be silent and I will depart. You will never summon me again. Speak now a name and I will seek them out and destroy them and you will have lost all that is worthy of beauty in this world."*

If the summoner remains silent, the Beast of a Thousand Broken Hearts will depart in 10 rounds.

If a name is spoken, the Beast of a Thousand Broken Hearts will speak it once and then vanish.

Whoever summoned the Beast of a Thousand Broken Hearts will then receive the curse, known as *Forever Alone*. If they are ever attracted to another and their heart begins to feel love, they will become steadily less attractive to that individual.

Their CHA will drop by one point a day (Will save, DC 25) until it reaches 0 and their potential love cannot bear to look at them. A successful Will save only delays the reduction of their CHA score for a day.

Only the person whom the victim of the *Forever Alone* curse is in love with will be affected by this change.

A Remove Curse spell can be affective, but the caster must beat a DC 45. Wish and Miracle will remove this curse.

Within three days of being summoned, the Beast of a Thousand Broken Hearts will appear in front of her victim.

It will state:

*"All that you love most in this world will be taken from you. I do this under command and not of my own free will. I am commanded to find the person you love most in this world and slay them. You have one chance to end this now. You must defeat me in single combat. If you do so, you will never be subject to my presence again. If you do not, I will kill the one you love most in one week's time."*

---

### STATIC MIMICRY

---

The Beast of a Thousand Broken Hearts will have the exact same stats, abilities (including spell like abilities) saves and hit points as their target, with one exception. It will have a +2 advantage to initiative. All equipment will be replicated. Unique items carried by the target will be copied for the duration of the fight.

The fight is to the death. If the target is killed, the Beast of a Thousand Broken Hearts will resurrect them using True Resurrection and say *"You have one week to enjoy love. I will appear at the side of the one you love most as you and slay them."* It will then teleport away.

If the Beast of a Thousand Broken Hearts is defeated, it will say only *"Thank you"* and vanish.

In one week's time, to the minute, it will appear next to the target's most loved individual and attempt to slay them. It will look like the target, sound like the target and have all of the abilities and equipment of the target.



## HOOK

The Beast of a Thousand Broken Hearts can be worked in to your game in several ways. It can be summoned by an enemy to be used against a PC's loved one – it then becomes the group's task to defend the innocent.

The PCs could stumble on to the legend and are compelled to summon it, even if they do not give it a name; they now know it exists and that it could possibly be used against them.





## THE RAT KING

*"I'm the King baby!"*

*"No, I'm the king!"*

*"Would you two shut up? I am the one true king."*

The Rat King  
XP 200 CR 1/2

Medium Humanoid  
Init +2; senses: Darkvision 60 ft.

### DEFENSE

HP: 12 (2 HD: 2d6)  
AC 12 (+1 natural, +1 Dex)  
Touch 10, Flat-footed 12  
Fort +0, Ref +1, Will -1

### OFFENSIVE

Speed: 30 feet  
Melee: Club 1d6  
Space/Reach: 5 ft./5 ft.  
Special Attacks: none

### SPECIAL ABILITIES

EXTREME EGO

### STATISTICS

**Str 10, Dex 12, Con 10,**  
**Int 8, Wis 8, Cha 10**  
Base Attack +0; CMB -1; CMD 9  
Skills: Swim +2, Climb +2, Perception +1  
Languages: Common

### ECOLOGY

Environment: any urban  
Organization: solitary, pair, team  
Treasure: 20 GP

The Rat King is a magically created, humanoid rat creature. They stand roughly four feet tall and all share one specific quality. They are each convinced they are the Rat King.

They enjoy living under large urban areas, often creating nests of up to 100 individuals.

They enjoy the leavenings of society but are not intelligent enough to manufacture weapons, armor or other items by themselves.

The Rat Kings will often patrol their lairs in groups of up to 10 individuals.



### EXTREME EGO

The Rat Kings are each convinced that they and they alone are the one true Rat King. This includes both males and females of the species.

### DESCRIPTION

The Rat Kings never have individual names, but only refer to themselves as "The Rat King", or "We".

Many scholars have speculated as to how these curious beings came into existence and why each one is born with the innate knowledge that they are the true rat king.

Most theories put responsibility on a powerful magic user looking to create a subservient race. Or possibly a powerful magic user's inept child, who snuck into bookshelves they shouldn't have had access to in the first place.

Paradoxically, as each individual The Rat King is convinced that they are the one true rat king, they never question other The Rat Kings as to their identities and often work well in groups.

Their identity only becomes an issue when an outsider questions them about their names, or which one is the rat king.

As soon as there is dissent among The Rat Kings over which The Rat King is the true rat king, they will stop whatever it is they were doing and fight each other to the death.

The one to survive (often just barely) is then convinced that by the right of might they *are* the one true rat king.

It is for this reason that The Rat Kings seem to reach a critical population density of about 100 individuals before they make contact with the outside world. Such contact generally results in a 90% reduction in population due to in-fighting over who is the true rat king.

---

### HOOK

---

The PCs is engaged by several city merchants to investigate the theft of food and equipment.

If they stake out one of the merchant's places of business, they will find a The Rat King skulking about.

Following it in to the sewers will reveal a nest of 100+ The Rat Kings, patrolled by two groups of 10. Speaking to any of them is the key. The GM can introduce rumors about a mysterious Rat

King leading gangs of intelligent, bipedal rodents to encourage the PCs to speak to or scream at The Rat Kings.

The PCs could also always stumble on to The Rat Kings while adventuring beneath any city.

They can make an interesting side adventure or an encounter that's not quite the standard city encounter the players may be expecting.

---

## THE WINK - MATERIAL PLANE

---

XP3200 CR 7

Large Outsider

Init +6; senses: Darkvision 60 ft.

#### DEFENSE

HP: 42 (7 HD: 7d6)

AC 13 (+1 natural, +2Dex)

Touch 11, Flat-footed 12

Fort +0, Ref +2, Will +0

#### OFFENSIVE

Speed: 30 feet

Melee: Tentacle Touch (1d4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Sleep Ray, Sleep Touch

#### SPECIAL ABILITIES

Sleep Ray

Sleep Touch

#### STATISTICS

**Str 10, Dex 14, Con 10,**

**Int 11, Wis 10, Cha 10**

Base Attack +2; CMB +3; CMD 14

Skills: none

Feats: Improved Initiative

Languages: Common, Draconic

#### ECOLOGY

Environment: any wilderness

Organization: solitary

Treasure: 1000 GP



---

## THE WINK - DREAM PLANE

---

XP3200 CR 7

Large Outsider

Init +6; senses: Darkvision 60 ft.

### DEFENSE

HP: 100 (10 HD: 10d10)

AC 16 (+3 natural, +3Dex)

Touch 11, Flat-footed 12

Fort +0, Ref +2, Will +0

### OFFENSIVE

Speed: 30 feet

Melee: 2 Tentacle Touch (2d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: None

### STATISTICS

**Str** 16, **Dex** 16, **Con** 10,

**Int** 11, **Wis** 10, **Cha** 10

Base Attack +4; CMB +8; CMD 17

Skills: none

Feats: Improved Initiative

Languages: Common, Draconic

### ECOLOGY

Environment: any wilderness

Organization: solitary

Treasure: 1000 GP

---

### SLEEP TOUCH(SU)

---

The Wink uses its touch attack to inflict 1d4 points of damage and also to induce a magical sleep (as the sleep spell). If the wink is able to damage a target, that target must make a Fort save (DC 16) or fall in to a magically induced sleep.

---

### SLEEP RAY(SU)

---

Once per combat round the Wink can make a ranged touch attack with its Sleep Ray. If hit, a target must make a Fort save (DC 18) to fall in to a magically induced sleep as the sleep spell.




---

### DESCRIPTION

---

The wink is a strange outsider which inhabits two planes of existence at the same time. It is in and can perceive both the physical plane, as well as the plane of dreams.

Looking like a large floating squid, with a bloated body and many tentacles, the Wink is certainly the stuff of nightmares.

In the physical plane it has but 42 hit points and is very weak. In the plane of dreams, it has 100 hit points and is far stronger.

When the wink successfully puts a target to sleep in the material plane, either by a touch attack or a ray attack, the target immediately drops in to a dream where their current surroundings are replicated exactly, down to the companions they have with them. Their



abilities, equipment and skills are exactly as they are when awake.

Any companion also put in to sleep will find themselves in the same dreamscape. Any companion still awake in the Material plane will appear as if they are sleeping in the Dream plane.

Anyone in a natural sleep within 100 feet of a Wink will also find themselves in the same dream, and can hear and participate in combat, if they so choose.

The Wink feeds off of fear, anxiety and stress, but only that generated in the plane of dreams.

Anyone killed in the plane of dreams (brought to 0 hp or less) will fall in to a deep coma in the real world for 1d20+4 hours. They will not suffer any physical harm.

If the wink is killed in the Dream plane, it will attempt to flee on the material plane. If it is killed on the Material plane, it will fight to the death (or until all targets have been put in to a coma) on the Dream plane.

If not killed on both planes, the Wink will return

The Wink has been known to collect shiny and colorful objects in the Material plane, often accumulating a small collection of gems and gold or silver items.

---

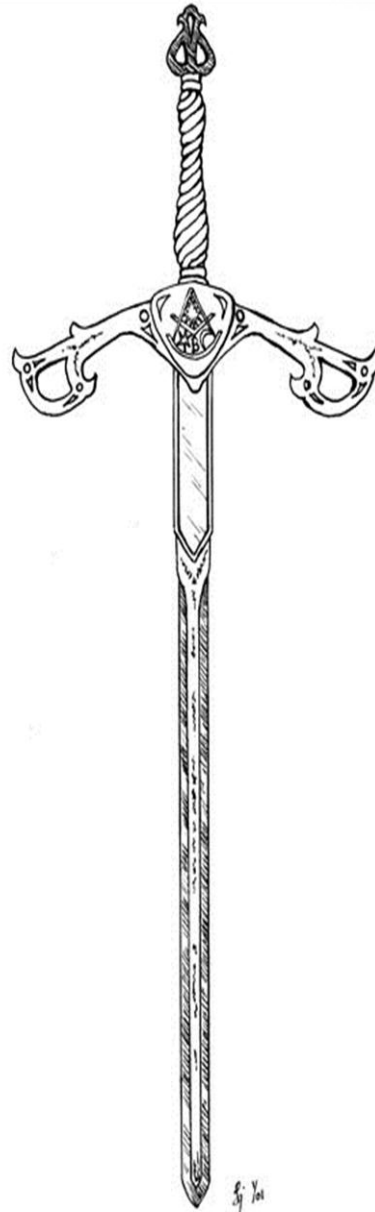
### HOOK

---

While traveling from point A to point B, the party makes its way through a small farming community.

What they see is very troubling. Farmers comatose in their fields, children collapsed in the street, merchants draped over their carts. All are deeply asleep, but unharmed.

What could be causing this? Should they stay and investigate, they will encounter the Wink. A second, more straightforward hook would be to have the PCs sent to investigate an entire village telling of nasty, recurrent nightmares featuring a floating, tentacle beast attacking them in their sleep.





# SANDRUNNERS OF AOLITH

Animated Object, medium Fiendish  
**XP** 1600 **CR** 5  
Neutral Medium Construct Construct traits  
Init +1; Senses: Darkvision 60

**DEFENSE**  
AC 16, Touch 11, flat footed 15 (+1 Dex, +5 Natural)  
HP 47 (5d10+20);  
Fort +1, Ref +2, Will -4  
Damage reduction 2/-, Damage reduction 5/magic, Resistance to cold and fire 5, Spell Resistance

**OFFENSE**  
Speed 70  
Melee  
Single Attack Bite +7 (1d6+2)  
Full Attack  
Bite +7 (1d6+2)  
Slam +7 (1d4+2)  
Space 5ft.; Reach 5ft.  
Special Attacks  
Smite good once per day

**STATISTICS**  
**Str** 14, **Dex** 12, **Con** 0, **Int** 0, **Wis** 1, **Chr** 1  
Base Attack 5 CMB 7; CMD 18

Feats  
Skills  
Languages None  
**ECOLOGY**  
Environment Desert  
Organization Solitary  
Treasure: None

A thousand years ago the city of Aolith flourished on the edge of a vast desert. With several sources of water within the city itself, it became a heavily populated center of trade, as well as a jumping off point for caravans heading across the desert.

Aolith was renowned for its artists, and was thought of as a center of modern culture.

One celebrated sculptor Rii Toedorf, often outspoken about the local politics, created a series of seventeen absurdities in stone. All modeled after the same fanciful creature he saw in a dream, they were called the Seventeen Sins of Aolith and were meant to represent the seventeen member city council.

Unfortunately, Rii also enjoyed practicing some of the less savory arts. Doing so more as a social convention than actual belief that malignant supernatural beings were listening to him.

Listen to him they did though. In a dark ritual gone wrong, Rii managed to summon a fiendish presence, which immediately inhabited his new creations.



The newly animated, extremely fast sculptures wreaked havoc throughout Aolith. Several days later, 12 of them escaped in to the desert, the other 5 having been destroyed by Paladins.

Of those 12, no one is quite sure where they may be lurking. Tales abound though of strange, rapidly moving dust clouds in the deep desert, and travelers vanishing into the desiccated air.



---

## HOOK

---

The party can always encounter one or more of these evil creatures while wandering through the desert

They could also be asked to investigate reports of strange dust clouds and missing caravans. Several Sandrunners could easily decimate a small caravan, leaving nothing but broken bodies and scattered goods.

The party could also stumble in to the ruins of Aoeth. Searching around, they may find more firsthand information about Rii and his creations.

---

## VROOK AND SQUISHY

---




---

## VROOK

---

XP800 CR 3

Large Humanoid (Giant)  
Init -1; senses: Darkvision 60 ft., low-light vision; perception +5

DEFENSE  
HP: 30 (4d8+12)  
AC 13 (+5 natural, -1 Dex, -1 Size)  
Touch 8, Flat-footed 13  
Fort +6, Ref +0, Will +3

OFFENSIVE  
Speed: 30 feet (40 feet base)  
Melee: Punch +7(1d4+7)  
Space/Reach: 10 ft./10 ft.  
Special Attacks: None

STATISTICS  
**Str**21, **Dex** 8, **Con** 15,  
**Int**5, **Wis**10, **Cha** 8  
Base Attack +3; CMB +9; CMD 18  
Skills: Climb +7, Perception +5  
Feats: Iron Will, Toughness, Improved Grapple  
Languages: Common, Giant

ECOLOGY  
Environment: any wilderness  
Organization: Always with Squishy  
Treasure: None

---

## SQUISHY

---

XP3200 CR 7

Large Construct  
Init -1; senses: Darkvision 60 ft. low-light vision.

DEFENSE  
HP: 79 (9d10+30)  
AC 20 (-1 Dex, +12 natural, -1 size)  
Touch 8, Flat-footed 20  
Fort +3, Ref +2, Will +3  
DR 5/adamantine; immune: construct traits, magic



**OFFENSIVE**

Speed: 30 feet

Melee: 2 slams +13 (2d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk

**SPECIAL ABILITIES**

**BERSERK**

**IMMUNITY TO MAGIC**

**STATISTICS**

**Str20, Dex 9, Con -**,

**Int-, Wis11, Cha 1**

Base Attack +9; CMB +15; CMD 24

Skills: none

Languages: None

**ECOLOGY**

Environment: next to Vrook

Organization: solitary

Treasure: none

**BERSERK(EX)**

There is a cumulative 1% chance each round of combat that Squishy will go berserk, attacking the nearest creature or breaking the nearest item smaller than itself. It takes 1 minute of inactivity to reset this chance to 0%.

**IMMUNITY TO MAGIC(EX)**

Squishy is immune to any spell or spell like ability that allows spell resistance.

A magical attack that deals cold or fire damage slows Squishy (as per the Slow spell) for 2d6 rounds.

A magical attack that does electrical damage breaks any slow effect and heals 1 point of damage for every 3 points of damage it would have inflicted.

**DESCRIPTION**

Vrook is an oddity amongst Ogres, for who inbreeding has created many oddities. Vrook is an overly muscled, extremely large, extremely friendly Ogre.

Vrook does not have a hostile bone in his body and loves to be included in conversations, watch birds and insects going about their business, and build giant, elaborate structures out of snow when the weather permits.

What Vrook loves most however, is to display his affection for other intelligent life in a physical way – hugging.

Vrook lives to hug. He loves to display his affection for others by imparting a crushing, potentially fatal bear hug.

Especially effective in eliciting hugs from Vrook are acts of kindness such as giving him food, shelter, conversation or something shiny (which he will soon forget about and lose).

Even among Ogres, Vrook's intelligence is considered to be a bit lacking but he more than makes up for it in his willingness to help and wish to gain approval from others.

It was this habit of physical displays of affection that often got Vrook in trouble in the past. Villagers would see him coming and either turn mean or do their best to be unnoticed.



Several years in the past, an aging wizard who had taken it upon herself to keep watch over the area had created Squishy, a flesh golem, specifically for Vrook.

Squishy is an overly fat conglomerate of flesh whose sole purpose for existing is to be hugged by Vrook.

Squishy has two directives imparted to it by its creator.

1. Follow Vrook everywhere.
2. Hug back.

Squishy bears this treatment quite well.

Squishy's creator would occasionally spend time with Vrook and Squishy, offering companionship and attempting to teach Vrook the basics of personal space.

Unfortunately Vrook has not seen his wizard friend in several months. While incapable of feeling curiosity or hurt over the wizard's continued absence, Vrook has begun to get bored, wishing to seek out more companionship.

Vrook will defend himself if he is attacked and cornered, but will never initiate a combat with anyone. Vrook would prefer to flee rather than fight, and does not understand why others would wish to hurt him.

Squishy will do nothing to help Vrook should a fight arise, standing by placidly, waiting to be hugged. It will not defend itself if attacked but may go berserk.

---

## HOOK

---

Recently, panicked reports have begun trickling in from villages abutting the wilderness. Apparently a massive Ogre and its strange, equally massive companion made of blackened flesh have been sighted.

These two wander out of the woods into the villages, often the globular creature being dragged about by the Ogre.

No one has yet been attacked but there has been some significant property damage, food stocks stolen and general panic spread about.

Just this past week, one young man was viciously grabbed by the Ogre, carried to the edge of the village and then deposited in the woods with a dislocated shoulder. Thankfully he escaped without further injury.

The PCs can be tasked by the local authorities to investigate, or may choose to do so on their own.

Expecting a nasty fight, they may be surprised by what they find.



## NPCS

### ERKALING



**Elf XP 1600 CR 5**

Chaotic Good Medium

Wizard level 5

Init +2; Senses Low-light Vision

#### DEFENSE

AC 12, Touch 12, flat footed 10 (+2 Dex)

HP 23 (1d8+5d4+6);

Fort +2, Ref +3, Will +5

Immunity to Sleep, Resistance to  
Enchantments +2

#### OFFENSE

Speed 30

Melee

Single Attack Dagger +1 (1d4-1/19-20)

Full Attack

Dagger +1 (1d4-1/19-20)

Space 5ft.; Reach 5ft.

Special Attacks

Spells Known:

Wizard Spells

Level 0 (4) DC 13

Acid Splash, Arcane Mark, Light,  
Message, Open/Close

Level 1 (4) DC 14

Cause Fear, Detect Undead, Magic Missile,  
Obscuring Mist

Level 2 (3) DC 15

Bulls Strength, Daze Monster, Rope Trick

Level 3 (2) DC 16

Fireball, Stinking Cloud

#### STATISTICS

**Str 9, Dex 14, Con 12, Int 16, Wis 13, Chr 11**

Base Attack+2 Grapple +1

Feats: Brew Potion, Combat casting,  
Craft Magic Arms Arm, Empower Spell

Skills: Concentration 14, Decipher Script 4,  
Know arcana 12, Know arch & eng 4, Know  
geography 4, Know history 4, Know religion  
4, Know the planes 3, Listen 5.5, Ride 4,  
Search 7, Spellcraft 14, Spot 5.5

Languages Common, Elven, Common  
Treasure Standard

#### SPECIAL ABILITIES

Scribe Scroll

Summon Familiar

Erkaling is an oddity in the Wizarding world. She is extremely intelligent, a savant when it comes to spellcraft and almost entirely unaware of her surroundings or other intelligent beings, unless they have interrupted her in her work.

She has come to wizardry through a twisted and torturous path. Orphaned at a young age, raised as an indentured servant and later, an escapee in to the wilderness, Erkaling came into magic in most unusual way.

She found, and cared for, an elderly mage that was dying alone in a small hut far away from others.

In the few weeks they spent together, he was amazed at her innate abilities and taught her as much as he could.

This was complicated by the fact that Erkaling was and still is, completely illiterate.

To overcome this, she uses a nearly photographic memory combined with a

mnemonic language of symbols and pictograms she developed on her own.

Walking in to Erkaling's woodland home is akin to walking through an outdoor art gallery. Pictograms and images adorn every tree, rock, and many clearings for hundreds of feet.

Erkaling can also read magic through her spells.

Erkaling could make a powerful ally, if you can draw enough of her attention away from her self-made internal world of wizardry.

Interesting magic items, conversation about magical theory (from the standpoint of an expert such as another wizard or magic user) and sweets are three ways to distract her from her inner world.

She can also make a powerful enemy should one invade her woodland realm, but would not be the type of enemy that would pursue PCs far beyond her own boundaries.

---

### HOOK

---

Erkaling works very well as a random encounter in the wilderness.

The PCs could seek her out at the request of the Elves, who are complaining of a rogue wizard in *their* woods.

Erkaling could also be found on the property of some minor lord looking to expand his holdings by razing the area and converting it to farmland. She would be difficult to move by force and almost impossible to persuade to move voluntarily.

---

## GREGORY DEVOLINT

---



**Human CR 4XP1200**

Medium Human Chaotic Good  
Rogue level 4 (skill points 44)  
Init +3; Senses ; Perception +10

#### DEFENSE

AC 14, Touch 13, flat footed 11 (+ Padded, + Shield, none)

(+3 Dex, +1 armour)

HP 31 (1d8+4d8+5+4);

Fort +2, Ref +7, Will +1

#### OFFENSE

Speed 30

Melee

Single Attack Club +4 (1d6+1)

or Sling +6 (1d4)

Full Attack

Club +4 (1d6+1)

or Sling +6 (1d4) range 50

Space 5ft.; Reach 5ft.

Special Attacks

Sneak attack Sneak attack at an extra (2D6)

#### STATISTICS

**Str 13, Dex 17, Con 12, Int 14, Wis 10, Chr 12**

Base Attack+3 CMB+6; CMD 17

Feats: Bleeding Attack,

Agile Maneuvers,Alertness,Armor proficiency light,Catch off Guard,

Nimble Moves,Simple Weapon Proficiency

Skills: Acrobatics 11, Appraise 8, Bluff 7,

Climb 9, Diplomacy 1, Disable Device 9,

Disguise 8, Escape Artist 3, Intimidate 1,

Know dungeon 2, Know local 8, Linguistics 8,

Perception 10, Sense Motive 8, Sleight of



Hand 9, Stealth 11, Use Magic Device 6

Languages Common

Treasure Standard

**SPECIAL ABILITIES**

Evasion, Trap Sense, Trapfinding, Uncanny Dodge

Gregory is a highly skilled rogue, for someone just 11 years old. He's so skilled that he is convinced he's perfect adventurer material.

In fact, he's picked your PCs to join! Rejoice everyone, you've got a new rogue! Whether you want an 11 year old adventurer in your party or not is irrelevant.

Gregory will start by following the PCs around and pestering them to let him join. He may show off his skills by palming a few coins or an apple and presenting these prizes to the PCs.

If the PCs will still not allow him to join, he will skulk off, a disappointed look on his face, eyes to the ground, and feet dragging.

Then, he will expend every ounce of his skill to trail the PCs, popping up at the oddest of times with phrases like "Hey there! I'll bet you could use someone like me to help!"

Generally this happens just as the PCs are about to face some horror from the depths of hell, or are negotiating a nasty trap, or possibly acting as diplomats between two warring nations.

Gregory uses his class skills to survive on his own, tail the PCs, and insert himself in to situations where he could "help".

Often he may set these situations up himself. Leading a group of slaving orcs to the PCs's campsite and popping up to assist with the fight is a typical tactic of his.

As time goes by and he becomes more desperate to join the PCs, he may start offering them gifts. Expensive gifts, generally stolen from the local aristocracy.

Gregory is a skilled rogue, but not skilled enough to evade high paid trackers.

---

### HOOK

---

Gregory is the quintessential little sibling. He is always tagging along where he is unwanted, showing up at all the wrong moments and in need of rescuing from the local bullies more often than not.

---

## DINGLE- KING OF THE BEARS

---



Bear, black

**CR 5XP 1600**

Chaotic Neutral Medium Magical Beast

Aristocrat level 4 (skill points 16) Aristocrat

Init +3; Senses Low-light Vision, Scent;

Perception +6

### DEFENSE

AC 17, Touch 13, flat footed 14 (+ No Armour, + Shield, none)

(+3 Dex, +4 Natural)

hp 59 (3d8+4d6+28+4);

Fort +8, Ref +7, Will +7

### OFFENSE

Speed 40

Melee

Single Attack Claw +11 (1d4+6)

Full Attack

2 Claw +11 (1d4+6)

Bite +11 (1d6+6)

Space 5ft.; Reach 5ft.

Special Attacks

STATISTICS

**Str 23, Dex 17, Con 19, Int 11, Wis 15, Chr 12**

Base Attack 5 CMB 11; CMD 24

Feats

Armor proficiency heavy, Armor proficiency light, Armor proficiency medium, Endurance, Simple Weapon Proficiency,

Skills Appraise 4, Bluff 5, Climb 9, Diplomacy 8,

Disguise 1, Handle Animal 1, Intimidate 8,

Know nobility 6, Linguistics 1, Perception 6,

Perform Oratory 1, Knowledge (geography) 8,

Sense Motive 2, Survival 2, Swim 9

Languages: Goblin, Common

ECOLOGY

Environment Temperate forests

Organization Solitary

Treasure: 1d6 low level magic items

Dingle was a lowly black bear up until three years ago, when something magical happened.

Wandering through his territory he happened on a party of experienced adventurers. What followed has resulted in a unique woodland creature.

Dingle stood on his hind legs and made a few threatening gestures in the animalistic hope that he would drive these intruders off of his territory without a fight.

There was a flash, the world reeled around him and suddenly he was *aware* as he never had been before.

A kindly woman with the group of what he now knew as people informed him that he had been awakened from his animal slumber and he was now King of the Bears.

She then departed with her companions, never to be seen by Dingle again.

Dingle took his new found role to heart. Soon he had cajoled the other black bears of his area to accept his dominance.

Shortly after that, he managed to convince a small pack of Goblins that he was also their overlord. On his command they began stealing books, utensils and the occasional magic item from the local populace in a forty mile area surrounding Dingle's expanded territory.

Whenever strangers are noticed travelling through Dingle's domains, his minions alert him and he meets with them straight away.

Often Dingle will demand a tribute of some sort, ranging from tasty food through magical items. He cannot be bought with money but he can be bought with interesting devices, books, or other magical items.

Occasionally, when in a bad mood, he will demand that strangers swear fealty to him, will wish to give them a near impossible quest, or threaten them with force.

---

### HOOK

---

The party is moving through a wooded area and need to get to their destination as quickly as possible. A goblin scout sees them and alerts his liege, Dingle, who approaches to investigate.

How Dingle reacts and what he demands depends entirely on the group's attitude towards him.



---

## ADVENTURE SEEDS

---

Adventure seeds can be used to quickly insert points of conflict and adventure in to your game. They are designed to encourage role playing as much as combat.

---

### FROST GIANT'S SORROW

---

Your PCs wanders in to a seeming ambush by a small group of desperate Frost Giants. They are obviously half-starved and willing to do anything for food or loot.

What your PCs do not know is that they have been migrating further north to leave the world of the smaller folk behind. However, they were spotted and have been doggedly pursued and harassed by a number of Human (or Elven, or Dwarven) patrols.

Yesterday they lost several members of their group and are now preparing to make a last stand. Mistaking the PCs for another group of giant hunters, they attack without warning.

If the frost giants find themselves losing the battle, they will retreat to a large cave entrance to make their stand.

If the PCs successfully defeats and kills the two to four frost giants, they will hear over the wind the wailing of a child.



Inside the cave are the remains of several cooked horses, various large blankets and hides, and wrapped up in a badly stitched bear skin blanket is one frost giant baby, no more than three or four weeks old.

The PCs will realize that one of the giants they fought was a female, if they decide to check.

The quandary: Is this frost giant baby inherently evil? Who will take care of it? What responsibility do the PCs have towards it?

---

## THE SHOW MUST GO ON

---

Mankit Faireweather is a decent enough lord of her domain. The peasants are cared for well enough, merchants prosper under her rule, and her citizens are as happy as anyone could be.

Rumor has it though that she is skimming a bit more than is considered seemly from the yearly taxes and padding her own coffers with gold that is not rightfully hers. If that is not happening, then she has discovered a new source of wealth for herself.

The PCs are hired by a third party who will tell them only that they represent powerful people who wish to find out the truth about Faireweather's monetary success.

The PCs are hired to infiltrate Fairewather's keep as she is hosting her yearly banquet – one that she is known for throughout the realm. It is also at this time that she meets with her tax collectors, advisors, and underlings to determine how much revenue she has made.

Arrangements are made to sneak the PCs in with a thoroughly bribed troupe of players and musicians.

What the PCs do not know, however, is that the theatrical troupe has been hired by a financial rival of Faireweather – Jamlin Reosote.

Reosote has been in competition with Faireweather for trade rights for years. She always attracts the best merchants for her fairs, and seems to acquire the best trade deals.

Reosote has tasked the theatrical troupe with the murder of Faireweather.

The troupe has taken this on, but are not skilled assassins. Through a miscommunication they believe that Reosote, will have them meet up with the assassins before they reach Faireweather's keep.

The theatrical troupe thinks that the PCs are their group of assassins, while the PCs have

been asked only to spy on Faireweather and to kill no one.



## THE BIG ONES

One night at the local inn, the PCs are approached by a well-dressed and deferential group of Gnomes.

The Gnomes represent a contingent of Gnomish merchants and bankers, who are being unjustly discriminated against by “the big people”.

They know of the PCs by reputation and believe that they may be willing to stand up for the rights of the Gnomes.

More questioning will reveal that there is one town council member, Perry Smith, who has been opposed to any Gnomish activities within the town borders.

The Gnomes are willing to pay the party a hefty sum for their help in “persuading” Smith to stop his discrimination against them.

What the party does not know at this point is that Smith is actually a vampire who fled captivity amongst the Gnomes, where he was



tortured and brought to the brink of destruction time after time.

He was able to kill several Gnome guards, regain his strength and flee. He recovered a significant treasure from a cache he had left years prior and made his way to town.

He has spent the last several years setting himself up in town as a wealthy investor and last year, as the newest member of the town council.

When he learned that a contingent of Gnomes from the same tribe who captured him was petitioning for citizenship and the right to own businesses, he panicked.

Smith has long fought against his nature as a Vampire and has, with the exception of the Gnome guards he killed and consumed, not killed or fed from any sentient being in close to two decades.





## SPECIAL THANKS

@GeekyLyndsay and @twombat for NPC ideas. Scott Lazzari for creature conversations on trips to and from PAX East and of course, my family. Some artwork copyright John Milner, used with permission.

Visit us at <http://www.trollitc.com>

Visit me on [Twitter](#) for a rollicking good time.

For a great RPG community online, please visit

<http://www.reddit.com/r/rpg>

### **Open Gaming License Version 1.0A**

Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying,

modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The World of Aruneus Copyright 2010, Benjamin Gerber.

Troll in the Corner Copyright 2010, Benjamin Gerber  
Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See [paizo.com/pathfinderRPG](http://paizo.com/pathfinderRPG) for more information on the Pathfinder Roleplaying Game.

### Declaration of Product Identity

All text and tables in this product, with the exception of material specifically excluded in this declaration of product identity, is open game content. The Aruneus name, any logos, the Troll in the Corner name and all Artwork is under copyright and cannot be duplicated without permission.