

# The Glass River Rescue

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GA PFS

**WOLF** **CR 1**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

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**DEFENSE**

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**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 13 (2d8+4)

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

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**OFFENSE**

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**Speed** 50 ft.

**Melee** bite +2 (1d6+1 plus trip)

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**STATISTICS**

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**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

**ADVANCED WOLF** **CR 2**

N Medium animal

**Init** +4; **Senses** low-light vision, scent; Perception +10

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**DEFENSE**

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**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 17 (2d8+8)

**Fort** +7, **Ref** +7, **Will** +3;

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**OFFENSE**

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**Speed** 50 ft.

**Melee** bite +4 (1d6+5 plus trip)

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**STATISTICS**

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**Str** 17, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10;

**Base Atk** +1; **CMB** +4; **CMD** 18

**Feats** Skill Focus (Perception)

**Skills** Perception +10, Stealth +8, Survival +3; **Racial Modifiers** +4 Survival when tracking by scent

**BABOON (Advanced)** Subtier 1-2 **CR 1**

N Small animal

**Init** +4; **Senses** low-light vision; Perception +3

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**DEFENSE**

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**AC** 17, touch 15, flat-footed 12 (+4 Dex, +1 size, +2 natural)

**hp** 7 (1d8+3)

**Fort** +5, **Ref** +6, **Will** +3;

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**OFFENSE**

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**Speed** 30 ft.

**Melee** bite +5 (1d4+5)

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**STATISTICS**

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**Str** 16, **Dex** 19, **Con** 16, **Int** 2, **Wis** 16, **Cha** 9;

**Base Atk** +0; **CMB** +2; **CMD** 16

**Feats** Weapon Finesse

**Skills** Acrobatics +12, Climb +7; **Racial Modifiers** +4 Acrobatics, +4 Climb

**YOUNG RIVER DRAKE**

CR 2

NE Small dragon (aquatic, water)

**Init** +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)**hp** 26 (4d12)**Fort** +4, **Ref** +9, **Will** +4;**Immune** paralysis, sleep; **Resist** acid 20;**OFFENSE****Speed** 20 ft., fly 60 ft. (average), swim 30 ft.**Melee** bite +6 (1d6+1) and tail slap +1 (1d3)**Special Attacks** caustic mucus, pounce**STATISTICS****Str** 13, **Dex** 20, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9;**Base Atk** +4; **CMB** +4; **CMD** 19**Feats** Improved Initiative, Power Attack**Skills** Fly +14, Intimidate +6, Perception +7, Stealth +16, Survival +7, Swim +9**Languages** Draconic**SQ** amphibious, speed surge**SPECIAL ABILITIES**

**Caustic Mucus (Su)** As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d6 points of acid damage, and entangles creatures in the area. A DC 12 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Speed Surge (Ex)** Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

**WATER SNAKE**

CR ½

N Tiny animal

**Init** +3; **Senses** low-light vision, scent; Perception +9**DEFENSE****AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)**hp** 5 (1d8+1)**Fort** +1, **Ref** +5, **Will** +1**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d2–2 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**STATISTICS****Str** 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +0; **CMB** +1; **CMD** 8 (can't be tripped)**Feats** Weapon Finesse**Skills** Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.**GIANT RIVER DRAKE**

CR 4

NE Large dragon (aquatic, water)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)**hp** 42 (4d12+16)**Fort** +8, **Ref** +6, **Will** +4;**Immune** paralysis, sleep; **Resist** acid 20;**OFFENSE****Speed** 20 ft., fly 60 ft. (average), swim 30 ft.**Melee** bite +8 (2d6+5) and tail slap +3 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** caustic mucus, pounce**STATISTICS****Str** 21, **Dex** 14, **Con** 19, **Int** 8, **Wis** 10, **Cha** 9;**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack**Skills** Fly +7, Intimidate +6, Perception +7, Stealth +5, Survival +7, Swim +13**Languages** Draconic**SQ** amphibious, speed surge**SPECIAL ABILITIES**

**Caustic Mucus (Su)** As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 16 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Speed Surge (Ex)** Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

**RIVER DRAKE****CR 3**

NE Medium dragon (aquatic, water)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 34 (4d12+8)**Fort** +6, **Ref** +7, **Will** +4**Immune** paralysis, sleep; **Resist** acid 20**OFFENSE****Speed** 20 ft., fly 60 ft. (average), swim 30 ft.**Melee** bite +7 (2d4+3), tail slap +2 (1d4+1)**Special Attacks** caustic mucus, pounce**STATISTICS****Str** 17, **Dex** 16, **Con** 15, **Int** 8, **Wis** 10, **Cha** 9**Base Atk** +4; **CMB** +7; **CMD** 20**Feats** Improved Initiative, Power Attack**Skills** Fly +10, Intimidate +6, Perception +7, Stealth +10, Survival +7, Swim +11**Languages** Draconic**SQ** amphibious, speed surge**SPECIAL ABILITIES**

**Caustic Mucus (Su)** As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 14 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Speed Surge (Ex)** Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

**LEMURE****CR 1**

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +0; **Senses** darkvision 60 ft., see in darkness; Perception +0**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 natural)**hp** 13 (2d10+2)**Fort** +4, **Ref** +3, **Will** +0**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10**OFFENSE****Speed** 20 ft.**Melee** 2 claws +2 (1d4)**STATISTICS****Str** 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5**Base Atk** +2; **CMB** +2; **CMD** 12**DREAD LEMURE****CR 2**

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; Perception +2**DEFENSE****AC** 18, touch 12, flat-footed 16 (+6 natural, +2 Dex)**hp** 17 (2d10+6)**Fort** +6, **Ref** +5, **Will** +2;**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10;**OFFENSE****Speed** 20 ft.**Melee** 2 claws +4 (1d4+4)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** -, **Wis** 15, **Cha** 9;**Base Atk** +2; **CMB** +4; **CMD** 16

**ADVANCED ACCUSER DEVIL**

CR 4

LE Small outsider (devil, evil, extraplanar, lawful)

**Init** +10; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 21, touch 17, flat-footed 15 (+6 Dex, +4 natural, +1 size)**hp** 38 (4d10+16)**Fort** +8, **Ref** +12, **Will** +5;**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10;**OFFENSE****Speed** 20 ft., fly 60 ft. (perfect)**Melee** bite +7 (1d6+2 plus 1d6 acid and disease)**Spell-Like Abilities** (CL 8th; concentration +9)At will – *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only)3/day – *grease*, *summon swarm*, *whispering wind*1/day – *summon* (level 3, 1 zebub or 1d4 lemures, 0%)**STATISTICS****Str** 15, **Dex** 22, **Con** 18, **Int** 13, **Wis** 19, **Cha** 16;**Base Atk** +4; **CMB** +5; **CMD** 21**Feats** Improved Initiative, Lightning Reflexes**Skills** Bluff +10, Fly +23, Knowledge (planes) +8, Perception +11, Stealth +17**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.**SQ** infernal eye**SPECIAL ABILITIES****Disease (Ex)** *Devil Chills*: Bite-injury; *save* Fort DC 16; *onset* 1d4 days; *frequency* 1 day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.**Infernal Eye (Su)** A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.**SPIDER SWARM**

CR 1

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; Immune mind-affecting effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.