

## Godsmouth Heresy Monsters

### Darkmantle

CR1

N Small magical beast

**Init** +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

**AC** 15, **touch** 13, **flat-footed** 13 (+2 Dex, +2 natural, +1 size)

**hp** 15 (2d10+4)

**Fort** +5, **Ref** +3, **Will** +0

### OFFENSE

**Speed** 20 ft., fly 30 ft. (poor)

**Melee** slam +3 (1d4 plus grab)

**Special Attacks** constrict (1d4+4), grab (any size)

**Spell-Like Abilities (CL 5th)**

1/day—*darkness*

### STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +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

### Tactics

#### During Combat

When the last PC passes beyond and underneath it, the darkmantle casts *darkness* and drops down on that PC to grapple and constrict.

#### Morale

The darkmantle has nowhere to go in the tight confines of the stairway and fights to the death.

## **Tengu Rogue**

Male tengu rogue 1

N Medium humanoid (tengu)

**Init** +3; **Senses** low-light vision; Perception +8

### **DEFENSE**

**AC** 15, **touch** 13, **flat-footed** 12 (+2 armor, +3 Dex)

**hp** 9 (1d8+1)

**Fort** +1, **Ref** +5, **Will** +2

### **OFFENSE**

**Speed** 30 ft.

**Melee** dagger +3 (1d4+1/19–20), bite –2 (1d3)

**Ranged** short bow +3 (1d6/×3)

**Special Attacks** sneak attack +1d6

### **STATISTICS**

**Str** 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +4, Linguistics +8, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

**Languages** Common, Goblin, Halfling, Tengu

**SQ** gifted linguist, swordtrained, trapfinding

## **Zombie**

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

### **DEFENSE**

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**DR** 5/slashing (5/piercing for gas-burst); **Immune** undead traits

### **OFFENSE**

**Spd** 30 ft.

**Melee** slam +4 (1d6+4)

### **STATISTICS**

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special Qualities** staggered

### **Staggered (Ex)**

Zombies have poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie can move up to its speed and attack in the same round as a charge action.

## **Ungol Dust**

**Type** poison (inhaled); **Save** Fortitude DC 15

**Frequency** 1/round for 4 rounds

**Initial Effect** 1 Cha drain; **Secondary Effect** 1d2 Cha damage; Cure 1 save

## **Skeletal Champion**

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

### **DEFENSE**

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4

**DR** 5/bludgeoning; **Immune** cold, undead traits

### **OFFENSE**

**Speed** 30 ft.

**Melee** mwk ranseur +7 (2d4+4/×3)

### **STATISTICS**

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (ranseur)

**Skills** Intimidate +7, Perception +6, Stealth –1

### **Tactics**

**During Combat** In the narrow confines of the crypt, Erdikhaan tries to disarm the first opponent in line, using his ranseur's reach to keep opponents at a distance or making attacks of opportunity if they try to close. If given a choice, he focuses his attacks on melee-oriented creatures, relishing the challenge of matching his skill at arms against theirs.

**Morale** Erdikhaan is more than willing to sacrifice his unlife for his long-dead liege, but does not pursue opponents out of the Grand Cathedral.

### **Statistics**

Gear half-plate armor, masterwork ranseur

## **Lemure**

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

## Ghoul

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

### DEFENSE

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

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

**Fort** +2, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2; **Immune** undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this affect)

### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

### SPECIAL ABILITIES

#### Disease (Su)

**Ghoul Fever:** Bite—injury; **save** Fort DC 13; **onset** 1 day; **frequency** 1/day; **effect** 1d3 Con and 1d3 Dex damage; **cure** 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

#### Tactics

**During Combat** The ghouls each attack the closest foe. If one successfully paralyzes a victim, it immediately begins to feed, automatically inflicting bite damage every round. A feeding ghoul ignores other opponents, even if attacked, until it takes 4 hit points of damage, at which point it turns on its attacker with bloody teeth and claws.

**Morale** The ghouls fight until destroyed.

## **Bloody Skeleton**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

### **Defense**

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 6 (1d8+2); fast healing 1

**Fort** +2, **Ref** +2, **Will** +2

**Defensive Abilities** channel resistance +4, deathless; DR 5/bludgeoning; **Immune** cold, undead traits

### **Offense**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

### **Statistics**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 14

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

### **Special Abilities**

#### **Deathless (Su)**

A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

## **Brown Mold**

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

## Dark Creeper

CN Small humanoid (dark folk)

**Init** +3; **Senses** see in darkness; Perception +4

### DEFENSE

**AC** 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

**hp** 19 (3d8+6)

**Fort** +3, **Ref** +6, **Will** +1

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft.

**Melee** dagger +6 (1d3/19–20 plus poison)

**Special Attacks** death throes, sneak attack (+1d6)

**Spell-Like Abilities (CL 3rd)**

**At will**—*darkness, detect magic*

### STATISTICS

**Str** 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Skill Focus (Sleight of Hand), Weapon Finesse

**Skills** Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Dark Folk

**SQ** poison use, rag armor

### SPECIAL ABILITIES

#### Death Throes (Su)

When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

#### Poison Use (Ex)

Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—**injury**; **save** Fort DC 15; **frequency** 1/round for 6 rounds; **effect** 1d2 Str; **cure** 1 save.



## Iron Cobra

N Small construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

**hp** 15 (1d10+10)

**Fort** +0, **Ref** +2, **Will** +0

**DR** 5/—; **Immune** construct traits; **SR** 13

### OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+1 plus poison)

### STATISTICS

**Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)

**Skills** Stealth +12; **Racial Modifiers** +6 Stealth

**SQ** find target

### SPECIAL ABILITIES

#### Find Target (Su)

Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

#### Poison (Ex)

An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. **Black Adder Venom: Bite**—injury; **save** Fort DC 11; **frequency** 1/round for 6 rounds; **effect** 1d2 Con damage; **cure** 1 save.

## **Skeletal Archer**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

### **DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, undead traits

### **OFFENSE**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw -3 (1d4+1) or 2 claws +2 (1d4+2)

**Ranged** longbow +2 (1d8/x3)

### **STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative, Point-Blank Shot, Precise Shot

**Gear** broken chain shirt, longbow with 20 arrows

### **Alchemical Skeleton**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0

#### **DEFENSE**

**AC** 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**Channel Resistance** +2; **DR** 5/bludgeoning; **Immune** cold, undead traits

#### **OFFENSE**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

#### **STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved Initiative

**Gear** broken chain shirt, broken scimitar

### **Alchemical Zombie**

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

#### **DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**Channel Resistance** +2; **DR** 5/slashing; **Immune** undead traits

#### **OFFENSE**

**Spd** 30 ft.

**Melee** slam +4 (1d6+4)

#### **STATISTICS**

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Special Qualities** staggered