

Street Thug**CR 1**

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 16 (2 HD; 1d10+1d8+6)**Fort** +3, **Ref** +4, **Will** +0

OFFENSE**Speed** 30 ft.**Melee** quarterstaff +4 (1d6+3) or
quarterstaff +2/+2 (1d6+3/1d6+1) or
dagger +4 (1d4+3/19–20) or
sap +4 (1d6+3 nonlethal)**Ranged** dagger +3 (1d4+3/19–20)**Special Attacks** sneak attack +1d6

STATISTICS**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12**Base Atk** +1; **CMB** +4; **CMD** 16**Feats** Skill Focus (Intimidate), Toughness, Two-Weapon Fighting**Skills** Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7**Languages** Common**SQ** trapfinding +1**Gear** masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

SMALL AIR ELEMENTAL**CR 1**

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +4**DEFENSE****AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)**hp** 13 (2d10+2)**Fort** +4, **Ref** +6, **Will** +0**Defensive Abilities** air mastery; **Immune** elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** slam +6 (1d4+1)**Special Attacks** whirlwind (DC 12)**STATISTICS****Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +2; **CMD** 15**Feats** Flyby Attack, Improved Initiative^B, Weapon Finesse^B**Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11**MEDIUM AIR ELEMENTAL****CR 3**

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)**hp** 30 (4d10+8)**Fort** +6, **Ref** +9, **Will** +1**Defensive Abilities** air mastery; **Immune** elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** slam +9 (1d6+3)**Special Attacks** whirlwind (DC 14)**STATISTICS****Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +6; **CMD** 22**Feats** Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Small Air Elementals are between 10-20 feet tall in whirlwind form, while Medium Air Elementals are between 10-30 feet tall.

Variant scarecrow (*Pathfinder RPG Bestiary 2* 238)

N Medium construct (robot)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 47 (5d10+20)

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

Immune cold, construct traits

Weaknesses vulnerable to critical hits, electricity, fire

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3 plus fear)

Special Attacks fascinating gaze (DC 16)

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 18

Feats Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor

Skills Climb +10, Linguistics +4, Perception +8

Languages Common, Goblin

SQ freeze

SPECIAL ABILITIES

Construct Traits A construct is an animated object or artificially created creature. A construct has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Constructs do not breathe, eat, or sleep.

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 14 negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Fear (Su) A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, she cowers and can take no actions other than attempting a new DC 14 Will save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Advanced variant scarecrow (*Pathfinder RPG Bestiary 2* 238, 292)

N Medium construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 47 (5d10+20)

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

Immune cold, construct traits

Weaknesses vulnerable to critical hits, electricity, fire

OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d8+5 plus fear)

Special Attacks fascinating gaze (DC 16)

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +5; **CMB** +10; **CMD** 22

Feats Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor

Skills Climb +12, Linguistics +6, Perception +10

Languages Common, Goblin

SQ freeze

SPECIAL ABILITIES

Construct Traits A construct is an animated object or artificially created creature. A construct has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Constructs do not breathe, eat, or sleep.

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 16 negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Fear (Su) A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, she cowers and can take no actions other than attempting a new DC 16 Will save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

ADVANCED MACHINE SOLDIER**CR 5**Advanced animated object fighter 1 (*Pathfinder RPG Bestiary* 14)

N Medium construct (robot)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)**hp** 42 (4d10+21)**Fort** +3, **Ref** +5, **Will** -1**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits, electricity

OFFENSE**Speed** 30 ft.**Melee** mwk longsword +10 (1d8+6/19-20), mwk short sword +9 (1d6+3/19-20) or
mwk longsword +12 (1d8+6/19-20)**w/ Power Attack** mwk longsword +8 (1d8+10/19-20), mwk short sword +7 (1d6+5/19-20) or
mwk longsword +10 (1d8+10/19-20)**Ranged** mwk light crossbow +9 (1d8/19-20)

STATISTICS**Str** 22, **Dex** 19, **Con** —, **Int** 17, **Wis** 7, **Cha** 5**Base Atk** +4; **CMB** +10; **CMD** 24**Feats** Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)**Skills** Climb +13, Perception +5, Sense Motive +5**Languages** Common, Goblin**SQ** Construction Points (metal)**Gear** mwk light crossbow with 10 bolts, mwk longsword, mwk short sword

Rope of Climbing

Aura faint transmutation; **CL** 3rd

Slot none; **Price** 3,000 gp; **Weight** 3 lbs.

Description

A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Construction

Requirements Craft Wondrous Item, *animate rope*; **Cost** 1,500 gp

Pipes of the Sewers

Aura faint conjuration; **CL** 2nd

Slot none; **Price** 1,150 gp; **Weight** 3 lbs.

Description

If the possessor learns the proper tune, he can use these pipes to attract 1d3 rat swarms if any rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. The Perform DC increases by +5 for each time the rats have been successfully called in a 24-hour period.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Construction

Requirements Craft Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability; **Cost** 575 gp