

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

3 Common Lurking - mutant abyssal Choker CR 3

XP 800

Male Fiendish Advanced Choker (*Pathfinder RPG Bestiary 0*)

CE Small aberration

Init +8; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 21, touch 15, flat-footed 17 (+4 Dex, +1 size, +6 natural)

hp 22 (3d8+9)

Fort +4, **Ref** +5, **Will** +6

Resist cold 5, fire 5; **SR** 8

Offense

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +8 (1d4+5 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+5), grab (Medium), smite good, strangle

Statistics

Str 20, **Dex** 18, **Con** 17, **Int** 8, **Wis** 17, **Cha** 11

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 20

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Stealth +15

Languages Undercommon

SQ quickness

ECOLOGY

Environment Any underground

Organization Solitary, pair, or clutch (3-8)

Treasure Standard

Special Abilities

Climbing (10 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Cold (5) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (5) You have the specified Energy Resistance against Fire attacks.

Grab: Tentacle (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Smite Good (1/day) (Su) +0 to hit, +3 to damage when used.

Spell Resistance (8) You have Spell Resistance.

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

3 Common Scavengers Gelatinous Cube CR 3

XP 800

Male Gelatinous Cube (*Pathfinder RPG Bestiary 0*)

N Large ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

Defense

AC 4, **touch** 4, **flat-footed** 4 (-5 Dex, -1 size)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Immune electricity, ooze traits

Offense

Speed 15 ft.

Melee slam +2 (1d6)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 10, **Dex** 1, **Con** 26, **Int** , **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 9 (can't be tripped)

SQ acid, engulf, paralysis, transparent

ECOLOGY

Environment Any underground

Organization Solitary

Treasure Incidental

Special Abilities

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Blindsight (60 feet) Sense things and creatures without seeing them.

Engulf (DC 12) (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, aff

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Electricity You are immune to electricity damage.

Immunity to Flanking You are immune to flanking.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Paralysis (DC 20) (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

3A1 Elemental, Magma, Large CR 5

XP 1,600

Male Elemental, Magma, Large (*Pathfinder RPG Bestiary 2 0*)

N Large outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

Defense

AC 16, touch 8, flat-footed 16 (-1 Dex, -1 size, +8 natural)

hp 60 (8d10+16)

Fort +8, **Ref** +5, **Will** +2

DR 5/; **Immune** elemental traits, fire

Weakness vulnerability to cold

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +11 (1d8+4 plus burn)

Space 10 ft.; **Reach** 10 ft.

Special Attacks burn (1d6 fire, DC 14), lava puddle

Statistics

Str 18, **Dex** 8, **Con** 15, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13 (+15 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +15, Knowledge (dungeoneering) +9, Perception +11, Stealth +6

Languages Ignan

ECOLOGY

Environment Any (plane of fire)

Organization Solitary, pair, or gang (3-8)

Treasure None

Special Abilities

Burn: Slam (1d6 fire, DC 14) (Ex) If you hit an opponent or they touch you, you inflict fire damage.

Burrowing (20 feet) You have a Burrow speed.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Earth Glide (Ex) Burrowing leaves no tunnel or hole or evidence of the movement.

Immunity to Bleeds You are immune to bleeds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Fire You are immune to fire damage.

Immunity to Flanking You are immune to flanking.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Improved Bull Rush You don't provoke attacks of opportunity when bull rushing.

Lava Puddle (1/day) (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (Pathfinder RPG Core Rulebook 444) that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of l

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

This floating creature looks like an orc's animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

3D1 Shredskin CR 2

XP 600

Shredskin (*Pathfinder RPG Bestiary 4 0*)

NE Small undead

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

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 size, +1 natural)

hp 22 (4d8+4)

Fort +2, **Ref** +3, **Will** +4

Defensive Abilities amorphous; **Immune** undead traits

Offense

Speed fly 40 ft. (average)

Melee bite +6 (1d4) and
2 claws +6 (1d4 plus grab)

Special Attacks constrict (1d4), control body, enshroud, grab (Medium)

Spell-Like Abilities (CL 3rd; concentration +4)

Constant*detect undead*

1/day*command undead* (DC 13)

Statistics

Str 10, **Dex** 15, **Con** , **Int** 6, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

Feats Agile Maneuvers, Weapon Finesse

Skills Fly +4, Perception +7, Stealth +13

Languages Common (can't speak)

SQ compression

ECOLOGY

Environment Any land

Organization Solitary or pack (2-5)

Treasure Incidental

Special Abilities

Agile Maneuvers Use DEX instead of STR for CMB

Amorphous (Ex) Body is malleable and shapeless.

Compression (Ex) Move through areas 1/4 normal space without squeezing or 1/8 while

squeeze.

Control Body (Su) Wrap self around Sm-med humanoid corpse/undead to share dam with it & use its strength.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Enshroud (Ex) If pin a foe to gain control of movement, deal constrict dam each rd & share dam.

Flight (40 feet, Average) You can fly!

Grab: Claw (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Death Effects You are immune to death effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Undead Traits Undead have many immunities and use Cha in place of a Con for all effects.

3F1 Clockwork Servant CR 2

XP 600

Male Clockwork Servant (*Pathfinder RPG Bestiary 3 0*)

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Defense

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

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weakness vulnerability to electricity

Offense

Speed 30 ft.

Melee slam +6 (1d4+6)

Special Attacks net

Statistics

Str 19, **Dex** 14, **Con** , **Int** , **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

SQ difficult to create, repair clockwork, swift reactions, winding

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Healing 2 (Ex) Heal damage every round unless you are killed.

Immunity to Ability Damage Immunity to ability damage

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death and Necromancy effects You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder.

Repair Clockwork (Ex) Standard action with no AoO to heal self or adjacent clockwork 1d10 hp.

Vulnerability to Electricity You are vulnerable (+50% damage) to Electricity damage.

Winding Active for 1 day/HD, can be recharged with a special key.

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

3F1 Demon, Dretch CR 2

XP 600

Male Demon, Dretch (*Pathfinder RPG Bestiary 0*)

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

Defense

AC 14, touch 11, flat-footed 14 (+1 size, +3 natural)

hp 18 (2d10+7)

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

DR 5/good or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 20 ft.

Melee bite +4 (1d4+1) and

2 claws +4 (1d4+1)

Spell-Like Abilities (CL 2nd; concentration +2)

1/day *cause fear* (DC 11), *stinking cloud* (DC 13), *summon*

Statistics

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (can't speak); telepathy 100 ft.

ECOLOGY

Environment Any (abyss)

Organization Solitary, pair, gang (3-5), crowd (6-12), or mob (13+)

Treasure None

Special Abilities

Damage Reduction (5/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Immunity to Electricity You are immune to electricity damage.

Immunity to Poison You are immune to poison.

Summon (level 1, 1 dretch 35%, 1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

The skeleton locked within rattles as this animated cage lurches forward on chain legs in search of new prisoners.

3F2 Animated Object CR 3

XP 800

Male Animated Object (Medium) (*Pathfinder RPG Bestiary 0*)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

Defense

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

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Defensive Abilities hardness 5; **Immune** construct traits

Offense

Speed 40 ft.

Melee 2 slams +5 (1d6+2)

Statistics

Str 14, **Dex** 10, **Con** , **Int** , **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

ECOLOGY

Environment Any

Organization Solitary, pair, or group (3-12)

Treasure None

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Hardness 5 Subtract Hardness from damage done.

Immunity to Ability Damage Immunity to ability damage

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death and Necromancy effects You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

4G Clockwork Servant CR 2

XP 600

Male Clockwork Servant (*Pathfinder RPG Bestiary 3 0*)

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Defense

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

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weakness vulnerability to electricity

Offense

Speed 30 ft.

Melee slam +6 (1d4+6)

Special Attacks net

Statistics

Str 19, **Dex** 14, **Con** , **Int** , **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

SQ difficult to create, repair clockwork, swift reactions, winding

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Healing 2 (Ex) Heal damage every round unless you are killed.

Immunity to Ability Damage Immunity to ability damage

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death and Necromancy effects You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder.

Repair Clockwork (Ex) Standard action with no AoO to heal self or adjacent clockwork 1d10 hp.

Vulnerability to Electricity You are vulnerable (+50% damage) to Electricity damage.

Winding Active for 1 day/HD, can be recharged with a special key.

4G Demon, Schir CR 4

XP 1,200

Male Demon, Schir (*Pathfinder RPG Bestiary 3 0*)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +13

Defense

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 37 (5d10+10)

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

DR 5/good or cold iron; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

Offense

Speed 30 ft.

Melee gore +3 (1d6+1) and

masterwork halberd +10 (1d10+4/')

Special Attacks powerful charge: gore (3d6+4)

Spell-Like Abilities (CL 6th; concentration +4)

Constant *see invisibility, tongues*

3/day *arcane lock, expeditious retreat, protection from good*

1/day *summon*

Statistics

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 when jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial Modifiers** +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft.

SQ disease

Other Gear *masterwork halberd*

Special Abilities

Damage Reduction (5/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Disease: Halberd - Injury (DC 14) (Ex) Onset 1 day; frequency 1/day; effect 1d6 Str dam; cure 2 consecutive saves.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Immunity to Disease You are immune to diseases.

Immunity to Electricity You are immune to electricity damage.

Immunity to Poison You are immune to poison.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Powerful Charge: Gore (3d6+4) (Ex) Your charge attacks deal additional damage.

Spell Resistance (15) You have Spell Resistance.

Summon (Level 2, d3 schirs 20%, 1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

5.1 Displaced Demon Demon, Dretch CR 3

XP 800

Male Advanced Demon, Dretch (*Pathfinder RPG Bestiary 0*)

CE Small outsider (chaotic, demon, evil, extraplanar)

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

Defense

AC 18, touch 13, flat-footed 16 (+2 Dex, +1 size, +5 natural)

hp 22 (2d10+11)

Fort +7, **Ref** +2, **Will** +5

DR 5/good or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 20 ft.

Melee bite +6 (1d4+3) and

2 claws +6 (1d4+3)

Spell-Like Abilities (CL 2nd; concentration +4)

1/day *cause fear* (DC 13), *stinking cloud* (DC 15), *summon*

Statistics

Str 16, **Dex** 14, **Con** 18, **Int** 9, **Wis** 15, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 16

Feats Toughness

Skills Escape Artist +7, Perception +7, Stealth +11

Languages Abyssal (can't speak); telepathy 100 ft.

ECOLOGY

Environment Any (abyss)

Organization Solitary, pair, gang (3-5), crowd (6-12), or mob (13+)

Treasure None

Special Abilities

Damage Reduction (5/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Immunity to Electricity You are immune to electricity damage.

Immunity to Poison You are immune to poison.

Summon (level 1, 1 dretch 35%, 1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.

5.2 Vermin - Cave Fisher CR 2

XP 600

Male Cave Fisher (*Pathfinder RPG Bestiary 0*)

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +2, **Will** +1

Immune mind-affecting effects

Offense

Speed 20 ft., climb 20 ft.

Melee 2 claws +5 (1d4+3)

Statistics

Str 17, **Dex** 12, **Con** 17, **Int** , **Wis** 10, **Cha** 4

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

Skills Climb +11

SQ cave fisher's pull, filament

ECOLOGY

Environment Any underground

Organization Solitary, pair, or tangle (3-6)

Treasure None

Special Abilities

Cave Fisher's Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

Climbing (20 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

5B2 Acolyte CR 1/3

XP 135

Female Dwarf Adept 1

N Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 6 (1d6+3)

Fort +0, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Offense

Speed 20 ft.

Melee morningstar -1 (1d8) and

silver dagger -1 (1d4-1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Adept Spells Prepared (CL 1st; concentration +2):

1st *bles*, *cure light wounds*

0 (at will) *guidance*, *light*, *mending*

TACTICS

During Combat The adept reads her scroll of sleep and commands her dog to attack. She then casts *bles* and attacks with her morningstar

Statistics

Str 10, **Dex** 12, **Con** 10, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. bull rush, 15 vs. trip)

Feats Skill Focus (Handle Animal), Toughness

Skills Appraise -1 (+1 to determine the price of nonmagic items with precious metals or gemstones), Handle Animal +6, Heal +7, Perception +1 (+3 to notice unusual stonework), Spellcraft +3

Languages Common, Dwarven

Combat Gear *scroll of cure light wounds*, *scroll of sleep*, alchemist's fire, healer's kit, smokestick; **Other Gear** studded leather, morningstar, *silver dagger*, silver holy symbol, spell component pouch, tindertwig, guard dog, 9 gp

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Defensive Training +4 Gain a dodge bonus to AC vs monsters of the Giant subtype.

Hatred +1 Gain a racial bonus to attacks vs Goblinoids/Orcs.

Scroll of cure light wounds Add this item to create a scroll with spells on it.

Scroll of sleep Add this item to create a scroll with spells on it.

An acolyte has just begun to unravel the mysteries of her faith, and lacks the fervent zeal that more indoctrinated members of her religion have. She is eager to learn,

but her incomplete teachings mean she is more easily swayed by contrary rhetoric.

Settlements that have adepts rather than clerics are often primitive or remote. Their religious practices may be a strange or heretical offshoot of a main religion, weaker than the common form but giving access to spells that are normally unavailable to true clerics (such as minor creation and sleep). A person trained by a cleric who instead manifests adept abilities may be cast out as a blasphemer or witch.

Dog, guard

Dog

N Small animal

Init +1; **Senses** low-light vision, scent; **Perception** +8

Defense

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 size, +1 natural)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

Offense

Speed 40 ft.

Melee bite +2 (1d4+1)

Statistics

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

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Tricks Attack, Defend, Down, Fetch, Guard, Guarding, Track

Skills Acrobatics +1 (+9 when jumping), Perception +8; **Racial Modifiers** +8 Acrobatics when jumping, +4 to survival when tracking by scent

SQ fetch, guarding, track

Special Abilities

+4 to Survival when tracking by Scent +4 to Survival when tracking by Scent.

Fetch [Trick] The animal will get a specific object.

Guarding [Trick] The animal has been trained for guard duty.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Track [Trick] The animal will track a scent.

5B2 Demon, Schir CR 4

XP 1,200

Male Demon, Schir (*Pathfinder RPG Bestiary 3 0*)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 37 (5d10+10)

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

DR 5/good or cold iron; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

Offense

Speed 30 ft.

Melee gore +3 (1d6+1) and

masterwork halberd +10 (1d10+4/')

Special Attacks powerful charge: gore (3d6+4)

Spell-Like Abilities (CL 6th; concentration +4)

Constant *see invisibility, tongues*

3/day *arcane lock, expeditious retreat, protection from good*

1/day *summon*

Statistics

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 when jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial Modifiers** +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft.

SQ disease

Other Gear *masterwork halberd*

Special Abilities

Damage Reduction (5/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Disease: Halberd - Injury (DC 14) (Ex) Onset 1 day; frequency 1/day; effect 1d6 Str dam; cure 2 consecutive saves.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Immunity to Disease You are immune to diseases.

Immunity to Electricity You are immune to electricity damage.

Immunity to Poison You are immune to poison.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Powerful Charge: Gore (3d6+4) (Ex) Your charge attacks deal additional damage.

Spell Resistance (15) You have Spell Resistance.

Summon (Level 2, d3 schirs 20%, 1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.

5B2 Tiefling CR 1/2

XP 200

Male Tiefling Rogue 1 (*Pathfinder RPG Advanced Race Guide 0*)

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 11 (1d8+3)

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

Resist cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee shortsword +3 (1d6+1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks sneak attack +1d6

Tiefling Spell-Like Abilities (CL 1st; concentration -1)

1/day *darkness*

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

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

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +5, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ trapfinding +1

Other Gear studded leather, crossbow bolts (20), light crossbow, shortsword

ECOLOGY

Environment Any land

Organization Solitary, pair, or gang (3-5)

Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Cold (5) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (5) You have the specified Energy Resistance against Fire attacks.

Sneak Attack +1d6 Attacks deal extra damage if flank foe or if foe is flat-footed.

Trapfinding +1 Gain a bonus to find or disable traps, including magical ones.

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

5C1 Elemental, Earth, Medium CR 3

XP 800

Male Elemental, Earth, Medium (*Pathfinder RPG Bestiary 0*)

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +7

Defense

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune bleeds, critical hits, flanking, paralysis, poison, precision damage, sleep, stunning

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9 (+11 bull rush); **CMD** 18 (20 vs. bull rush, 18 vs. overrun)

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

Languages Terran

ECOLOGY

Environment Any (plane of earth)

Organization Solitary, pair, or gang (3-8)

Treasure None

Special Abilities

Burrowing (20 feet) You have a Burrow speed.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Earth Glide Burrow through any earth or stone (except metal) as a fish through water.

Earth Mastery +1 to hit, dam, bull rush, and overrun if both self and foe are on ground, -4 otherwise.

Immunity to Bleeds You are immune to bleeds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Flanking You are immune to flanking.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Improved Bull Rush You don't provoke attacks of opportunity when bull rushing.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Tremorsense (60 feet) Sense things and creatures without seeing them.

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

5C1 Elemental, Magma, Medium CR 3

XP 800

Male Elemental, Magma, Medium (*Pathfinder RPG Bestiary 2 0*)

N Medium outsider (earth, elemental, extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +7

Defense

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)

hp 30 (4d10+8)

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

Immune elemental traits, fire

Weakness vulnerability to cold

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+3 plus burn)

Special Attacks burn (1d4 fire, DC 12), lava puddle

Statistics

Str 14, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Knowledge (dungeoneering) +4, **Perception** +7, **Stealth** +6

Languages Ignan

ECOLOGY

Environment Any (plane of fire)

Organization Solitary, pair, or gang (3-8)

Treasure None

Special Abilities

Burn: Slam (1d4 fire, DC 12) (Ex) If you hit an opponent or they touch you, you inflict fire damage.

Burrowing (20 feet) You have a Burrow speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Earth Glide (Ex) Burrowing leaves no tunnel or hole or evidence of the movement.

Immunity to Bleeds You are immune to bleeds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Fire You are immune to fire damage.

Immunity to Flanking You are immune to flanking.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Lava Puddle (1/day) (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava (Pathfinder RPG Core Rulebook 444) that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of 1

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

5C1 Miner CR 1

XP 400

Male Dwarf Commoner 3

CN Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 16 (3d6+6)

Fort +3, **Ref** +0, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Offense

Speed 20 ft.

Melee heavy mace +2 (1d8+1) and
miner's pick -2 (1d6+1)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

TACTICS

During Combat The commoner uses whatever materials are available to avoid melee combat, such as a lantern he can smash to create a fire.

Statistics

Str 13, **Dex** 8, **Con** 14, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11 (15 vs. bull rush, 15 vs. trip)

Feats Simple Weapon Proficiency - One, Skill Focus (Appraise), Skill Focus (Profession [miner])

Skills Appraise +3 (+5 to determine the price of nonmagic items with precious metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9

Languages Common, Dwarven

Other Gear leather armor, heavy mace, *miner's pick*, miner's pick, piton (10), hemp rope (50 ft.), 753 gp

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Defensive Training +4 Gain a dodge bonus to AC vs monsters of the Giant subtype.

Hatred +1 Gain a racial bonus to attacks vs Goblinoids/Orcs.

A miner labors long hours in the dark, and spends his earnings freely during rare visits to the surface.

5E1 Dwarven Rager CR 1**XP 400**

Male Dwarf Barbarian 2

CN Medium humanoid (dwarf)

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

Defense

AC 18, touch 10, flat-footed 16 (+6 armor, +2 shield, +2 Dex)**hp** 28 (2d12+10)**Fort** +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge

Offense

Speed 30 ft.**Melee** armor spikes +6 (1d6+4) and
masterwork dwarven waraxe +7 (1d10+4/')**Ranged** throwing axe +4 (1d6+4)**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, rage (8 rounds/day),
rage powers (knockback)

TACTICS

During Combat The barbarian uses his shield primarily for defense.

Statistics

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +2; **CMB** +6; **CMD** 16 (20 vs. bull rush, 20 vs. trip)**Feats** Two-Weapon Fighting**Skills** Appraise +0 (+2 to determine the price of nonmagic items with precious metals or gemstones), Climb +3, Knowledge (dungeoneering) +2, Knowledge (engineering) +2, Perception +7 (+9 to notice unusual stonework), Survival +6**Languages** Common, Dwarven**SQ** fast movement**Combat Gear** acid; **Other Gear** *masterwork armor spikes breastplate, shield spikes heavy steel shield, masterwork dwarven waraxe, throwing axe, 2 gp*

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).**Defensive Training +4** Gain a dodge bonus to AC vs monsters of the Giant subtype.**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.**Hatred +1** Gain a racial bonus to attacks vs Goblinoids/Orcs.

Knockback (1/round) (Ex) While raging, can bull rush in place of an att, dealing a little dam.
Rage (8 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.
Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

The most adventurous, thrill-seeking, and foolhardy dwarves can go a little mad, roaming the land in their search for blood and battle.

ADDITIONAL DETAILS

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will**+2; **Melee** mwk dwarven waraxe +5 (1d10+2/) or mwk dwarven waraxe +3 (1d10+2/), armor spikes +2 (1d6+1) or spiked heavy shield +2 (1d8+2); **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15; **CMB** +4; **Skills** Climb +1.

5E1 Hammer of Justice CR 4

XP 1,200

Male Dwarf Paladin 5

LG Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 19, touch 9, flat-footed 19 (+8 armor, +2 shield, -1 Dex)

hp 62 (5d10+30)

Fort +8, **Ref** +0, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** disease, fear

Offense

Speed 20 ft.

Melee +1 warhammer +9 (1d8+3/')

Ranged masterwork light crossbow +5 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy 1/day (DC 12, 3d6), smite evil

Spell-Like Abilities (CL 5th; concentration +5)

At will detect evil

Paladin Spells Prepared (CL 2nd; concentration +2):

1 *divine favor*

TACTICS

During Combat The paladin prefers melee. He uses Power Attack if easily able to hit opponents, and his divine bond to give his weapon the *flaming* property.

Statistics

Str 14, Dex 8, Con 18, Int 10, Wis 14, Cha 11

Base Atk +5; CMB +7; CMD 16 (20 vs. bull rush, 20 vs. trip)

Feats Power Attack, Toughness, Weapon Focus (warhammer)

Skills Appraise +0 (+2 to determine the price of nonmagic items with precious metals or gemstones), Craft (weapons) +4, Knowledge (religion) +5, Perception +7 (+9 to notice unusual stonework), Sleight of Hand -8

Languages Common, Dwarven

SQ aura of courage, aura of good, divine bonds (weapon [1/day] 1/day), lay on hands, mercies (mercy [sickened])

Combat Gear *potion of shield of faith* +2; **Other Gear** half-plate, heavy steel shield, +1 warhammer, crossbow bolts (10), *masterwork light crossbow*, silver holy symbol (Torag), 107 gp

Special Abilities

Aura of Courage +4 (10' radius) (Su) You are immune to Fear. Allies within aura gain a morale bonus to saves vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Defensive Training +4 Gain a dodge bonus to AC vs monsters of the Giant subtype.

Detect Evil (At will) (Sp) You can use detect evil at will (as the spell).

Divine Bond (Weapon +1, 5 mins, 1/day) (Sp) Weapon shines with light and gains enhancement bonuses or chosen properties.

Hatred +1 Gain a racial bonus to attacks vs Goblinoids/Orcs.

Immunity to Disease You are immune to diseases.

Immunity to Fear (Ex) You are immune to all fear effects.

Lay on Hands (2d6, 2/day) (Su) You can heal 2d6 damage, 2/day

Mercy (Sickened) (Su) When you use your lay on hands ability, it also removes the sickened condition.

Paladin Channel Positive Energy 3d6 (1/day, DC 12) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Smite Evil (2/day) (Su) +0 to hit, +5 to damage, +0 deflection bonus to AC when used.

A hammer of justice lives to crush evil with his divinely enhanced weapon, and is beholden to none but his god.

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