

JANIRA GAVIX**CR 3**

Female halfling bard 4
 N Small humanoid (halfling)
Init +6; **Senses** Perception +8

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)
hp 25 (4d8+4)
Fort +3, **Ref** +7, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.
Melee mwk whip +4 (1d2–1 nonlethal)
Ranged light crossbow +6 (1d6/19–20)
Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)
Bard Spells Known (CL 4th; concentration +8)
 2nd (2/day)—*gallant inspiration*^{APG}, *glitterdust* (DC 16)
 1st (4/day)—comprehend languages, cure light wounds, expeditious retreat, grease (DC 15)
 0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *mage hand*, *read magic*, *unwitting ally*^{APG} (DC 14)

TACTICS

During Combat Janira begins the encounter by using Perform (oratory) to inspire courage through inspirational tales of famous Pathfinders or by using simple words of encouragement promoting teamwork. She uses *gallant inspiration liberally* and uses her more powerful spells or items should the battle go poorly. When appropriate, she prefers to loan out an expendable item rather than use it herself so as to let the initiates shine.

Morale Unless the entire party attempts to retreat, Janira refuses to leave combat.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18
Base Atk +3; **CMB** +1; **CMD** 13
Feats Improved Initiative, Lingering Performance
Skills Appraise +6, Bluff +8, Diplomacy +8, Handle Animal +5, Knowledge (arcana, history) +11, Knowledge (dungeoneering, engineering, geography, local, nature, religion) +8, Linguistics +7, Perception +8, Perform (oratory) +11, Sense Motive +3, Spellcraft +7, Stealth +9, Use Magic Device +11; **Racial Modifiers** +2 Perception
Languages Common, Dwarven, Elven, Giant, Halfling, Orc
Combat Gear *potion of barkskin*, *potions of cure light wounds* (2), *potion of feather step*^{APG}, *potion of vanish*^{APG}, *scroll of entangle*, *scroll of gust of wind*, *scroll of identify*, *scroll of mage armor* (CL 6), *scroll of obscuring mist*, *wand of burning hands* (CL 3rd, 4 charges), *wand of cure light wounds* (CL 3rd, 8 charges), acid, alchemist's fire (2), holy water, smokestick, tanglefoot bags (2), thunderstone; **Other Gear** mwk chain shirt, light crossbow with 30 bolts, mwk whip, antitoxin, sunrods (2)

SPECIAL ABILITIES

Inspire Competence (Su) Janira can use her performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear Janira. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear Janira's performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. Janira can't inspire competence in herself.

Inspire Courage (Su) Janira can use her performance to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive Janira's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls.

FEATHER STEP

School transmutation; **Level** bard 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

GALLANT INSPIRATION

School divination; **Level** bard 2

Casting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

UNWITTING ALLY

School enchantment (charm) [mind-affecting]; **Level** bard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You befuddle the target's mind. The target has difficulty telling friend from foe for a short period of time. The subject is considered your ally and not your enemies' ally while determining flanking. The subject takes no other hostile action against your enemies due to this spell's effect.

Janira prefers to inspire others' courage by telling historical tales of famous Pathfinder Society agents. Below are several examples that can be used during *The Confirmation* to add additional flavor to any encounter.

- "Let us remember the sacrifice of the fabled Yasmin bint Faroud, favored of the Ten, who gave her life distracting Zythrastianax, draconic scourge of the Society, so dozens of junior agents could survive. Her act of benevolence is the epitome of cooperation within the Society."
- "As Durvin Gest, exemplar of our Society, saw through the treachery of the fabled Lens of Galundari and chose to hurl the terrible lens down into the neverending Nemesis Well, so you, his noblest heirs, shall stand steadfast against deceit and error, surrendering nothing but your burdens, and falling nowhere but on our foes!"
- "And it was Selmius Foster's race against a marid and efreeti on the isle of Jalmeray, which taught us that nothing is truly impossible and every situation can end in victory."

A1. A Dangerous Path [All Subtiers]

SPIDER SWARMS (2)

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

Distraction (Ex) A swarm can nauseate the creatures that it damages. Any living creature that takes damage from a swarm is nauseated for 1 round; a Fortitude save (DC 11) negates the effect.

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.

SNAKE SWARM

CR 2

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 16 (3d8+3)

Fort +4, **Ref** +7, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee swarm (1d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes

Skills Climb +14, Perception +9, Stealth +18, Swim +7; **Racial Modifiers** +4 Perception, +4 Stealth, uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Distraction (Ex) A swarm can nauseate the creatures that it damages. Any living creature that takes damage from a swarm is nauseated for 1 round; a Fortitude save (DC 12) negates the effect.

KORTOS MOSQUITO SWARM

CR 2

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft., Perception +9

DEFENSE

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

hp 14 (4d8+4)

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

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6 plus distraction, disease, and bleed)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1d3), disease (malaria, DC 11), distraction (DC 11)

STATISTICS

Str 1, **Dex** 13, **Con** 9, **Int** —, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Bleed (Ex) A creature that takes damage from the swarm take 1d3 points of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). When two or more bleed effects deal the same kind of damage, take the worse effect.

Distraction (Ex) A swarm can nauseate the creatures that it damages. Any living creature that takes damage from a swarm is nauseated for 1 round; a Fortitude save (DC 11) negates the effect.

Disease (Ex) Malaria: Swarm—injury; *save* Fortitude DC 11; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Con damage and 1d3 Wis Damage; *cure* 2 consecutive saves.

SWARM TRAITS (EX)

A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

A1. A Dangerous Path [All Subtiers] (Cont.)**WOLVES (2)****CR 1**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+1 plus trip)**STATISTICS****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**SPECIAL ABILITIES****Trip (Ex)** A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.**YOUNG HIPPOGRIFFS (2)****CR 1**

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9**DEFENSE****AC** 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)**hp** 16 (3d10)**Fort** +3, **Ref** +7, **Will** +2**OFFENSE****Speed** 40 ft., fly 100 ft. (average)**Melee** bite +2 (1d4), 2 claws +2 (1d3)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +5; **CMD** 19**Feats** Dodge, Wingover**Skills** Fly +7, Perception +9; **Racial Modifiers** +4 Perception**HIPPOGRIFF [Subtier 2 Only]****CR 2**

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9**DEFENSE****AC** 14, touch 12, flat-footed 11 (+2 Dex, +1 dodge, +2 natural, -1 size)**hp** 22 (3d10+6)**Fort** +5, **Ref** +5, **Will** +2**OFFENSE****Speed** 40 ft., fly 100 ft. (average)**Melee** bite +4 (1d6+2), 2 claws +4 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** 19**Feats** Dodge, Wingover**Skills** Fly +5, Perception +9; **Racial Modifiers** +4 Perception**GIANT FLEAS (3)****CR 1/2**

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**Defensive Abilities** DR 5/slashing; **Immune** disease, mind-affecting effects**OFFENSE****Speed** 30 ft.**Melee** bite +2 (1d4+1 plus disease)**Special Attacks** disease**STATISTICS****Str** 12, **Dex** 15, **Con** 13, **Int** —, **Wis** 11, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 12**Skills** Acrobatics +0 (+20 when jumping); **Racial Modifiers** +20 Acrobatics when jumping**SQ** uncanny leap**SPECIAL ABILITIES****Disease (Ex)** Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1 day; *effect* 1 Con damage; *cure* 1 save.**Uncanny Leap (Ex)** As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.

A2. Mess with the Horns [All Subtiers]

MINOTAUR

CR 4

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)

hp 45 (6d10+12)

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

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/×3) and gore +4 (1d6+2)

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

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10;

Racial Modifiers +4 Perception, +4 Survival

Languages Giant

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Power Attack (Ex) The minotaur can choose to take a –2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls.

If the PCs defeat the minotaur here, ignore the final encounter in area C.

C. The Final Exam [All Subtiers]

MINOTAUR

CR 4

hp 45 (currently 38; 6d10+12)

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

Defensive Abilities natural cunning

OFFENSE

Melee broken greataxe +7/+2 (2d6+4/×2) and gore +4 (1d6+2)

TACTICS

During Combat The minotaur attempts to finish off Janira with a single strike. Once Janira is down, the minotaur turns its attention to the PCs if they have joined the fight. Otherwise, it inspects the fallen halfling and finishes her off.

Outnumbered against the PCs, the minotaur tries to make its attacks count by forgoing the use of its Power Attack feat, and it spreads out its attacks against multiple targets if possible to fend off the many attackers.

Morale Though not overly intelligent, the minotaur can clearly recognize when it's outnumbered and in a losing battle. It attempts to flee if reduced to 10 or fewer hit points.

STATISTICS

Combat Gear broken greataxe, javelins (3)

JANIRA GAVIX

CR 3

hp 25 (currently 8, see page 1; 4d8+4)

OFFENSE

Special Attacks bardic performance (2 rounds remaining)

TACTICS

Before Combat Janira is fatigued (–2 penalty to both Strength and Dexterity) and has taken 1 point of nonlethal damage.

During Combat Janira takes a 5-foot step away from the minotaur and tries to disarm it using her whip. Following that, she uses her last tanglefoot bag and attempts to flee toward the PCs.

Morale Out of spells and unable to outrun the minotaur, Janira desperately seeks some means to escape death.

B4. Undead End [Subtier 1]**GILLMAN SKELETONS (4)****CR 1/3**

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)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative^B**Gear** broken chain shirt, broken scimitar**GILLMAN ZOMBIES (3)****CR 1/2**

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; **Immune** undead traits

OFFENSE

Speed 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^B**Special Qualities** staggered

SPECIAL ABILITIES

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.**UNDEAD TRAITS (EX)**

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

B4. Undead End [Subtier 2]**ADVANCED GILLMAN SKELETONS (4)****CR 1**

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 14 (+2 armor, +4 Dex, +4 natural)
hp 6 (1d8+2)**Fort** +2, **Ref** +4, **Will** +4**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.**Melee** broken scimitar +2 (1d6+2), claw –1 (1d4+2) or 2 claws +4 (1d4+4)

STATISTICS

Str 19, **Dex** 18, **Con** —, **Int** —, **Wis** 14, **Cha** 14**Base Atk** +0; **CMB** +4; **CMD** 18**Feats** Improved Initiative^B**Gear** broken chain shirt, broken scimitar**GILLMAN PLAGUE ZOMBIES (3)****CR 1/2**

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; **Immune** undead traits

OFFENSE

Speed 30 ft.**Melee** slam +4 (1d6+4 plus disease)**Special Attacks** death burst

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness^B**Special Qualities** staggered

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.**Disease (Su)** The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot*: slam; save Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.**Staggered (Ex)** Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

B5. Denizens of the Deep [Subtier 1]**KOBOLDS (2)****CR 1/4**

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)**hp** 5 (1d10)**Fort** +2, **Ref** +1, **Will** –1**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** spear +1 (1d6–1)**Ranged** sling +3 (1d3–1)**STATISTICS****Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +1; **CMB** –1; **CMD** 10**Feats** Skill Focus (Perception)**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial****Modifiers** +2 Craft (trapmaking), +2 Perception, +2

Profession (miner)

Languages Common, Draconic**POISONED DART TRAP****CR 1****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +10 ranged (1d3 plus greenblood oil; injury; save Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Con damage; *cure* 1 save)**MITES (3)****CR 1/4**

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5**DEFENSE****AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)**hp** 3 (1d6)**Fort** +0, **Ref** +3, **Will** +3**DR** 2/cold iron**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** dagger +0 (1d3–1/19–20)**Ranged** dart +2 (1d3–1)**Special Attacks** hatred**Spell-Like Abilities** (CL 1st)At will—*prestidigitation*1/day—*doom* (DC 10)**STATISTICS****Str** 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +0; **CMB** –2; **CMD** 9**Feats** Point-Blank Shot**Skills** Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth**Languages** Undercommon**SQ** vermin empathy +4**SPECIAL ABILITIES****Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.**GIANT CENTIPEDE****CR 1/2**

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**Immune** mind-affecting effects**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +2 (1d6–1 plus poison)**Special Attacks** poison**STATISTICS****Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +0; **CMB** –1; **CMD** 11 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Climb +10, Perception +4, Stealth +10; **Racial****Modifiers** +4 Perception, +8 Stealth**SPECIAL ABILITIES****Poison (EX)** Bite—injury; save Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

B5. Denizens of the Deep [Subtier 2]**ADVANCED KOBOLDS (2)****CR 1**

Kobold warrior 1

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 19, touch 12, flat-footed 14 (+2 armor, +3 Dex, +3 natural, +1 size)**hp** 7 (1d10+2)**Fort** +4, **Ref** +3, **Will** +1**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d6+1)**Ranged** sling +5 (1d3+1)**STATISTICS****Str** 13, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 12**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Skill Focus (Perception)**Skills** Craft (trapmaking) +8, Perception +7, Stealth +7; **Racial****Modifiers** +2 Craft (trapmaking), +2 Perception, +2

Profession (miner)

Languages Common, Draconic**POISONED DART TRAP****CR 1****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** Atk +10 ranged (1d3 plus medium spider venom; injury; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 save)**ADVANCED MITES (3)****CR 1**

LE Small fey

Init +3; **Senses** darkvision 120 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)**hp** 5 (1d6+2)**Fort** +2, **Ref** +5, **Will** +5**DR** 2/cold iron**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** dagger +2 (1d3+1/19–20)**Ranged** dart +4 (1d3+1)**Special Attacks** hatred**Spell-Like Abilities** (CL 1st)At will—*prestidigitation*1/day—*doom* (DC 12)**STATISTICS****Str** 12, **Dex** 17, **Con** 15, **Int** 12, **Wis** 17, **Cha** 12**Base Atk** +0; **CMB** +1; **CMD** 13**Feats** Point-Blank Shot**Skills** Climb +9, Handle Animal +2, Perception +7, Ride +4,Sleight of Hand +11, Stealth +15; **Racial Modifiers** +4

Sleight of Hand, +4 Stealth

Languages Undercommon**SQ** vermin empathy +4**SPECIAL ABILITIES****Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.**ADVANCED GIANT CENTIPEDE****CR 2**

N Medium vermin

Init +4; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 7 (1d8+3)**Fort** +5, **Ref** +4, **Will** +2**Immune** mind-affecting effects**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +4 (1d6+1 plus poison)**Special Attacks** poison**STATISTICS****Str** 13, **Dex** 19, **Con** 16, **Int** —, **Wis** 14, **Cha** 6**Base Atk** +0; **CMB** +1; **CMD** 15 (can't be tripped)**Feats** Weapon Finesse^B**Skills** Climb +12, Perception +6, Stealth +12; **Racial****Modifiers** +4 Perception, +8 Stealth**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

B6. Tight Spaces [All Subtiers] (Optional)**YOUNG GELATINOUS CUBE****CR 2**

N Medium ooze

Init –3; **Senses** blindsight 60 ft.; Perception –5**DEFENSE****AC** 7, touch 7, flat-footed 7 (–3 Dex)**hp** 42 (4d8+24)**Fort** +7, **Ref** –2, **Will** –4**Immune** electricity, ooze traits**OFFENSE****Speed** 15 ft.**Melee** slam +0 (1d4 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** engulf, paralysis**STATISTICS****Str** 6, **Dex** 5, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +2; **CMD** 9 (can't be tripped)**SQ** transparent**SPECIAL ABILITIES****Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Medium 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, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 10 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 18 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

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.

GIANT AMOEBAS (2)**CR 1**

N Small ooze (aquatic)

Init –5; **Senses** blindsight 30 ft.; Perception –5**DEFENSE****AC** 6, touch 6, flat-footed 6 (–5 Dex, +1 size)**hp** 15 (2d8+6)**Fort** +3, **Ref** –5, **Will** –5**Immune** ooze traits**OFFENSE****Speed** 10 ft., climb 10 ft., swim 20 ft.**Melee** slam +3 (1d3+1 plus 1d3 acid and grab)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d3+1 plus 1d3 acid)**STATISTICS****Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)**Skills** Climb +9, Swim +9**SQ** amphibious**SLIME MOLD****CR 2**

N Large ooze

Init –1; **Senses** Perception –5**DEFENSE****AC** 8, touch 8, flat-footed 8 (–1 Dex, –1 size)**hp** 28 (3d8+15)**Fort** +6, **Ref** +0, **Will** –4**Immune** ooze traits; **Resist** fire 10**OFFENSE****Speed** 20 ft.**Melee** slam +4 (1d6+4 plus disease)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** engulf (DC 14, 1d6+4 bludgeoning plus disease)**STATISTICS****Str** 16, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +2; **CMB** +6; **CMD** 15 (can't be tripped)**SQ** freeze**SPECIAL ABILITIES**

Disease (Ex) *Fungal rot*: Slam—contact; save Fortitude DC 16; *onset* 1 day; frequency 1/day; *effect* 1d2 Str damage and 1 Con damage and fatigue; *cure* 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease.

Freeze (Ex) The slime mold 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 slime mold can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

OOZE TRAITS (EX)

Oozes are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), gaze attacks, visual effects, illusions, and other attack forms that rely on sight, poison, sleep effects, paralysis, polymorph, and stunning. Oozes are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks, such as sneak attack.