

TOGG and ARGURG	CR 5
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Female and Male Advanced Otyugh (*Bestiary* 223, 294)

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

N Large Aberration

Init: +2 ; **Senses:** darkvision 60ft, scent; Perception

+11

Defense

AC: 21, **touch:** 11, **flat:** 19 (+2 Dex, +10 natural, –1 size)

HP: 51 (6d8+24)

Fort: +5, **Ref:** +4, **Will:** +8

Immune: disease

Offense

Speed: 20ft

Melee: bite +9 (1d8+6 plus disease), 2 tentacles +5 (1d6+4 plus grab)

Space: 10ft ; **Reach:** 10ft (15ft with tentacle)

Special Attacks constrict (tentacle, 1d6+4)

Tactics

Morale: Togg and Argurg have no interest in losing their lives over a few treats, and each one flees or surrenders if reduced to 15 or fewer hit points.

Statistics

Str 22 (+6), **Dex** 14 (+2), **Con** 17 (+3), **Int** 9 (–1),

Wis 17 (+5), **Cha** 10 (+0)

BAB: +6; **CMB:** +11 (+15 grapple); **CMD:** 23 (25 vs. trip)

Feats: Alertness, Toughness, Weapon Focus (Tentacle)

Skills: Perception +11, Stealth +4 (+12 in lair);

Racial Modifiers: +8 Stealth in lair

Languages: Common

Special Attacks

Disease (Ex): *Filth Fever*: Bite—injury; *save* Fortitude DC16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

MARIXITE AND PELLIUS **CR 4**

Human ranger (urban ranger) 5 (*Advanced Players Guide* 129)

NE Medium humanoid (human)

Init: +1 (+3 in Korvosa); **Senses:** Perception +11 (+13 in Korvosa)

Defense

AC: 17, **touch:** 12, **flat:** 15 (+4 armor, +1 Dex, +1 dodge, +1 shield)

HP: 47 (5d10+15)

Fort: +6, **Ref:** +5, **Will:** +2

Offense

Speed: 30ft

Melee: +1 quarterstaff +8 (1d6+5), mwk quarterstaff +8 (1d6+4)

Ranged: dagger +6 (1d4+4/19-20)

Special Attacks favored enemy (animals +2, humans +4)

Ranger Spells Prepared 1st—*ant haul*^{APG}, *longstrider*

Tactics

During Combat: Maraxite and Pellijs attempt to fight their way past the PCs to escape the apparently haunted statue, after which they continue to fight to keep the PCs between the shrine and themselves.

Morale: If his partner falls in combat, the remaining trafficker surrenders or attempts to escape if reduced to 10 or fewer hit points.

Statistics

Str 18 (+4), **Dex** 13 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 8 (-1)

BAB: +5; **CMB:** +9; **CMD:** 21

Feats: Alertness, Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting

Skills: Climb +6, Intimidate +7, Knowledge (dungeoneering) +8, Knowledge (local) +8 (+10 in Korvosa), Perception +11 (+13 in Korvosa), Sense Motive +3, Stealth +7 (+9 in Korvosa), Survival +9 (+11 in Korvosa), Swim +9

Languages: Common

SQ: favored community (Korvosa +2), hunter's bond (companions), track +2, trapfinding +2, wild empathy +4

Combat Gear: *potion of cure serious wounds*, tanglefoot bag; **Other Gear:** chain shirt, +1 quarterstaff, daggers (2)

IMINI **CR 1**

Female Jinkin (*Bestiary* 2 142)

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

CE Tiny Fey (gremlin)

Init: +4; **Senses:** darkvision 120ft, low-light vision; Perception +6

Defense

AC: 18, **touch:** 17, **flat:** 13 (+4 Dex, +1 dodge, +1 natural, +2 size)

HP: 6 (1d6+3)

Fort: +0, **Ref:** +6, **Will:** +4

DR: 5/cold iron; **SR:** 12

Offense

Speed: 40ft

Melee: short sword +6 (1d3-4/19-20), bite +1 (1d2-4)

Ranged: light crossbow +6 (1d4, 19-20)

Space: 2-1/2 ft; **Reach:** 0ft

Special Attacks sneak attack +1d6, tinker

Spell-Like Abilities (CL 1st; concentration +3)

At will—*prestidigitation*

1/hour—*dimension door* (self plus 5lbs only)

Tactics

During Combat: Imini snipes at the PCs with her crossbow, relying on cover from the statue or the pipe to hide and allow her to deal sneak attack damage.

Morale: Imini has no interest in being hurt, and she flees down the southern pipe or uses *dimension door* to escape when reduced to 3 or fewer hit points. If she identifies that one or more of the PCs can understand Undercommon she instead surrenders in the hope of playing tricks on them later.

Statistics

Str 3 (-4), **Dex** 19 (+4), **Con** 11 (+0), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 15 (+2)

BAB: +0; **CMB:** +2; **CMD:** 9

Feats: Dodge, Toughness, Weapon Finesse

Skills: Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial**

Modifiers: +4 Craft (traps), +4 Disable Device

Languages: Undercommon

Gear: light crossbow with 10 bolts, short sword, thieves' tools

Special Abilities

Tinker: (Not relevant to this scenario.)

FUNGUS LESHY **CR 2**

Mismatched eyes dot this plant creatures thick mushroom cap, while below works an overlarge maw set with pale fungal teeth.

N Small plant (leshy, shapechanger)

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

Defense

AC: 13, **touch:** 13, **flat:** 11 (+2 Dex, +1 size)

HP: 15 (2d8+6)

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

Immune: electricity, sonic, plant traits

Offense

Speed: 20ft

Melee: bite +2 (2d6), 2 claws +2 (1d3)

Ranged: puffball +4 (1 plus spores)

Special Attacks spores

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

Constant—*pass without trace*

Tactics

During Combat: The leschy spits puffballs at any ranged threats and claws anyone who threatens its fungi companions in melee.

Morale: The leschy will simply be reborn if it dies, so it fearlessly fights to the death.

Statistics

Str 10 (+0), **Dex** 15 (+2), **Con** 16 (+3), **Int** 7 (-2),

Wis 14 (+2), **Cha** 15 (+2)

BAB: +1; **CMB:** +0; **CMD:** 12

Feats: Blind-Fight

Skills: Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground);

Racial Modifiers: +4 Stealth and Survival in swamps and underground

Languages: Druidic, Sylvan; plantspeech (fungi)

SQ: change shape (Small fungus; *tree shape*), verdant burst

Special Abilities

Puffball (Ex) A fungus leschy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leschys spores. The puffball has a range increment of 20 feet.

Spores (Ex) A fungus leschy is riddled with molds and spores. Anytime a fungus leschy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash ones eyes with water ends this effect. The save DC is Constitution-based.

XTABAY **CR 1/2**

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

N Small plant

Init: +1; **Senses:** low-light vision, tremorsense 30ft; Perception +1

Defense

AC: 12, **touch:** 12, **flat:** 10 (+1 Dex, +1 size)

HP: 8 (1d8+4)

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

Immune: plant traits

Offense

Speed: 5ft

Melee: 2 stings +0 (1d3-1 plus 1d2 acid)

Special Attacks devour, soporific pollen

Statistics

Str 8 (-1), **Dex** 13 (+1), **Con** 19 (+4), **Int** —

Wis 12 (+1), **Cha** 11 (+0)

BAB: +0; **CMB:** -2; **CMD:** 9 (can't be tripped)

Special Abilities

Devour (Ex) While a creature is under the effects of a xtabays soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isnt enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabays soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

PHYCOMIDS (2) CR 4*Bestiary 2* 210

This tangle of purple-capped mushrooms growing out of a nasty green sludge shudders and writhes, wafting tendrils of smoke.

N Small plant

Init: +0; **Senses:** tremonrsense 30ft; Perception +0

Defense

AC: 17, **touch:** 11, **flat:** 17 (+6 natural, +1 size)**HP:** 39 (6d8+12)**Fort:** +7, **Ref:** +2, **Will:** +2**Immune:** acid, plant traits

Offense

Speed: 10ft**Ranged:** acid pellet +5 touch (2d6 acid plus spores)

Statistics

Str 5 (−3), **Dex** 10 (+0), **Con** 15 (+2), **Int** —,**Wis** 11 (+0), **Cha** 1 (−5)**BAB:** +4; **CMB:** +0; **CMD:** 10 (can't be tripped)

Special Abilities

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomids acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

PAFUFF CR 1Male Jinkin (*Bestiary 2* 142)

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

CE Tiny Fey (gremlin)

Init: +4; **Senses:** darkvision 120ft, low-light vision; Perception +6

Defense

AC: 18, **touch:** 17, **flat:** 13 (+4 Dex, +1 dodge, +1 natural, +2 size)**HP:** 6 (1d6+3)**Fort:** +0, **Ref:** +6, **Will:** +4**DR:** 5/cold iron; **SR:** 12

Offense

Speed: 40ft**Melee:** short sword +6 (1d3-4/19-20), bite +1 (1d2-4)**Ranged:** light crossbow +6 (1d4/19-20)**Space:** 2-1/2 ft; **Reach:** 0ft**Special Attacks** sneak attack +1d6, tinker**Spell-Like Abilities** (CL 1st; concentration +3)At will— *prestidigitation*1/hour— *dimension door* (self plus 5lbs only)

Tactics

During Combat: Pafuff waits until a PC is within 30 feet before firing from hiding. He then snipes at the PCs with his crossbow, relying on cover from the walls and concealment from darkness to grant him sneak attack damage. If engaged in melee, he retreats to lure his enemies toward the more dangerous combatants.

Morale: Pafuff fights only for his own amusement and has no interest in being hurt. If reduced to 3 or fewer hit points, he flees down one of the sewer tunnels or uses *dimension door* to escape. If he identifies that one or more of the PCs can understand Undercommon he instead surrenders in the hope of playing tricks on them later.

Statistics

Str 3 (−4), **Dex** 19 (+4), **Con** 11 (+0), **Int** 14 (+2),**Wis** 14 (+2), **Cha** 15 (+2)**BAB:** +0; **CMB:** +2; **CMD:** 9**Feats:** Dodge, Toughness, Weapon Finesse

Skills: Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; **Racial**

Modifiers: +4 Craft (traps), +4 Disable Device**Languages:** Undercommon**Gear:** light crossbow with 10 bolts, short sword

Special Abilities

Tinker: (Not relevant to this scenario.)

YOUNG GLOBSTERS (2) CR 4*Bestiary 3 131**This grotesque mass of blubber and rancid flesh piles up hideously upon itself, opening a vast maw filled with teeth.*

N Medium ooze (aquatic)

Init: -5; **Senses:** Perception -5**Aura:** stench (DC16, 10 rounds)

Defense

AC: 17, **touch:** 7, **flat:** 17 (-3 Dex, +10 natural)**HP:** 45 (6d8+18)**Fort:** +5, **Ref:** -1, **Will:** -3**Immune:** acid, bludgeoning, and piercing damage, ooze traits; **Resist:** cold 10, electricity 10

Offense

Speed: 20ft, swim 40ft**Melee:** slam +8 (2d6+7 plus grab and nausea)**Space:** 5ft; **Reach:** 5ft**Special Attacks** create spawn, constrict (2d6+7)

Statistics

Str 18 (+4), **Dex** 5 (-3), **Con** 16 (+3), **Int** —,**Wis** 1 (-5), **Cha** 1 (-5)**BAB:** +4; **CMB:** +8 (+12 grapple); **CMD:** 15 (can't be tripped)**Skills:** Swim +10**SQ:** Decompose, water dependency

Special Abilities

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 16 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

GLOBSTER CR 5*Bestiary 3 131**This grotesque mass of blubber and rancid flesh piles up hideously upon itself, opening a vast maw filled with teeth.*

N Large ooze (aquatic)

Init: -5; **Senses:** Perception -5**Aura:** stench (DC18, 10 rounds)

Defense

AC: 16, **touch:** 4, **flat:** 16 (-5 Dex, +12 natural, -1 size)**HP:** 57 (6d8+30)**Fort:** +7, **Ref:** -3, **Will:** -3**Immune:** acid, bludgeoning, and piercing damage, ooze traits; **Resist:** cold 10, electricity 10

Offense

Speed: 20ft, swim 40ft**Melee:** slam +9 (2d6+9 plus grab and nausea)**Space:** 10ft; **Reach:** 5ft**Special Attacks** create spawn, constrict (2d6+9)

Statistics

Str 22 (+6), **Dex** 1 (-5), **Con** 20 (+5), **Int** —,**Wis** 1 (-5), **Cha** 1 (-5)**BAB:** +4; **CMB:** +11 (+15 grapple); **CMD:** 16 (can't be tripped)**Skills:** Swim +14**SQ:** Decompose, water dependency

Special Abilities

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

MIFRA	CR 5
Female Jinkin sorcerer 5 (<i>Bestiary</i> 2 142) <i>Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.</i>	
CE Tiny Fey (gremlin)	
Init: +6; Senses: darkvision 120ft, low-light vision; Perception +10	
Defense	
AC: 19 or 23, touch: 19, flat: 12 or 16 (+6 Dex, +1 dodge, +2 size, maybe +4 armor)	
HP: 38 (6d6+17)	
Fort: +3, Ref: +10, Will: +8	
DR: 5/cold iron; SR: 12	
Offense	
Speed: 40ft	
Melee: mwk short sword +11 (1d3-4/19-20), bite +5 (1d3-4)	
Ranged: needle +10 (1 plus 1 bleed)	
Space: 2-1/2 ft; Reach: 0ft	
Special Attacks sneak attack +1d6, tinker	
Spell-Like Abilities (CL 1st; concentration +5) At will— <i>prestidigitation</i> 1/hour— <i>dimension door</i> (self plus 5lbs only)	
Bloodline Spell-Like Abilities (CL 5th; concentration +10) 8/day— laughing touch	
Sorcerer Spells Known (CL 5th; concentraton +10) 2nd (5/day)— <i>create pit</i> ^{APG} (DC17), <i>flaming sphere</i> (DC17), <i>hideous laughter</i> (DC19) 1st (8/day)— <i>entangle</i> (DC16), <i>mage armor</i> , <i>magic missile</i> , <i>ray of enfeeblement</i> (DC16), <i>sleep</i> (DC18) 0 (at will)— <i>bleed</i> (DC15), <i>ghost sound</i> (DC15), <i>detect magic</i> , <i>mage hand</i> , <i>resistance</i> , <i>touch of fatigue</i> (DC15)	
Bloodline Fey	
Tactics	
Before Combat: If alerted to the PCs presence, Mifra casts <i>mage armor</i> and hides behind one of the tubs	
During Combat: Mifra tries to stay out of melee while using darkness, speed, and stealth to bait the PCs into chasing her through the hazardous room. She commands her darkmantles to attack, uses her scroll to summon a fiendish crocodile, and uses her spells to neutralize other threats.	
Morale: Mifra is viciously territorial, but she would rather live to torment her enemies than die by their hands. If Xarmigash is killed and Mifra is reduced to 9 hit points or fewer, she flees.	
Statistics	
Str 3 (-4), Dex 23 (+6), Con 13 (+1), Int 16 (+3), Wis 12 (+1), Cha 20 (+5)	
BAB: +2; CMB: +6; CMD: 13	
Feats: Combat Casting, Dodge, Eschew Materials, Mobility, Toughness, Weapon Finesse	
Skills: Bluff +14, Craft (traps) +11, Disable Device +11, Escape Artist +15, Knowledge (arcana) +7, Perception +10, Sense Motive +5, Sleight of Hand +10, Spellcraft +12, Stealth +21, Use Magic Device +9; Racial Modifiers: +4 Craft (traps), +4 Disable Device	

Languages: Undercommon
SQ: bloodline arcana (+2 DC for compulsion spells), woodland stride
Combat Gear: <i>potion of cure moderate wounds</i> , <i>potion of invisibility</i> , <i>scroll of summon monster III</i> ; Other Gear: mwk short sword, <i>cloak of resistance +1</i> , <i>robe of needles</i> ^{UE} , battered notebook, walking stick
Special Abilities
Tinker: (Not relevant to this scenario.)

FIENDISH CROCODILE	CR 3
<i>Bestiary</i> 51, 294 <i>This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.</i>	
N Large animal	
Init: +1; Senses: low-light vision; Perception +8	
Defense	
AC: 14, touch: 10, flat: 13 (+1 Dex, +4 natural, -1 size)	
HP: 22 (3d8+9)	
Fort: +6, Ref: +4, Will: +2	
Offense	
Speed: 20ft, swim 30ft; sprint	
Melee: bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)	
Space: 10ft; Reach: 10ft	
Special Attacks death roll (1d8+6 plus trip), smite good (1/day)	
Statistics	
Str 19 (+4), Dex 12 (+1), Con 17 (+3), Int 1 (-5), Wis 12 (+1), Cha 2 (-4)	
BAB: +2; CMB: +7 (+11 grapple); CMD: 18 (22 vs. trip)	
Feats: Skill Focus (Perception, Stealth)	
Skills: Perception +8, Stealth +5 (+13 in water), Swim +12; Racial Modifiers: +8 on Stealth in water	
SQ: hold breath	
Special Abilities	
Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.	
Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.	
Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.	
Smite Good swift action (adds Cha bonus on attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).	

RERIKI and XARMIGASH	CR 2
Advanced Darkmantles (<i>Bestiary</i> 55, 294)	
<i>As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.</i>	
N Small magical beast	
Init: +8; Senses: blindsight 90ft, darkvision 60ft, low-light vision; Perception +6	
Defense	
AC: 19, touch: 15, flat: 15 (+4 Dex, +4 natural, +1 size)	
HP: 19 (2d10+8)	
Fort: +6, Ref: +6, Will: +2	
Offense	
Speed: 20ft, fly 30ft (poor)	
Melee: slam +5 (1d4+6 plus grab)	
Special Attacks constrict (1d4+6), grab (any size)	
Spell-Like Abilities: 1/day— darkness	
Tactics	
During Combat: The darkmantles use their darkness spell-like ability to confound its prey before flying to Mifra's defense.	
Statistics	
Str 15 (+2), Dex 19 (+4), Con 18 (+4), Int 2 (−4), Wis 15 (+2), Cha 14 (+2)	
BAB: +2; CMB: +3 (+7 grapple); CMD: 17 (can't be tripped)	
Feats: Improved Initiative	
Skills: Fly +7, Perception +6, Stealth +12; Racial Modifiers: +4 Perception, +4 Stealth	

RERIKI and XARMIGASH	CR 1
Darkmantles (<i>Bestiary</i> 55)	
<i>As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.</i>	
N Small magical beast	
Init: +6; Senses: blindsight 90ft, darkvision 60ft, low-light vision; Perception +4	
Defense	
AC: 15, touch: 13, flat: 13 (+2 Dex, +2 natural, +1 size)	
HP: 15 (2d10+4)	
Fort: +5, Ref: +5, Will: +0	
Offense	
Speed: 20ft, fly 30ft (poor)	
Melee: slam +3 (1d4+4 plus grab)	
Special Attacks constrict (1d4+4), grab (any size)	
Spell-Like Abilities: 1/day— darkness	
Tactics	
During Combat: The darkmantles use their darkness spell-like ability to confound its prey before flying to Mifra's defense.	
Statistics	
Str 11 (+0), Dex 15 (+2), Con 14 (+2), Int 2 (−4), Wis 11 (+0), Cha 10 (+0)	
BAB: +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	