

## Siege of Serpents Tier 1-2

### A2: Menagerie Run Amok!

FIRE BEETLE	CR 1/3
N Small vermin	
<b>Init</b> +0; <b>Senses</b> low-light vision; Perception +0	
DEFENSE	
<b>AC</b> 12, touch 11, flat-footed 12 (+1 natural, +1 size)	
<b>hp</b> 4 (1d8)	
<b>Fort</b> +2, <b>Ref</b> +0, <b>Will</b> +0	
<b>Immune</b> mind-affecting effects	
OFFENSE	
<b>Speed</b> 30 ft., fly 30 ft. (poor)	
<b>Melee</b> bite +1 (1d4)	
STATISTICS	
<b>Str</b> 10, <b>Dex</b> 11, <b>Con</b> 11, <b>Int</b> —, <b>Wis</b> 10, <b>Cha</b> 7	
<b>Base Atk</b> +0; <b>CMB</b> –1; <b>CMD</b> 9 (17 vs. trip)	
<b>Skills</b> Fly –2	
<b>SQ</b> luminescence	
ECOLOGY	
<b>Environment</b> any	
<b>Organization</b> solitary, cluster (2–6) or colony (7–12)	
<b>Treasure</b> none	
SPECIAL ABILITIES	
<b>Luminescence (Ex)</b> A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.	

### B1: Monument Mayhem

ASPIS ANGEL	CR 1
Animated object ( <i>Pathfinder RPG Bestiary</i> 14)	
N Small construct	
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +5	
DEFENSE	
<b>AC</b> 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)	
<b>hp</b> 11 (2d10)	
<b>Fort</b> +0, <b>Ref</b> +1, <b>Will</b> –5	
<b>Defensive Abilities</b> hardness 5; Immune construct traits	
<b>Weakness</b> susceptible to mind-affecting effects	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 tentacles +3 (1d3)	
STATISTICS	
<b>Str</b> 10, <b>Dex</b> 12, <b>Con</b> —, <b>Int</b> 17, <b>Wis</b> 1, <b>Cha</b> 1	
<b>Base Atk</b> +2; <b>CMB</b> +1; <b>CMD</b> 12	
<b>Skills</b> Perception +5, Sense Motive +5, Spellcraft +8	
<b>SQ</b> construction points (stone, tentacles), fragile, puppet of the stars	
SPECIAL ABILITIES	
<b>Fragile (Ex)</b> An Aspis angel is fragile. It takes a –3 penalty to hardness and natural armor, and it does not receive additional hit points based on its size as typical for a construct. This quality reduces its CR by 1.	
<b>Puppet of the Stars (Su)</b> An Aspis angel is under the control of an evil otherworldly being millions of miles away. While the construct does not possess a natural Intelligence score, its controller can use its senses and direct the construct to act as if it were an intelligent creature. The construct's listed skills are the controller's relevant skills. Because of this unusual arrangement, the Aspis angel is not immune to mind affecting-effects, and it is vulnerable to <i>protection from evil</i> . If a spellcaster targets the construct with <i>protection from evil</i> , the spell disrupts the controller's link (no save), and the Aspis angel cannot move or attack for the duration of the spell.	

# Siege of Serpents

## Tier 1-2

### B2 Mayhem at the Menagerie

4x WYVARAN INQUISITORS	CR 1/2
LN Medium dragon	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +7	
DEFENSE	
<b>AC</b> 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)	
<b>hp</b> 10 (1d8+2)	
<b>Fort</b> +3, <b>Ref</b> +2, <b>Will</b> +5	
<b>Immune</b> paralysis, sleep	
OFFENSE	
<b>Speed</b> 30 ft., fly 30 ft. (clumsy) (20 ft., fly 20 ft. [clumsy] in armor)	
<b>Melee</b> shortspear +1 (1d6) or slapping tail +0 (1d8; attacks of opportunity only)	
<b>Domain Spell-Like Abilities</b> (CL 1st; concentration +3) 6/day—lightning arc (1d6 electricity)	
<b>Inquisitor Spells Known</b> (CL 1st; concentration +3) 1st (2/day)— <i>cause fear</i> (DC 15), <i>shield of faith</i> 0 (at will)— <i>acid splash</i> , <i>daze</i> (DC 14), <i>disrupt undead</i> , <i>guidance</i>	
<b>Domain</b> Air	
STATISTICS	
<b>Str</b> 10, <b>Dex</b> 14, <b>Con</b> 13, <b>Int</b> 6, <b>Wis</b> 17, <b>Cha</b> 14	
<b>Base Atk</b> +0; <b>CMB</b> +0; <b>CMD</b> 12	
<b>Feats</b> Weapon Focus (shortspear)	
<b>Skills</b> Fly –6, Intimidate +6, Knowledge (religion) +2, Perception +7	
<b>Languages</b> Common, Draconic	
<b>SQ</b> judgment 1/day, monster lore +3, stern gaze	

GIANT FROG	CR 1
N Medium animal	
<b>Init</b> +1; <b>Senses</b> low-light vision, scent; Perception +3	
DEFENSE	
<b>AC</b> 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)	
<b>hp</b> 15 (2d8+6)	
<b>Fort</b> +6, <b>Ref</b> +6, <b>Will</b> –1	
OFFENSE	
<b>Speed</b> 30 ft., swim 30 ft.	
<b>Melee</b> bite +3 (1d6+2 plus <u>grab</u> ) or tongue +3 touch ( <u>grab</u> )	
<b>Space</b> 5 ft.; <b>Reach</b> 5 ft. (15 ft. with tongue)	
<b>Special Attacks</b> pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue	
STATISTICS	
<b>Str</b> 15, <b>Dex</b> 13, <b>Con</b> 16, <b>Int</b> 1, <b>Wis</b> 8, <b>Cha</b> 6	
<b>Base Atk</b> +1; <b>CMB</b> +3 (+7 grapple); <b>CMD</b> 14 (18 vs. trip)	
<b>Feats</b> Lightning Reflexes	
<b>Skills</b> Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; <b>Racial Modifiers</b> +4 Acrobatics (+8 jumping), +4 Stealth	
SPECIAL ABILITIES	
<b>Tongue (Ex)</b> A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.	

## Siege of Serpents Tier 1-2

### C1: The Mausoleum

4x ASPIS SCOUNDREL	CR 1/2
Human Rogue 1	
NE Medium human	
<b>Init</b> +7; <b>Senses</b> Perception +3	
DEFENSE	
<b>AC</b> 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
<b>hp</b> 10 (1d8+2)	
<b>Fort</b> +1, <b>Ref</b> +5, <b>Will</b> –1	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> short sword +3 (1d6+2/19–20)	
<b>Ranged</b> dagger +3 (1d4+2/19–20)	
<b>Special Attacks</b> sneak attack +1d6	
TACTICS	
<b>Before Combat</b> The rogue hides so he can use sneak attack.	
<b>During Combat</b> The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.	
STATISTICS	
<b>Str</b> 14, <b>Dex</b> 17, <b>Con</b> 13, <b>Int</b> 10, <b>Wis</b> 8, <b>Cha</b> 12	
<b>Base Atk</b> +0; <b>CMB</b> +2; <b>CMD</b> 15	
<b>Feats</b> Improved Initiative, Weapon Finesse	
<b>Skills</b> Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6	
<b>Languages</b> Common	
<b>SQ</b> trapfinding +1	
<b>Combat Gear</b> <i>potion of cure light wounds</i> , acid (2), smokestick, tanglefoot bag; <b>Other Gear</b> masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp	

### C2 Starhall

4x SYRINX CLERIC	CR 1
Syrinx cleric of Asmodeus 1 ( <i>Pathfinder Campaign Setting: Inner Sea Bestiary</i> 51)	
LE Medium humanoid (syrinx)	
<b>Init</b> +0; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +3	
DEFENSE	
<b>AC</b> 13, touch 10, flat-footed 13 (+3 armor)	
<b>hp</b> 8 (1d8)	
<b>Fort</b> +1, <b>Ref</b> +0, <b>Will</b> +5; +2 vs. mind-affecting effects	
OFFENSE	
<b>Speed</b> 30 ft., fly 60 ft. (average)	
<b>Melee</b> mwk quarterstaff +2 (1d6+1)	
<b>Special Attacks</b> channel negative energy 5/day (DC 12, 1d6),	
<b>Domain Spell-Like Abilities</b> (CL 1st; concentration +4)	
6/day—touch of evil (1 rounds)	
6/day—copycat (1 rounds)	
<b>Cleric Spells Prepared</b> (CL 1st; concentration +4)	
1st— <i>command</i> (DC 14), <i>divine favor</i> , <i>protection from good</i> <sup>D</sup>	
0 (at will)— <i>bleed</i> (DC 13), <i>detect magic</i> , <i>resistance</i>	
<b>D</b> domain spell; <b>Domains</b> Evil, Trickery	
STATISTICS	
<b>Str</b> 13, <b>Dex</b> 10, <b>Con</b> 8, <b>Int</b> 10, <b>Wis</b> 16, <b>Cha</b> 15	
<b>Base Atk</b> +0; <b>CMB</b> +1; <b>CMD</b> 11	
<b>Feats</b> Selective Channeling	
<b>Skills</b> Fly +3, Knowledge (religion) +4, Perception +3 (+5 at night), Stealth +0 (+2 at night); <b>Racial Modifiers</b> +2 Perception at night, +2 Stealth at night	
<b>Languages</b> Common, Syrinx; speak with avians	
<b>Combat Gear</b> <i>potion of cure light wounds</i> ; <b>Other Gear</b> studded leather, mwk quarterstaff, spell component pouch, wooden holy symbol	
SPECIAL ABILITIES	
<b>Speak with Avians (Ex)</b> Syrinx can speak with all birds of the animal creature type and birdlike magical beasts	

## Siege of Serpents Tier 1-2

### D1 The Quadrangle

#### ANXIOUS KIDNAPPER CR 1

Human Bard 2

CN Medium Humaniod

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

##### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 14 (2d8+1)

**Fort** +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

##### OFFENSE

**Speed** 30 ft.

**Melee** dagger +1 (1d4/19–20)

**Ranged** dagger +3 (1d4/19–20)

**Special Attacks** bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

**Bard Spells Known** (CL 2nd; concentration +5)

1st (3/day)—*charm person* (DC 14), *expeditious retreat*, *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *prestidigitation*

##### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 17

**Base Atk** +1; **CMB** +1; **CMD** 13

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

**Skills** Acrobatics +5, Bluff +7, Diplomacy +8, Handle Animal +8, Knowledge (local) +4, Perception +5, Perform (wind) +8, Sense Motive +5, Sleight of Hand +7, Stealth +5

**Languages** Common

**SQ** bardic knowledge +1, versatile performance (wind)

**Combat Gear** *potions of cure light wounds* (2), *potion of invisibility*, caltrops, silk rope, tanglefoot bags (2); **Other Gear** masterwork chain shirt, daggers (3), 8 gp

### E1 Restricted Library

#### 4x ASPIS MERCENARIES CR 1/2

Human Fighter 1

N Medium Humaniod

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

##### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

**hp** 14 (1d10+4)

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

##### OFFENSE

**Speed** 30 ft.

**Melee** longsword +4 (1d8+3/19–20) or  
cold iron dagger +4 (1d4+3/19–20)

**Ranged** heavy crossbow +3 (1d10/19–20)

##### TACTICS

**During Combat** The fighter fires his crossbow, then readies his sword and shield. He saves his alchemist's fire for foes he can't harm or can't hit with his sword.

##### STATISTICS

**Str** 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 16

**Feats** Iron Will, Power Attack, Toughness

**Skills** Heal +2, Perception +2, Survival +5

**Languages** Common

**Combat Gear** *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

## Siege of Serpents Tier 1-2

### E2 Chamber of the Sky Key

4x ECTOPLASMIC HUMAN	CR 1/2
N Medium undead	
<b>Init</b> +0; <b>Senses</b> darkvision 60 ft.; Perception +0	
<b>DEFENSE</b>	
<b>AC</b> 12, touch 10, flat-footed 12 (+2 natural)	
<b>hp</b> 7 (1d8+3)	
<b>Fort</b> +0, <b>Ref</b> +0, <b>Will</b> +2	
<b>DR</b> 5/slashing; <b>Immune</b> undead traits	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.; <i>air walk</i>	
<b>Melee</b> slam +3 (1d4+3 plus horrifying ooze)	
<b>Special Attacks</b> horrifying ooze	
<b>Spell-Like Abilities</b> (CL 1st; concentration +1)	
Constant— <i>air walk</i>	
<b>STATISTICS</b>	
<b>Str</b> 16, <b>Dex</b> 11, <b>Con</b> —, <b>Int</b> —, <b>Wis</b> 10, <b>Cha</b> 12	
<b>Base Atk</b> +0; <b>CMB</b> +3; <b>CMD</b> 13	
<b>Feats</b> ToughnessB	
<b>SQ</b> phase lurch	
<b>SPECIAL ABILITIES</b>	
<b>Horrifying Ooze (Su)</b> Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.	
<b>Phase Lurch (Su)</b> An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute	

### E3 The Tapestry Chamber

4x SYRINX CLERIC	CR 1
Syrinx cleric of Asmodeus 1 ( <i>Pathfinder Campaign Setting: Inner Sea Bestiary</i> 51)	
LE Medium humanoid (syrinx)	
<b>Init</b> +0; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +3	
<b>DEFENSE</b>	
<b>AC</b> 13, touch 10, flat-footed 13 (+3 armor)	
<b>hp</b> 8 (1d8)	
<b>Fort</b> +1, <b>Ref</b> +0, <b>Will</b> +5; +2 vs. mind-affecting effects	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft., fly 60 ft. (average)	
<b>Melee</b> mwk quarterstaff +2 (1d6+1)	
<b>Special Attacks</b> channel negative energy 5/day (DC 12, 1d6),	
<b>Domain Spell-Like Abilities</b> (CL 1st; concentration +4)	
6/day—touch of evil (1 rounds)	
6/day—copycat (1 rounds)	
<b>Cleric Spells Prepared</b> (CL 1st; concentration +4)	
1st— <i>command</i> (DC 14), <i>divine favor</i> , <i>protection from good</i> <sup>D</sup>	
0 (at will)— <i>bleed</i> (DC 13), <i>detect magic</i> , <i>resistance</i>	
<b>D</b> domain spell; <b>Domains</b> Evil, Trickery	
<b>STATISTICS</b>	
<b>Str</b> 13, <b>Dex</b> 10, <b>Con</b> 8, <b>Int</b> 10, <b>Wis</b> 16, <b>Cha</b> 15	
<b>Base Atk</b> +0; <b>CMB</b> +1; <b>CMD</b> 11	
<b>Feats</b> Selective Channeling	
<b>Skills</b> Fly +3, Knowledge (religion) +4, Perception +3 (+5 at night), Stealth +0 (+2 at night); <b>Racial Modifiers</b> +2 Perception at night, +2 Stealth at night	
<b>Languages</b> Common, Syrinx; speak with avians	
<b>Combat Gear</b> <i>potion of cure light wounds</i> ; <b>Other Gear</b> studded leather, mwk quarterstaff, spell component pouch, wooden holy symbol	
<b>SPECIAL ABILITIES</b>	
<b>Speak with Avians (Ex)</b> Syrinx can speak with all birds of the animal creature type and birdlike magical beasts	

# Siege of Serpents

## Tier 1-2

### G6 Battle Tower Wave 1

2x ASPIS AGENTS	CR 1/2
Human Rogue 1	
NE Medium human	
<b>Init</b> +7; <b>Senses</b> Perception +3	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)	
<b>hp</b> 10 (1d8+2)	
<b>Fort</b> +1, <b>Ref</b> +5, <b>Will</b> –1	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> short sword +3 (1d6+2/19–20)	
<b>Ranged</b> dagger +3 (1d4+2/19–20)	
<b>Special Attacks</b> sneak attack +1d6	
<b>TACTICS</b>	
<b>Before Combat</b> The rogue hides so he can use sneak attack.	
<b>During Combat</b> The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.	
<b>STATISTICS</b>	
<b>Str</b> 14, <b>Dex</b> 17, <b>Con</b> 13, <b>Int</b> 10, <b>Wis</b> 8, <b>Cha</b> 12	
<b>Base Atk</b> +0; <b>CMB</b> +2; <b>CMD</b> 15	
<b>Feats</b> Improved Initiative, Weapon Finesse	
<b>Skills</b> Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6	
<b>Languages</b> Common	
<b>SQ</b> trapfinding +1	
<b>Combat Gear</b> <i>potion of cure light wounds</i> , acid (2), smokestick, tanglefoot bag; <b>Other Gear</b> masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp	

ASPIS BRUTE	CR 1
Half-Orc Rogue 2	
NE Medium humanoid (human, orc)	
<b>Init</b> +2; <b>Senses</b> darkvision 60 ft.; Perception +6	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)	
<b>hp</b> 19 (2d8+7)	
<b>Fort</b> +1, <b>Ref</b> +5, <b>Will</b> +1	
<b>Defensive Abilities</b> evasion, orc ferocity	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> mwk greataxe +5 (1d12+4/_3)	
<b>Ranged</b> shortspear +3 (1d6+3)	
<b>Special Attacks</b> sneak attack +1d6	
<b>TACTICS</b>	
<b>During Combat</b> The rogue charges at the nearest foe.	
<b>STATISTICS</b>	
<b>Str</b> 17, <b>Dex</b> 14, <b>Con</b> 13, <b>Int</b> 8, <b>Wis</b> 12, <b>Cha</b> 10	
<b>Base Atk</b> +1; <b>CMB</b> +4; <b>CMD</b> 16	
<b>Feats</b> Toughness	
<b>Skills</b> Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5	
<b>Languages</b> Common, Orc	
<b>SQ</b> orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity	
<b>Combat Gear</b> <i>potions of cure light wounds</i> (2), <i>potion of disguise self</i> , <i>potion of divine favor</i> , <i>potion of feather fall</i> , <i>potion of hide from undead</i> ; <b>Other Gear</b> chain shirt, masterwork greataxe, shortspear, 59 gp	

**Siege of Serpents**  
**Tier 1-2**  
**G6 Battle Tower Wave 2**

**2x SMALL LIGHTNING ELEMENTAL**

**CR 1**

N Small outsider (air, elemental, extraplanar)

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

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**DEFENSE**

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

**hp** 11 (2d10)

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

**Immune** electricity, elemental traits

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**OFFENSE**

**Speed** fly 100 ft. (perfect)

**Melee** slam +5 (1d4 plus 1d3 electricity)

**Special Attacks** metal mastery, spark leap

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**STATISTICS**

**Str** 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Improved Initiative, Weapon FinesseB

**Skills** Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

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**SPECIAL ABILITIES**

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

# Siege of Serpents

## Tier 1-2

### G6 Battle Tower Wave 3

#### SMALL LIGHTNING ELEMENTAL CR 1

N Small outsider (air, elemental, extraplanar)  
**Init** +6; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)  
**hp** 11 (2d10)  
**Fort** +3, **Ref** +5, **Will** +0  
**Immune** electricity, elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)  
**Melee** slam +5 (1d4 plus 1d3 electricity)  
**Special Attacks** metal mastery, spark leap

#### STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11  
**Base Atk** +2; **CMB** +1; **CMD** 13  
**Feats** Improved Initiative, Weapon Finesse  
**Skills** Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

#### SPECIAL ABILITIES

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).  
**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

#### VOIDWORM PROTEAN CR 2

CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)  
**Init** +3; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*; Perception +8

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)  
**hp** 16 (3d10); fast healing 2  
**Fort** +1, **Ref** +6, **Will** +2  
**Defensive Abilities** amorphous, freedom of movement; **Immune** acid;  
**Resist** electricity 10, sonic 10

#### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)  
**Melee** bite +8 (1d3–2), tail slap +3 (1d3–2 plus confusion)  
**Space** 2-1/2 ft.; **Reach** 0 ft.  
**Spell-Like Abilities** (CL 6th; concentration +7)  
Constant—*detect law*  
At will—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*  
3/day—*blur* (self only), *obscuring mist*  
1/week—*commune* (CL 12th, 6 questions)

#### STATISTICS

**Str** 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13  
**Base Atk** +3; **CMB** +4; **CMD** 12 (can't be tripped)  
**Feats** Skill Focus (Perception), Weapon Finesse  
**Skills** Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15  
**Languages** Common, Protean  
**SQ** change shape (2 forms, both of which must be Tiny animals; *beast shape II*)

#### SPECIAL ABILITIES

**Confusion (Su)** A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.