**Goblin CR 1/3**

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/×3)

STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** leather armor, light wooden shield, short sword, short bow with 20 arrows

**Black Dragon Drool Hazard**

Acid falls from one of the dragons circling overhead and splatters, dealing **1d6 acid damage** to all creatures in **10-foot-radius** as a splash attack. The PCs may attempt a **DC 12 Reflex** save for half damage.

**Collapsing Rubble Trap CR 1/2 CR 1/2**

**Type** Mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

**Trigger** location; **Reset** manual

**Effect** avalanche of rubble (1d6 crushing damage); DC 15 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Melyra Shimore CR 1**

Female human cleric of Groetus 2

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +3

DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

**hp** 10 (2d8+1)

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

OFFENSE

**Speed** 20 ft.

**Melee** heavy flail +3 (1d10+3/19–20)

**Special Attacks** channel negative energy 4/day (DC 12, 1d6)

**Domain Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—touch of darkness (1 rounds)

6/day—vision of madness (+/–1)

**Cleric Spells Prepared** (CL 2nd; concentration +5)

1st—divine favor, doom (DC 14), lesser confusionD (DC 14), magic weapon

0 (at will)—bleed (DC 13), create water, guidance, resistance

**D** Domain spell; **Domains** Darkness, Madness

STATISTICS

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

**Base Atk** +1; **CMB** +3; **CMD** 12

**Feats** Combat Casting, Lightning Reflexes

**Skills** Diplomacy +5, Heal +7, Knowledge (planes) +6, Knowledge (religion) +6, Sense Motive +7, Spellcraft +6

**Languages** Common, Draconic

**SQ** aura

**Gear** breastplate, heavy flail, 265 gp

**Dermestid Beetle Swarms 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, W**i**ll +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

**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.

**Skeletons 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 InitiativeB

**Gear** broken chain shirt, broken scimitar

**Cage of Soul Echoes CR 1**

**Type** Mechanical; **Perception** DC 20; **Disable Device**\* DC 18

EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** ethereal blast (1d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

**Charvion CR 3**

Male human sorcerer 4

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +5

DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

**hp** 26 (4d6+12)

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

**Resist** cold 5

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +6 (1d4+3)

**Special Attacks** claws (2, 1d4+3, 5 rounds/day)

**Sorcerer Spells Known** (CL 4th; concentration +6)

2nd (4/day)—acid arrow (DC 14)

1st (7/day)—cause fear (DC 13), mage armor, magic missile, obscuring mist

0 (at will)—acid splash (DC 12), daze (DC 12), ray of frost (+1 damage per die rolled), mage hand, open/close

**Bloodline** Draconic (white)

STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15

**Base Atk** +2; **CMB** +5; **CMD** 17

**Feats** Eschew Materials, Improved Initiative, Toughness, Weapon Focus (claws)

**Skills** Bluff +7, Intimidate +7, Knowledge (arcana) +3, Linguistics +0, Perception +5

**Languages** Common, Draconic

**SQ** bloodline arcana

**Combat Gear** potion of bull’s strength, potions of cure light wounds (2), potions of cure moderate wounds (2), scroll of obscuring mist, scroll of shield; **Other Gear** +1 studded leather

**Goblin CR 1/3**

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/×3)

STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** leather armor, light wooden shield, short sword, short bow with 20 arrows

**Black Dragon Drool Hazard**

Acid falls from one of the dragons circling overhead and splatters, dealing **2d6 acid damage** to all creatures in **10-foot-radius** as a splash attack. The PCs may attempt a **DC 14 Reflex** save for half damage.

**Collapsing Rubble Trap CR 1 CR 1/2**

**Type** Mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

**Trigger** location; **Reset** manual

**Effect** avalanche of rubble (2d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Goblin Slayer CR 3**

Male goblin fighter 4

CE Small humanoid (goblinoid)

**Init** +7; **Senses** Darkvision 60ft.; Perception +0

DEFENSE

**AC** 18, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 shield, +1 size)

**hp** 30 (4d10+8)

**Fort** +5, **Ref** +4, **Will** +1; +1 vs. fear

OFFENSE

**Speed** 30 ft.

**Melee** short sword +9 (1d4+2)

**Ranged** shortbow +8 (1d4/X3)

STATISTICS

**Str** 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** +18

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Finesse

**Skills** Acrobatics +4, Climb +8, Fly +4, Ride +6, Stealth +12, Swim +8; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Draconic, Goblin

SQ armor training 1

**Combat Gear** flasks of alchemist’s fire (3), torches (3); Other Gear studded leather, light wooden shield

**Goblin Dog CR 1**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 9 (1d8+5)

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

**Immune** disease

OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+3 plus allergic reaction)

STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Toughness

**Skills** Stealth +6

SPECIAL ABILITIES

**Allergic Reaction (Ex)** A goblin dog’s dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog’s bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

**Melyra Shimore CR 1**

Female human cleric of Groetus 2

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +3

DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

**hp** 10 (2d8+1)

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

OFFENSE

**Speed** 20 ft.

**Melee** heavy flail +3 (1d10+3/19–20)

**Special Attacks** channel negative energy 4/day (DC 12, 1d6)

**Domain Spell-Like Abilities** (CL 2nd; concentration +5)

6/day—touch of darkness (1 rounds)

6/day—vision of madness (+/–1)

**Cleric Spells Prepared** (CL 2nd; concentration +5)

1st—divine favor, doom (DC 14), lesser confusionD (DC 14), magic weapon

0 (at will)—bleed (DC 13), create water, guidance, resistance

**D** Domain spell; **Domains** Darkness, Madness

STATISTICS

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

**Base Atk** +1; **CMB** +3; **CMD** 12

**Feats** Combat Casting, Lightning Reflexes

**Skills** Diplomacy +5, Heal +7, Knowledge (planes) +6, Knowledge (religion) +6, Sense Motive +7, Spellcraft +6

**Languages** Common, Draconic

**SQ** aura

**Gear** breastplate, heavy flail, 265 gp

**Dermestid Beetle Swarms 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, W**i**ll +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

**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.

**Wraith CR 5**

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft., lifesense; Perception +10

**Aura** unnatural aura (30 ft.)

DEFENSE

**AC** 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

**hp** 47 (5d8+25)

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

**Defensive Abilities** channel resistance +2, incorporeal; Immune undead traits

**Weaknesses** sunlight powerlessness

OFFENSE

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

**Special Attack** create spawn

STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

**Base Atk** +3; **CMB** +6; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative

**Skills** Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

**Languages** Common, Infernal

SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Constitution Drain (Su)** Creatures hit by a wraith’s touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Lifesense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

**Cage of Soul Echoes CR 2**

**Type** Mechanical; **Perception** DC 20; **Disable Device**\* DC 20

EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** ethereal blast (2d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

**Charvion CR 6**

Male human sorcerer 7

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +7

DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

**hp** 45 (7d6+21)

**Fort** +3, **Ref** +4, **Will** +5

**Resist** cold 5

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +8 (1d6+4)

**Special Attacks** claws (2, 1d6+4, treated as magic weapons, 5 rounds/day)

**Sorcerer Spells Known** (CL 7th; concentration +9)

3rd (4/day)—fly, hold person (DC 15), vampiric touch (DC 15)

2nd (7/day)—ghoul touch (DC 14), glitterdust (DC 14), hideous laughter (DC 14), resist energy

1st (7/day)—chill touch (DC 13), color spray (DC 13), mage armor, shocking grasp, true strike

0 (at will)—acid splash, daze (DC 12), detect magic, light, mage hand, open/close, ray of frost (+1 damage per die rolled)

**Bloodline** Draconic (white)

STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 15

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Toughness, Weapon Focus (claws)

**Skills** Bluff +9, Intimidate +9, Knowledge (arcana) +3, Linguistics +0, Perception +7

**Languages** Common, Draconic

**SQ** bloodline arcana

**Combat Gear** potion of bull’s strength, potion of cure light wounds, potion of cure moderate wounds, scroll of obscuring mist, scroll of shield; **Other Gear** +1 studded leather, amulet of mighty fists +1

**Young Black Dragon CR 7**

CE Medium dragon (water)

**Init** +6; **Senses** dragon senses; Perception +14

DEFENSE

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

**hp** 76 (8d12+24)

**Fort** +9, **Ref** +8, **Will** +7

**Immune** acid, paralysis, sleep

OFFENSE

**Speed** 60 ft., fly 150 ft. (average), swim 60 ft.

**Melee** bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

**Special Attacks** breath weapon (60-ft. line, DC 17, 6d6 acid)

STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)

**Feats** Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23

**Languages** Draconic

**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

**Dragon Senses (Ex)** Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speak with Reptiles (Sp)** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride (Ex)** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Collapsing Rubble Trap CR 1 CR 1/2**

**Type** Mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

**Trigger** location; **Reset** manual

**Effect** avalanche of rubble (3d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Goblin CR 1/3**

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

**AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** –1

OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d4/19–20)

**Ranged** short bow +4 (1d4/×3)

STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative

**Skills** Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Goblin

**Combat Gear** leather armor, light wooden shield, short sword, short bow with 20 arrows

**Goblin Dog CR 1**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 9 (1d8+5)

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

**Immune** disease

OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+3 plus allergic reaction)

STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Toughness

**Skills** Stealth +6

SPECIAL ABILITIES

**Allergic Reaction (Ex)** A goblin dog’s dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog’s bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

**Melyra Shimore CR 3**

Female human cleric of Groetus 4

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +3

DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)

**hp** 20 (4d8+2)

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

OFFENSE

**Speed** 20 ft.

**Melee** mwk heavy flail +6 (1d10+3/19–20)

**Special Attacks** channel negative energy 6/day (DC 13, 2d6)

**Domain Spell-Like Abilities** (CL 4th; concentration +7)

6/day—touch of darkness (2 rounds)

6/day—vision of madness (+/–2)

**Cleric Spells Prepared** (CL 4th; concentration +7)

2nd—bear’s endurance, darkness, silence, touch of idiocyD (DC 15)

1st—bless, divine favor, doom (DC 14), lesser confusionD (DC 14), magic weapon

0 (at will)—bleed (DC 13), create water, guidance, resistance

**D** Domain spell; **Domains** Darkness, Madness

STATISTICS

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

**Base Atk** +3; **CMB** +5; **CMD** 14

**Feats** Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes

**Skills** Diplomacy +7, Heal +9, Knowledge (planes) +7, Knowledge (religion) +7, Sense Motive +8, Spellcraft +8

**Languages** Common, Draconic

**SQ** aura

**Gear** masterwork breastplate, masterwork heavy flail, 1,735 gp

**Dermestid Beetle Swarms 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, W**i**ll +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

**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.

**Spectre CR 7**

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +17

**Aura** unnatural aura (30 ft.)

DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +5, **Will** +9

**Defensive Abilities** incorporeal, channel resistance +2

**Weaknesses** resurrection vulnerability, sunlight powerlessness

OFFENSE

**Speed** fly 80 ft. (perfect)

**Melee** incorporeal touch +10 (1d8 plus energy drain)

**Special Attacks** create spawn, energy drain (2 levels, DC 16)

STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

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

**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

**Skills** Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

**Languages** Common

SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

**Cage of Soul Echoes CR 4**

**Type** Mechanical; **Perception** DC 20; **Disable Device**\* DC 20

EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** ethereal blast (4d6); DC 15 Fort save for half; multiple targets (all targets in a 10-ft.-cone)

**Charvion CR 9**

Male human sorcerer 10

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +8

DEFENSE

**AC** 20, touch 13, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +2 natural)

**hp** 65 (10d6+30)

**Fort** +5, **Ref** +6, **Will** +8

**Resist** cold 10

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +10 (1d6+4)

**Special Attacks** claws (2, 1d6+4, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 10d6 cold, DC 18, 1/day)

**Sorcerer Spells Known** (CL 10th; concentration +13)

5th (3/day)—baleful polymorph (DC 18)

4th (5/day)—charm monster (DC 17), confusion (DC 17), fear (DC 17)

3rd (7/day)—fly, hold person (DC 16), sleet storm (DC 16), vampiric touch (DC 16)

2nd (7/day)—ghoul touch (DC 15), glitterdust (DC 15), hideous laughter (DC 15), resist energy, web (DC 15)

1st (7/day)—chill touch (DC 14), color spray (DC 14) grease (DC 14), mage armor, shocking grasp, true strike

0 (at will)—acid splash, daze (DC 13), detect magic, light, mage hand, open/close, ray of frost (+1 damage per die rolled), resistance, touch of fatigue (DC 13)

**Bloodline** Draconic (white)

STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 8, W**i**s 10, **Cha** 16

**Base Atk** +5; **CMB** +8; **CMD** 21

**Feats** Cleave, Combat Reflexes, Eschew Materials, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

**Skills** Bluff +11, Intimidate +11, Knowledge (arcana) +6, Linguistics +0, Perception +8

**Languages** Common, Draconic

**SQ** bloodline arcana

**Combat Gear** potion of bull’s strength, potion of cure light wounds, potion of cure moderate wounds, scroll of obscuring mist, scroll of shield; **Other Gear** +2 studded leather, amulet of mighty fists +1, cloak of resistance +1, ring of protection +1

**Goblin Shadow Blade CR 7**

Male goblin fighter 8

CN Small humanoid (goblinoid)

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

DEFENSE

**AC** 22, touch 15, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +1 shield, +1 dodge)

**hp** 67 (9d10+18)

**Fort** +7, **Ref** +6, **Will** +5

**Defensive Abilities** bravery +2

OFFENSE

**Speed** 30 ft.

**Melee** short sword +15/+10 (1d4+2/17-20)

**Ranged** shortbow +14/+9 (1d4/3)

STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +9; **CMB** +10; **CMD** +24

**Feats** Combat Reflexes, Dodge, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (short sword), Weapon Focus (shortbow)

**Skills** Acrobatics +6, Climb +6, Fly +2, Perception +3, Ride +4, Stealth +14, Survival +7, Swim +6; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Draconic, Goblin

**SQ** armor training 2

**Combat Gear** flasks of alchemist’s fire (2), tanglefoot bag, thunderstones (2), torches (3); **Other Gear** breastplate, light shield

**Young Black Dragon CR 7**

CE Medium dragon (water)

**Init** +6; **Senses** dragon senses; Perception +14

DEFENSE

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

**hp** 76 (8d12+24)

**Fort** +9, **Ref** +8, **Will** +7

**Immune** acid, paralysis, sleep

OFFENSE

**Speed** 60 ft., fly 150 ft. (average), swim 60 ft.

**Melee** bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

**Special Attacks** breath weapon (60-ft. line, DC 17, 6d6 acid)

STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)

**Feats** Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23

**Languages** Draconic

**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

**Dragon Senses (Ex)** Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speak with Reptiles (Sp)** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride (Ex)** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Collapsing Rubble Trap CR 1 CR 1/2**

**Type** Mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

**Trigger** location; **Reset** manual

**Effect** avalanche of rubble (5d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Goblin Slayer CR 3**

Male goblin fighter 4

CE Small humanoid (goblinoid)

**Init** +7; **Senses** Darkvision 60ft.; Perception +0

DEFENSE

**AC** 18, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 shield, +1 size)

**hp** 30 (4d10+8)

**Fort** +5, **Ref** +4, **Will** +1; +1 vs. fear

OFFENSE

**Speed** 30 ft.

**Melee** short sword +9 (1d4+2)

**Ranged** shortbow +8 (1d4/X3)

STATISTICS

**Str** 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** +18

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Finesse

**Skills** Acrobatics +4, Climb +8, Fly +4, Ride +6, Stealth +12, Swim +8; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Draconic, Goblin

SQ armor training 1

**Combat Gear** flasks of alchemist’s fire (3), torches (3); Other Gear studded leather, light wooden shield

**Goblin Dog CR 1**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 9 (1d8+5)

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

**Immune** disease

OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+3 plus allergic reaction)

STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Toughness

**Skills** Stealth +6

SPECIAL ABILITIES

**Allergic Reaction (Ex)** A goblin dog’s dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog’s bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

**Melyra Shimore CR 7**

Female human cleric of Groetus 8

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +4

**Aura** aura of madness (30 ft.)

DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, –1 Dex)

**hp** 40 (8d8+4)

**Fort** +6, **Ref** +3, **Will** +10

OFFENSE

**Speed** 20 ft.

**Melee** +1 heavy flail +10/+5 (1d10+4/19–20),

**Special Attacks** aura of madness (DC 18, 8 rounds/day), channel negative energy 6/day (DC 15, 4d6)

**Domain Spell-Like Abilities** (CL 8th; concentration +12)

7/day—touch of darkness (4 rounds)

7/day—vision of madness (+/–4)

**Cleric Spells Prepared** (CL 8th; concentration +12)

4th—chaos hammer, freedom of movement, shadow conjurationD, unholy blight (DC 18)

3rd—contagion (DC 17), dispel magic, inflict serious wounds (DC 17), prayer, rageD

2nd—bear’s endurance, darkness, enthrall (DC 16), silence, touch of idiocyD (DC 16)

1st—bless, divine favor, doom (DC 15), lesser confusionD (DC 15), magic weapon, sanctuary

0 (at will)—bleed (DC 14), create water, guidance, resistance

**D** Domain spell; **Domains** Darkness, Madness

STATISTICS

**Str** 14, **Dex** 8, **Con** 10, **Int** 14, **Wis** 18, **Cha** 12

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes, Weapon Focus (heavy flail)

**Skills** Diplomacy +10, Heal +13, Knowledge (history) +11, Knowledge (planes) +11, Knowledge (religion) +11, Sense Motive +13, Spellcraft +13

Languages Common, Draconic, Undercommon

**SQ** aura, eyes of darkness (4 rounds/day)

**Gear** +1 breastplate, +1 heavy flail, ring of protection +1, 2,135 gp

**Dermestid Beetle Swarms 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, W**i**ll +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

**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.

**Spectre CR 7**

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +17

**Aura** unnatural aura (30 ft.)

DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

**hp** 52 (8d8+16)

**Fort** +4, **Ref** +5, **Will** +9

**Defensive Abilities** incorporeal, channel resistance +2

**Weaknesses** resurrection vulnerability, sunlight powerlessness

OFFENSE

**Speed** fly 80 ft. (perfect)

**Melee** incorporeal touch +10 (1d8 plus energy drain)

**Special Attacks** create spawn, energy drain (2 levels, DC 16)

STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

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

**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)

**Skills** Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

**Languages** Common

SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

**Cage of Soul Echoes CR 7**

**Type** Mechanical; **Perception** DC 25; **Disable Device**\* DC 25

EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** ethereal blast (7d6); DC 20 Fort save for half; multiple targets (all targets in a 20-ft.-cone)

**Charvion CR 11**

Male human sorcerer 12

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +8

DEFENSE

**AC** 20, touch 13, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +2 natural)

**hp** 78 (12d6+36)

**Fort** +8, **Ref** +7, **Will** +9

**Resist** cold 10

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +12 (1d6+5 plus 1d6 cold)

**Special Attacks** claws (2, 1d6+5 plus 1d6 cold, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 12d6 cold, DC 19, 1/day)

**Sorcerer Spells Known** (CL 12th; concentration +15)

6th (3/day)—repulsion (DC 19)

5th (5/day)—baleful polymorph (DC 18), hold monster (DC 18), spell resistance

4th (6/day)—black tentacles (DC 17), charm monster (DC 17), confusion (DC 17), fear (DC 17)

3rd (7/day)—fireball (DC 16), fly, hold person (DC 16), sleet storm (DC 16), vampiric touch

2nd (7/day)—ghoul touch (DC 15), glitterdust (DC 15), hideous laughter (DC 15), invisibility, resist energy, web (DC 15)

1st (7/day)—chill touch (DC 14), color spray (DC 14), grease (DC 14), mage armor, shocking grasp, true strike

0 (at will)—acid splash, daze (DC 13), detect magic, light, mage hand, open/close, ray of frost (+1 damage per die rolled), resistance, touch of fatigue (DC 13)

**Bloodline** Draconic (white)

STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 17

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Cleave, Combat Reflexes, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

**Skills** Bluff +11, Intimidate +11, Knowledge (arcana) +10, Linguistics +0, Perception +8

**Languages** Common, Draconic

**SQ** bloodline arcana

**Combat Gear** potion of bull’s strength, potion of cure light wounds, potion of cure moderate wounds, scroll of obscuring mist, scroll of shield; **Other Gear** +2 studded leather, amulet of mighty fists +2, cloak of resistance +1, ring of protection +1

**Goblin Shadow Blade CR 7**

Male goblin fighter 8

CN Small humanoid (goblinoid)

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

DEFENSE

**AC** 22, touch 15, flat-footed 18; (+6 armor, +3 Dex, +1 dodge, +1 shield, +1 dodge)

**hp** 67 (9d10+18)

**Fort** +7, **Ref** +6, **Will** +5

**Defensive Abilities** bravery +2

OFFENSE

**Speed** 30 ft.

**Melee** short sword +15/+10 (1d4+2/17-20)

**Ranged** shortbow +14/+9 (1d4/3)

STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +9; **CMB** +10; **CMD** +24

**Feats** Combat Reflexes, Dodge, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Initiative, Iron Will, Mobility, Weapon Finesse, Weapon Focus (short sword), Weapon Focus (shortbow)

**Skills** Acrobatics +6, Climb +6, Fly +2, Perception +3, Ride +4, Stealth +14, Survival +7, Swim +6; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Draconic, Goblin

**SQ** armor training 2

**Combat Gear** flasks of alchemist’s fire (2), tanglefoot bag, thunderstones (2), torches (3); **Other Gear** breastplate, light shield

**Young Black Dragon CR 7**

CE Medium dragon (water)

**Init** +6; **Senses** dragon senses; Perception +14

DEFENSE

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

**hp** 76 (8d12+24)

**Fort** +9, **Ref** +8, **Will** +7

**Immune** acid, paralysis, sleep

OFFENSE

**Speed** 60 ft., fly 150 ft. (average), swim 60 ft.

**Melee** bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

**Special Attacks** breath weapon (60-ft. line, DC 17, 6d6 acid)

STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)

**Feats** Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

**Skills** Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23

**Languages** Draconic

**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

**Dragon Senses (Ex)** Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speak with Reptiles (Sp)** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride (Ex)** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Goblin Slayer CR 3**

Male goblin fighter 4

CE Small humanoid (goblinoid)

**Init** +7; **Senses** Darkvision 60ft.; Perception +0

DEFENSE

**AC** 18, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 shield, +1 size)

**hp** 30 (4d10+8)

**Fort** +5, **Ref** +4, **Will** +1; +1 vs. fear

OFFENSE

**Speed** 30 ft.

**Melee** short sword +9 (1d4+2)

**Ranged** shortbow +8 (1d4/X3)

STATISTICS

**Str** 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** +18

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Finesse

**Skills** Acrobatics +4, Climb +8, Fly +4, Ride +6, Stealth +12, Swim +8; Racial Modifiers +4 Ride, +4 Stealth

**Languages** Draconic, Goblin

SQ armor training 1

**Combat Gear** flasks of alchemist’s fire (3), torches (3); Other Gear studded leather, light wooden shield

**Adult Black Dragon CR 11**

CE Large dragon (water)

**Init** +5; **Senses** dragon senses; Perception +24

**Aura** frightful presence (180 ft., DC 19)

DEFENSE

**AC** 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, –1 size)

**hp** 161 (14d12+70)

**Fort** +14, **Ref** +10, Will +12

**DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

OFFENSE

**Speed** 60 ft., fly 200 ft. (poor), swim 60 ft.

**Melee** bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 22, 12d6 acid), corrupt water

**Spell-Like Abilities** (CL 14th)

At will—darkness (60-ft. radius)

**Spells Known** (CL 3rd)

1st (6/day)—alarm, mage armor, obscuring mist

0 (at will)—dancing lights, detect magic, mending, message, read magic

STATISTICS

**Str** 25, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 14

**Base Atk** +14; **CMB** +22; **CMD** 33 (37 vs. trip)

**Feats** Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

**Skills** Fly +12, Handle Animal +16, Intimidate +19, Knowledge (arcana) +19, Perception +24, Spellcraft +19, Stealth +20, Swim +32

**Languages** Common, Draconic, Giant

**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

**Dragon Senses (Ex)** Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speak with Reptiles (Sp)** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride (Ex)** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Collapsing Rubble Trap CR 1 CR 1/2**

**Type** Mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

**Trigger** location; **Reset** manual

**Effect** avalanche of rubble (7d6 crushing damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

**Goblin Dog CR 1**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 9 (1d8+5)

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

**Immune** disease

OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+3 plus allergic reaction)

STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Toughness

**Skills** Stealth +6

SPECIAL ABILITIES

**Allergic Reaction (Ex)** A goblin dog’s dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog’s bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

**Melyra Shimore CR 9**

Female human cleric of Groetus 10

CN Medium humanoid (human)

**Init** –1; **Senses** Perception +4

**Aura** aura of madness (30 ft.)

DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, –1 Dex)

**hp** 60 (10d8+15)

**Fort** +7, **Ref** +4, **Will** +11

OFFENSE

**Speed** 20 ft.

**Melee** +2 heavy flail +12/+7 (1d10+5/19–20),

**Special Attacks** aura of madness (DC 19, 10 rounds/day), channel negative energy 6/day (DC 16, 5d6)

**Domain Spell-Like Abilities** (CL 10th; concentration +14)

7/day—touch of darkness (5 rounds)

7/day—vision of madness (+/–5)

**Cleric Spells Prepared** (CL 10th; concentration +14)

5th—insect plague, nightmareD (DC 19), slay living (DC 19)

4th—air walk, chaos hammer (DC 18), freedom of movement, shadow conjurationD, unholy blight (DC 18)

3rd—contagion (DC 17), dispel magic, inflict serious wounds (DC 17), prayer, rageD

2nd—bear’s endurance, darkness, enthrall (DC 16), silence, touch of idiocyD (DC 16)

1st—bless, divine favor, doom (DC 15), lesser confusionD (DC 15), magic weapon, sanctuary

0 (at will)—bleed (DC 14), create water, guidance, resistance

**D** Domain spell; **Domains** Darkness, Madness

STATISTICS

**Str** 14, **Dex** 8, **Con** 10, **Int** 14, **Wis** 18, **Cha** 12

**Base Atk** +7; **CMB** +9; **CMD** 19

**Feats** Combat Casting, Elemental Channel, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (heavy flail)

**Skills** Diplomacy +11, Heal +14, Knowledge (history) +12, Knowledge (planes) +13, Knowledge (religion) +13, Sense Motive +15, Spellcraft +15

**Languages** Common, Draconic, Undercommon

**SQ** aura, eyes of darkness (5 rounds/day)

**Gear** +1 breastplate, +2 heavy flail, ring of protection +1, 1,085 gp

**Dermestid Beetle Swarms 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, W**i**ll +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

**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.

**Shadow, Greater Advanced CR 4**

CE Medium undead (incorporeal)

**Init** +7; **Senses** Darkvision 60; Perception +18

DEFENSE

**AC** 22, touch 20, flat-footed 14 (+2 deflection, +7 Dex, +1 dodge, +2 natural)

**hp** 76 (9d8+36)

**Fort** +7, **Ref** +10, **Will** +9

**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

**Speed** 40, fly 40ft.

**Melee** incorporeal touch +13 (1d8 Strength)

**Special Attacks** create spawn (as per shadow), strength damage

STATISTICS

**Str** —, **Dex** 24, **Con** —, **Int** 10, **Wis** 16, **Cha** 19

**Base Atk** 6; **CMB** 13; **CMD** 24

**Feats** Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

**Skills** Fly +17, Perception +15, Stealth +22 (+26 in dim light, +18 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

**Languages** None

SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid creature killed by a shadow’s Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

**Strength Damage (Su)** A shadow’s touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

**Cage of Soul Echoes CR 9**

**Type** Mechanical; **Perception** DC 25; **Disable Device**\* DC 28

EFFECTS

**Trigger** touch; **Reset** automatic

**Effect** ethereal blast (9d6); DC 22 Fort save for half; multiple targets (all targets in a 30-ft.-cone)

**Charvion CR 13**

Male human sorcerer 14

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +8

DEFENSE

**AC** 22, touch 14, flat-footed 19 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural)

**hp** 91 (14d6+42)

**Fort** +9, **Ref** +8, **Will** +11

**Resist** cold 10

OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13/+8 (1d6+5 plus 1d6 cold)

**Special Attacks** claws (2, 1d6+5 plus 1d6 cold, treated as magic weapons, 6 rounds/day), breath weapon (30-foot cone, 14d6 cold, DC 20, 1/day)

**Sorcerer Spells Known** (CL 14th; concentration +17)

7th (3/day)—finger of death (DC 20)

6th (5/day)—eyebite (DC 19), form of the dragon I, repulsion (DC 19)

5th (6/day)—baleful polymorph (DC 18), cloudkill (DC 18), hold monster (DC 18), spell resistance

4th (6/day)—black tentacles (DC 17), charm monster (DC 17), confusion (DC 17), fear (DC 17), greater invisibility

3rd (7/day)—displacement, fireball (DC 16), fly, hold person (DC 16), sleet storm (DC 16), vampiric touch (DC 16)

2nd (7/day)—ghoul touch (DC 15), glitterdust (DC 15), hideous laughter (DC 15), invisibility, resist energy, web (DC 15)

1st (7/day)—chill touch (DC 14), color spray (DC 14) grease (DC 14), mage armor, shocking grasp, true strike

0 (at will)—acid splash, daze (DC 13), detect magic, light, mage hand, open/close, ray of frost (+1 damage per die rolled), resistance, touch of fatigue (DC 13)

**Bloodline** Draconic (white)

STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 17

**Base Atk** +7; **CMB** +10; **CMD** 24

**Feats** Blind-Fight, Cleave, Combat Reflexes, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (claws)

**Skills** Bluff +11, Intimidate +11, Knowledge (arcana) +14, Linguistics +0, Perception +8

Languages Common, Draconic

**SQ** bloodline arcana

**Combat Gear** potion of cure light wounds, potion of cure moderate wounds, potion of bull’s strength, scroll of shield, scroll of obscuring mist; **Other Gear** +3 studded leather, amulet of mighty fists +2, cloak of resistance +2, ring of protection +1

**Zythrustianax CR 14**

Female old black dragon

CE Huge dragon (water)

**Init** +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, dragon senses; Perception +29

DEFENSE

**AC** 32, touch 8, flat-footed 32 (+24 natural, –2 size)

**hp** 225 (18d12+108)

**Fort** +17, **Ref** +11, **Will** +15

**Immune** acid, magic paralysis and sleep, dragon traits; **SR** 25

OFFENSE

**Speed** 30 ft., fly 200 ft. (poor)

**Melee** 1 bite +26 (2d8+13), 2 claw +25 (2d6+9), 2 wings +23 (1d8+4), 1 tail slap +23 (2d6+13)

**Ranged** claw +16 (1d8)

**Space** 15 ft.; **Reach** 10ft. (15 ft. with bite)

**Special Attacks** crush, breath weapon

**Spell-Like Abilities** (CL 18th; concentration +21)

At Will—darkness (80 feet), plant growth

**Spells Known** (CL 7th; concentration +10)

3rd (5)—dispel magic, slow (DC 16)

2nd (7)—blur, glitterdust (DC 15), invisibility

1st (7)—alarm, mage armor, magic missile, obscuring mist, true strike

0 (at will)—detect magic, mage hand, mending, message, prestidigitation, read magic, resistance

STATISTICS

**Str** 29, **Dex** 10, **Con** 23, **Int** 16, **Wis** 19, **Cha** 16

**Base Atk** +18; **CMB** +29; **CMD** 39 (43 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

**Skills** Fly +13, Handle Animal +21, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (history) +24, Perception +29, Sense Motive +6, Spellcraft +24, Stealth +19, Swim +30

**Languages** Common, Draconic, Giant, Goblin

**SQ** speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES

**Acidic Bite (Su)** When a black dragon reaches old age, its bite deals an additional 2d6 points of acid damage.

**Corrupt Water (Sp)** Once per day, an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and rendering it unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature’s possession must succeed on a Will save (DC equal to the dragon’s frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon’s frightful presence.

**Crush (Ex)** A flying or jumping dragon that is size Huge or larger can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon’s space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon’s breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don’t escape. A crush attack deals 2d8 damage plus 1-1/2 times the dragon’s Strength bonus.

**Dragon Senses (Ex)** Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Speak with Reptiles (Sp)** A young or older black dragon gains the constant, spell-like ability to speak with reptiles. This ability functions as the spell speak with animals, but only with reptilian animals.

**Swamp Stride (Ex)** An old black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.