

The Bloodcove Blockade

Subtier 3-4

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A2. Storefront

BOUNCERS

CR 2

Human monk 3

LN Medium humanoid (human)

Init +5; **Senses** Perception +10

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +4 Wis)

hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d6+3) or

nunchaku +4 (1d6+2) or

unarmed strike flurry of blows +4/+4 (1d6+3)

Ranged shuriken +3 (1d2+2)

Special Attacks flurry of blows, stunning fist (3/day, DC 15)

TACTICS

Before Combat If alerted by the overseers (see area **A3**), the bouncers drink their *potions of mage armor*, *potions of owl's wisdom*, and *potions of magic weapon*.

During Combat The bouncers use disarm combat maneuvers and their Stunning Fist feat to halt intruders, focusing attacks on those attempting to reach areas **A3** or **A4**.

Morale The bouncers attempt to retreat to area **A3**, drink their *potions of cure light wounds*, and join the overseers if reduced to 10 hit points or fewer.

Base Statistics If the bouncers do not drink their potions, then their statistics are **AC** 15, touch 14, flat-footed 13; **Will** +5; **Melee** unarmed strike +5 (1d6+2), unarmed strike flurry of blows +3/+3 (1d6+2);

Special Attacks stunning fist (3/day, DC 13); **Wis** 15; **Skills** Perception +8, Sense Motive +8

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 19, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +7 (+11 when jumping), Climb +6, Intimidate +5, Perception +10, Sense Motive +10, Stealth +7, Survival +5, Swim +6

SQ fast movement, maneuver training

Combat Gear *potions of cure light wounds* (3), *potion of mage armor*, *potion of magic weapon*, *potion of owl's wisdom*, smokesticks (3); **Other Gear** dagger, nunchaku, shuriken (20), *bracers of armor* +1, 30 gp

A3. Office

GUILD OVERSEERS

CR 2

Elf wizard 3

NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

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

hp 19 (3d6+6)

Fort +2, **Ref** +3, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6/18–20)

Ranged mwk longbow +4 (1d8+1/×3)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*mirror image*, *scorching ray*

1st—*magic missile*, *shield*, *shocking grasp*

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *resistance*

TACTICS

Before Combat If the overseers notice anything suspicious, they shout a warning down to the bouncers in area **A2**, activate their *bird feather tokens* to alert Aspis allies of an attack, and then cast a series of spells from their scrolls and wands in the following order: *mirror image*, *see invisibility*, *shield*, and *mage armor*.

During Combat The overseers first use their *scrolls of glitterdust* on the PCs, focusing first on any invisible targets they identify. They use their spells and scrolls to attack the PCs, or they use their *scrolls of enlarge person* on the bouncers in area **A2**.

Morale An overseer tries to flee if reduced to 4 or fewer hit points.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Casting, Point-Blank Shot, Scribe Scroll

Skills Acrobatics +4, Climb +2, Knowledge (arcana) +9, Knowledge (history) +7, Perception +5, Spellcraft +9 (+11 to identify magic item properties), Stealth +4

Languages Common, Draconic, Elven, Orc, Sylvan

SQ arcane bond (rapier), elven magic, weapon familiarity

Combat Gear *feather token (bird)*, *potion of cure moderate wounds*, *scroll of enlarge person*, *scroll of glitterdust*, *scroll of see invisibility*, *scroll of magic weapon*, *scroll of obscuring mist*, *scroll of scorching ray*; **Other Gear** mwk longbow with 20 arrows, mwk rapier, spellbook, 113 gp

Guild Overseer Cheat Sheet

2nd level

Mirror Image (illusion[figment], VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

1st level

Magic Missile (evocation[force], VS, medium, SRyes) – 2 1d4+1 missiles of force

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

Magic Items

Cure Moderate Wounds (conjuration (healing), VS) – creature touched heals 2d8+3

Enlarge Person (transmutation, VSM, close, one humanoid creature, 1min, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

Glitterdust (conjuration, VSM, medium, 10ft. radius, 3rds) – Creatures in area are outlined, no invis. WILL13 or be blinded; new save every round.

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

Magic Weapon (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

Obscuring Mist (conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

A4. Storage & Terrain

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

SPIKE GROWTH

School transmutation; **Level** druid 3, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area one 20-ft. square/level

Duration 1 hour/level (D)

Saving Throw Reflex partial; **Spell Resistance** yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A character with trapfinding can use the Perception skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger). *Spike growth* can't be disabled with the Disable Device skill.

Human rogue 7

NE Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +9 (1d3+2)

Special Attacks sneak attack +4d6

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

B. Asura Ambush

EVRI SHU

CR 6

Degenerate adhukait

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +15

Aura elusive (30 ft.)

DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 58 (9d10+9); regeneration 5 (good weapons, good spells)

Fort +4, **Ref** +9, **Will** +7; dual mind, +2 vs. enchantments

DR 5/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee 2 mwk kukris +13/+8 (1d4+3/18–20), 2 claws +7 (1d4+1)

Special Attacks dance of disaster

Spell-Like Abilities (CL 6th; concentration +7)

At will—*feather fall*, *greater teleport* (self plus 50 lbs. of objects only), *spider climb*

3/day—*blink*, *blur*, *mirror image*, *spike growth* (DC 14)

1/day—*summon* (level 4, 1 adhukait 35%)

TACTICS

Before Combat Evrishu casts *blur* and *mirror image* on itself when it sees the PCs approaching, using Stealth to hide in the canopy and avoid being noticed until it is prepared to fight.

During Combat Evrishu casts *spike growth* behind the PCs to prevent escape. Then it uses its dance of disaster to attack unarmored foes before turning to heavily armored targets.

Morale Evrishu uses *greater teleport* to escape if reduced to 10 hit points or fewer, allowing its regeneration to heal it back to half its total hit points before returning to the battle.

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 24

Feats Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Acrobatics +11, Bluff +11, Escape Artist +17, Intimidate +7, Knowledge (planes) +5, Perception +15, Perform (dance) +8, Stealth +11; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

Other Gear mwk kukris (2)

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Elusive Aura (Su) Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.

Spell-Like Abilities

Feather Fall (transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

Greater Teleport (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

Spider Climb (transmutation, VSM, creature touched, 10min/lvl, SRyes) – Gains a climb speed of 20ft. and a +8 racial bonus to climb checks. Can climb upside down.

Blink (transmutation, VS, personal, 1rd/lvl) – Physical attacks have a 50% miss chance (reduced to 20% for see invisible/hit ethereal). ½ dmg from area attacks. Ethereal, incorporeal, invisible.

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Mirror Image (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Spike Growth (transmutation, VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d4 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

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The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 3 squares of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

C. Escaping Bloodcove

KEMENDU

CR 6

Male human ranger 7

NE Medium humanoid (human)

Init +9; **Senses** Perception +13

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

hp 60 (7d10+28)

Fort +6, **Ref** +10, **Will** +5; +1 vs. fear

DR 10/melee or magic (40 points); **Immune** fire (48 points)

OFFENSE

Speed 30 ft.

Melee dagger +9/+4 (1d4+1/19–20) or
scimitar +9/+4 (1d6+1/18–20)

Ranged +1 *composite longbow* +14/+9 (1d8+2/×3)

Special Attacks combat style (archery), favored enemies (elves +2, humans +4)

Spells Prepared (CL 4th; concentration +7)

2nd—*protection from energy*

1st—*anticipate peril*^{UM} (DC 14), *charm animal* (DC 14)

TACTICS

Before Combat Kemendu drinks his *potion of aid*, *potion of cat's grace*, and *potion of protection of arrows*, then uses his *scroll of water walk* on himself. He casts *anticipate peril* and *protection from energy* on himself, defaulting to *protection against fire*, but switching to an energy type the PCs use frequently if the PCs earned three or more delays.

During Combat Kemendu targets a spellcaster with his *hushing arrow* first, then attacks the PCs with his bow. He uses *Deadly Aim*, *Manyshot*, and *Rapid Shot* to maximize damage, reverting to normal attacks if his shots miss frequently. He uses *water walk* to traverse the bogs or the river, attempting to lure approaching PCs toward his animal companion or traps if possible.

Morale Kemendu never abandons a contract, and he does not flee. He fights to the death or until forced to surrender due to insurmountable circumstances.

Base Statistics Without *aid*, *anticipate peril*, *cat's grace*, *protection from arrows*, and *protection from energy*, Kemendu's statistics are **Init** +3; **AC** 17, touch 13, flat-footed 14; **hp** 60; **Ref** +8, **Will** +5; **DR** none; **Immune** none; **Melee** dagger +8/+3 (1d4+1/19–20) or scimitar +8/+3 (1d6+1/18–20); **Ranged** +1 *composite longbow* +11/+6 (1d8+2/×3); **Dex** 16; **CMD** 21; **Skills** Stealth +13.

STATISTICS

Str 12, **Dex** 20, **Con** 13, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 23

Feats *Deadly Aim*, *Endurance*^B, *Far Shot*, *Learn Ranger Trap*^{UM}, *Manyshot*, *Point-Blank Shot*, *Precise Shot*, *Rapid Shot*

Skills *Climb* +11, *Handle Animal* +9, *Knowledge (geography)* +10, *Perception* +13, *Stealth* +15, *Survival* +13, *Swim* +11

Languages Common, Polyglot

SQ favored terrain (swamp +2), hunter's bond (constrictor snake named Netto), freezing trap (6/day), track +3, wild empathy +6, woodland stride

Combat Gear *potion of aid*, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of darkvision*, *potion of protection of arrows*, *scroll of water walk*; **Other Gear** +1 studded leather, +1 *composite longbow* (+1 Str) with 40 arrows, *hushing arrow*^{UE}, dagger, scimitar

Rapid	D. Aim	P-B Shot	FE	Attack
				+1 composite longbow +14/+9 (1d8+2/×3)
			+2	+1 composite longbow +16/+11 (1d8+4/×3)
			+4	+1 composite longbow +18/+13 (1d8+6/×3)
		X		+1 composite longbow +15/+10 (1d8+3/×3)
		X	+2	+1 composite longbow +17/+12 (1d8+5/×3)
		X	+4	+1 composite longbow +19/+14 (1d8+7/×3)
	X			+1 composite longbow +12/+7 (1d8+6/×3)
	X		+2	+1 composite longbow +14/+9 (1d8+8/×3)
	X		+4	+1 composite longbow +16/+11 (1d8+10/×3)
	X	X		+1 composite longbow +13/+8 (1d8+7/×3)
	X	X	+2	+1 composite longbow +15/+10 (1d8+9/×3)
	X	X	+4	+1 composite longbow +17/+12 (1d8+11/×3)
X				+1 composite longbow +12/+12/+7 (1d8+2/×3)
X			+2	+1 composite longbow +14/+14/+9 (1d8+4/×3)
X			+4	+1 composite longbow +16/+16/+11 (1d8+6/×3)
X		X		+1 composite longbow +13/+13/+8 (1d8+3/×3)
X		X	+2	+1 composite longbow +15/+15/+10 (1d8+5/×3)
X		X	+4	+1 composite longbow +17/+17/+12 (1d8+7/×3)
X	X			+1 composite longbow +10/+10/+5 (1d8+6/×3)
X	X		+2	+1 composite longbow +12/+12/+7 (1d8+8/×3)
X	X		+4	+1 composite longbow +14/+14/+9 (1d8+10/×3)
X	X	X		+1 composite longbow +11/+11/+6 (1d8+7/×3)
X	X	X	+2	+1 composite longbow +13/+13/+8 (1d8+9/×3)
X	X	X	+4	+1 composite longbow +15/+15/+10 (1d8+11/×3)

If Kemendu didn't have his initial buffs, subtract 3 from Kemendu's to hit numbers.

HUSHING ARROW

This +1 arrow makes no sound on release or as it flies through the air. A creature struck by a *hushing arrow* must succeed at a DC 13 Will save or be affected by *silence* (as the spell) for 5 rounds. The *silence* effect is not triggered by arrows that miss or those that strike an inanimate object.

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Acrobatics checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

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Both shallow and deep bogs increase the DC of Stealth checks by 2.

NETTO

CR —

Constrictor snake

N Large animal

Init +3; **Senses** low-light vision, scent; **Perception** +5**DEFENSE****AC** 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)**hp** 34 (4d8+16)**Fort** +8, **Ref** +7, **Will** +4**Defensive Abilities** evasion**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +9 (1d4+10 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d4+10)**STATISTICS****Str** 24, **Dex** 16, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)**Feats** Combat Reflexes, Iron Will**Tricks** Attack, Down, Heel, Stay, Track**Skills** Acrobatics +3 (-1 to jump), Climb +19, Perception +5, Stealth +3, Swim +19**GIANT CROCODILE (5+ DELAYS)**

CR 3

N Large animal

Init +0; **Senses** low-light vision; **Perception** +8**DEFENSE****AC** 15, touch 8, flat-footed 15 (+7 natural, -2 size)**hp** 28 (3d8+15)**Fort** +8, **Ref** +3, **Will** +2**OFFENSE****Speed** 20 ft., swim 30 ft.; sprint**Melee** bite +6 (2d6+6 plus grab) and tail slap +1 (3d6+3)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** death roll (2d6+9 plus trip)**STATISTICS****Str** 23, **Dex** 10, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +10 (+14 grapple); **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +0 (+8 in water), Swim +14; **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 84 rounds before it risks drowning.

Sprint (Ex) Once per minute a crocodile can sprint, increasing its land speed to 40 feet for 1 round.