

## PART 2 TO CONCLUSION

### HUNGRY BOAR (CR 1; 600 XP)

Young boar

N Small animal

**Init** +2; **Senses** low-light vision, scent; Perception +6

#### DEFENSE

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

**hp** 14 (2d8+5)

**Fort** +4, **Ref** +5, **Will** +1

**Defensive Abilities** ferocity

#### OFFENSE

**Speed** 40 ft.

**Melee** gore +2 (1d6+1)

#### STATISTICS

**Str** 13, **Dex** 18, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

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

**Feats** Toughness

**Skills** Perception +6, Stealth +8

### INCUTILIS (CR 2; 600 XP)

LE Tiny aberration (aquatic)

**Init** +6; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 18 (4d8)

**Fort** +1, **Ref** +3, **Will** +5

#### OFFENSE

**Speed** 5 ft., climb 5 ft., swim 60 ft.

**Melee** 2 tentacles +2 (1d4+2 plus grab)

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

**Special Attacks** puppetmaster

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)

**Feats** Improved Initiative, Step Up

**Skills** Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17

**Languages** Aklo, Aquan; telepathy 30 ft.

**SQ** amphibious

#### SPECIAL ABILITIES

**Puppetmaster (Su)** As a full-round action, an incutilis can drive its lesser tendrils into any helpless Small or Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a -4 penalty on the attack roll. Killing the incutilis destroys the zombie.

### RAILA LYONHART (CR 1/2; 200 XP)

Female zombie

NE Medium undead

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

#### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

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

**DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Spd** 30 ft.

**Melee** slam +4 (1d6+4)

#### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness<sup>B</sup>

**SQ** staggered

#### SPECIAL ABILITIES

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

### ECHENEIS (CR 1; 400 XP)

N Small magical beast (aquatic)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +5

#### DEFENSE

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

**hp** 19 (3d10+3)

**Fort** +4, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 5 ft., swim 20 ft.

**Melee** bite +5 (1d4+1 plus attach), tail slap +0 (1d4) or sucker +5 touch (attach), tail slap +0 (1d4)

**Special Attacks** attach, sap speed

#### STATISTICS

**Str** 12, **Dex** 11, **Con** 13, **Int** 2, **Wis** 10, **Cha** 13

**Base Atk** +3; **CMB** +3 (+11 grapple while attached); **CMD** 13 (17 vs. grapple while attached)

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Perception +5, Stealth +8, Swim +9

#### SPECIAL ABILITIES

**Attach (Ex)** An echeneis that hits with its bite or sucker attack automatically initiates a grapple against its target. While attached to a creature or vehicle, the echeneis gains a +8 bonus on combat maneuver checks to grapple and +4 bonus to its CMD against grapple attempts but loses any Dexterity bonus or dodge bonus to Armor Class. An echeneis that successfully maintains a grapple can make a free tail slap attack against any target except the one to which it is attached.

**Sap Speed (Su)** Whenever an echeneis ends its turn attached to a creature or vehicle, it steals fragments of time from its host and gains the benefits of haste for as long as it is attached and for an equal amount of time thereafter (maximum 3 hours). A creature with an attached echeneis takes a cumulative -1 penalty to Dexterity each round (which stacks with multiple echeneises) and must succeed at a DC 12 Will save or be affected as if by a slow spell until the end of the echeneis's next turn. The penalty to Dexterity ends at the end of the echeneis's turn if it is no longer attached to the creature. A vehicle with an attached echeneis has its speed reduced by half until the end of the echeneis's next turn. A creature or vehicle slowed by a second echeneis is reduced to one-quarter speed. A creature or vehicle slowed by three or more echeneises is reduced to a speed of 0 feet. The save DC is Charisma-based.

**COLONISTS (CR 1/2; 200 XP)**

Farmer  
Human commoner 1/expert 1  
N Medium humanoid  
**Init** +0; **Senses** Perception +1

**DEFENSE**

**AC** 10, touch 10, flat-footed 10  
**hp** 10 (2 HD; 1d6+1d8+2)  
**Fort** +1, **Ref** +0, **Will** +3

**OFFENSE**

**Speed** 30 ft.  
**Melee** club +0 (1d6) or  
sickle +0 (1d6)  
**Ranged** sling +0 (1d4) or  
club +0 (1d6)

**STATISTICS**

**Str** 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9  
**Base Atk** +0; **CMB** +0; **CMD** 10  
**Feats** Animal Affinity, Skill Focus (Profession [farmer])  
**Skills** Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7  
**Languages** Common  
**Gear** club, sickle, sling with 10 bullets, heavy horse, wagon

**GRINDLYLOW (CR 1/2; 200 XP)**

CE Small aberration (aquatic)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +4

**DEFENSE**

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)  
**hp** 5 (1d8+1)  
**Fort** +1, **Ref** +2, **Will** +2

**OFFENSE**

**Speed** 15 ft., swim 30 ft., jet 200 ft.  
**Melee** spear +2 (1d6+1/x3), bite -2 (1d3)  
**Ranged** spear +3 (1d6+1/x3)  
**Special attack** tangling tentacles

**STATISTICS**

**Str** 12, **Dex** 14, **Con** 13, **Int** 9, **Wis** 10, **Cha** 9  
**Base Atk** +0; **CMB** +0 (+4 trip); **CMD** 12 (18 vs. trip)  
**Feats** Weapon Finesse  
**Skills** Perception +4, Stealth +14, Swim +13; **Racial Modifiers** +4 Stealth, +8 Swim  
**Languages** Aquan  
**SQ** amphibious  
**Gear** spear

**SPECIAL ABILITIES**

**Tangling Tentacles (Ex)** Although a grindylow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindylow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindylow in retaliation.

**OCTOPUS (CR 1; 400 XP)**

N Small animal (aquatic)  
**Init** +3; **Senses** low-light vision; Perception +1

**DEFENSE**

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)  
**hp** 13 (2d8+4)  
**Fort** +5, **Ref** +6, **Will** +1

**Defensive Abilities** ink cloud**OFFENSE**

**Speed** 20 ft., swim 30 ft., jet 200 ft.  
**Melee** bite +5 (1d3+1 plus poison), tentacles +3 (grab)

**STATISTICS**

**Str** 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 3  
**Base Atk** +1; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)  
**Feats** Multiattack<sup>B</sup>, Weapon Finesse  
**Skills** Escape Artist +13, Stealth +20, Swim +9; **Racial Modifiers** +8 Stealth, +10 Escape Artist

**SPECIAL ABILITIES**

**Ink Cloud (Ex)** An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

**Jet (Ex)** An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

**Poison (Ex) Bite**—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

**DARKMANTLE (CR 1; 400 XP)**

N Small magical beast  
**Init** +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

**DEFENSE**

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)  
**hp** 15 (2d10+4)  
**Fort** +5, **Ref** +3, **Will** +0

**OFFENSE**

**Speed** 20 ft., fly 30 ft. (poor)  
**Melee** slam +3 (1d4 plus grab)  
**Special Attacks** constrict (1d4+4), grab (any size)  
**Spell-Like Abilities** (CL 5th)  
1/day—*darkness*

**STATISTICS**

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10  
**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)  
**Feats** Improved Initiative  
**Skills** Fly +5, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

**YOUNG CHOKER (CR 1; 400 XP)**

CE Tiny aberration  
**Init** +8; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)  
**hp** 10 (3d8-3)  
**Fort** +2, **Ref** +5, **Will** +4

**OFFENSE**

**Speed** 20 ft., climb 10 ft.  
**Melee** 2 tentacles +4 (1d3+1 plus grab)  
**Space** 5 ft.; **Reach** 10 ft.  
**Special Attacks** constrict (1d3+1), grab (Medium), strangle

**STATISTICS**

**Str** 12, **Dex** 18, **Con** 9, **Int** 4, **Wis** 13, **Cha** 7  
**Base Atk** +2; **CMB** +1 (+5 grappling); **CMD** 15  
**Feats** Improved Initiative, Skill Focus (Stealth)  
**Skills** Climb +14, Stealth +19  
**Languages** Undercommon  
**SQ** quickness

**SPECIAL ABILITIES**

**Strangle (Ex)** Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

**Quickness (Su)** A choker is supernaturally quick. It can take an extra move action during its turn each round.

### CHOKER (CR 2; 600 XP)

CE Small aberration

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

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 16 (3d8+3)

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

#### OFFENSE

**Speed** 20 ft., climb 10 ft.

**Melee** 2 tentacles +6 (1d4+3 plus grab)

**Space** 5 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d4+3), grab (Medium), strangle

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

**Base Atk** +2; **CMB** +4 (+8 grappling); **CMD** 16

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Climb +16, Stealth +13

**Languages** Undercommon

**SQ** quickness

#### SPECIAL ABILITIES

**Strangle (Ex)** Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

**Quickness (Su)** A choker is supernaturally quick. It can take an extra move action during its turn each round.

### CRYSMAL (CR 3; 800 XP)

N Small outsider (earth, elemental)

**Init** +2; **Senses** darkvision 60 ft., crystal sense; Perception +11

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 26 (4d10+4)

**Fort** +7, **Ref** +8, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, fire, elemental traits; **Resist** electricity 10

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** sting +7 (2d6+3)

**Special Attacks** shard spike +7 (3d6, range increment 60 ft.)

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

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 13), *touch of idiocy* (DC 14)

#### STATISTICS

**Str** 15, **Dex** 14, **Con** 13, **Int** 6, **Wis** 13, **Cha** 14

**Base Atk** +4; **CMB** +5; **CMD** 17 (29 vs. trip)

**Feats** Great Fortitude<sup>B</sup>, Lightning Reflexes, Skill Focus (Perception)

**Skills** Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); **Racial Modifiers** +2 Stealth in rocky areas

**Languages** Terran

#### SPECIAL ABILITIES

**Crystal Sense (Sp)** Crystals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

**Shard Spike (Ex)** Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6

points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

### ASSASSIN VINE (CR 3; 800 XP)

N Large plant

**Init** +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

#### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +1, **Will** +2

**Immune** electricity, plant traits; **Resist** cold 10 and fire 10

#### OFFENSE

**Speed** 5 ft.

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

#### STATISTICS

**Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

**SQ** camouflage

#### SPECIAL ABILITIES

**Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

### BOAR (CR 2; 600 XP)

N Medium animal

**Init** +0; **Senses** low-light vision, scent; Perception +6

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 18 (2d8+9)

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

**Defensive Abilities** ferocity

#### OFFENSE

**Speed** 40 ft.

**Melee** gore +4 (1d8+4)

#### STATISTICS

**Str** 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Toughness

**Skills** Perception +6

### MONKEY GOBLIN (CR 1/2; 200 XP)

Monkey goblin barbarian 1

NE Small humanoid (goblinoid)

**Init** +4; **Senses** low-light vision; Perception +4

#### DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

**hp** 13 (1d12+1)

**Fort** +3, **Ref** +4, **Will** +0; +2 vs. fear

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** kukri +4 (1d3+2/18–20)

**Ranged** shortbow +6 (1d4/x3) or net +6 (entangle)

**Special Attacks** rage (5 rounds/day)

## STATISTICS

**Str** 15, **Dex** 18, **Con** 13, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 16

**Feats** Exotic Weapon Proficiency (net)

**Skills** Acrobatics +10, Climb +14, Perception +4, Stealth +11, Survival +4; **Racial Modifiers** +2 Acrobatics, +2 Stealth

**Languages** Goblin

**SQ** fast movement, prehensile tail

**Gear** leather armor, kukri, net, shortbow with 10 arrows

## SPECIAL ABILITIES

**Prehensile Tail (Ex)** All monkey goblins have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve small objects stowed on their persons as a swift action.

## SKUM SOLDIERS (CR 2; 600 XP)

Skum (Ulat-Kini)

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

## DEFENSE

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

**hp** 20 (2d10+9)

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

**Resist** cold 10

## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)

**Ranged** trident +3 (1d8+2)

## STATISTICS

**Str** 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Multiattack<sup>B</sup>, Toughness

**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious

**Gear** trident

## ARIEL AND URLANA (CR 1; 400 XP)

Celedon

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +2

## DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 25 (1d10+20)

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

**Immune** construct traits

## OFFENSE

**Speed** 30 ft.

**Melee** short sword +2 (1d6+1/19–20)

**Special Attacks** bardic performance (6/day)

## STATISTICS

**Str** 12, **Dex** 11, **Con** —, **Int** 9, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Iron Will, Skill Focus (Knowledge [religion])<sup>B</sup>

**Skills** Knowledge (religion) +3

**Languages** Azlanti

**SQ** granted power, song of the gods

**Gear** short sword

## SPECIAL ABILITIES

**Granted Power (Ex)** A celedon enjoys the favor of the deity who created her. Every celedon chooses one of her deity's

domains and gains that domain's first granted power.

Alternatively, she can choose the prophet's touch ability below.

A celedon only chooses this power once and can never change her granted power.

**Prophet's Touch (Su)** Three times per day, a celedon can make a melee touch attack that, on a hit, forces the target to succeed at a DC 11 Fortitude save or become stunned for 1 round. A creature that succeeds is staggered for 1 round instead. Whether or not the target succeeds, any spells or effects that detect alignment read the target as being the same alignment as the celedon's deity for as long as they are stunned or staggered. This save DC is Charisma-based.

**Song of the Gods (Su)** A celedon has the bardic performance ability of a 3rd-level bard, granting her access to the countersong, fascinate, inspire courage, and inspire competence performances. Rather than Perform, a celedon uses Knowledge (religion) when necessary (such as to determine the saving throw result for countersong). She can make use of this ability a number of times per day equal to 4 + her Wisdom modifier and can employ either her voice or any musical instrument.

## SKUM SOLDIERS (CR 2; 600 XP)

Skum (Ulat-Kini)

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

## DEFENSE

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

**hp** 20 (2d10+9)

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

**Resist** cold 10

## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** +1 *trident* +5 (1d8+3), claw +2 (1d4+1), bite +2 (1d6+1)

**Ranged** +1 *trident* +4 (1d8+3)

## STATISTICS

**Str** 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Multiattack<sup>B</sup>, Toughness

**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious

**Combat Gear** *potion of cure light wounds*; **Other Gear** +1 *trident*

## CLOCKWORK SERVANT (CR 2; 600 XP)

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

## DEFENSE

**AC** 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

**hp** 31 (2d10+20); fast healing 2

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

**Immune** construct traits

**Weaknesses** vulnerable to electricity

## OFFENSE

**Speed** 30 ft.

**Melee** slam +6 (1d4+6)

**Ranged** net +4 (*entangle*)

## STATISTICS

**Str** 19, **Dex** 14, **Con** —, **Int** 11, **Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +6; **CMD** 20

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Skill Focus (Disable Device)

**Skills** Disable Device +7, Perception +2

**Languages** Azlanti

**SQ** repair clockwork, swift reactions, winding

### **SPECIAL ABILITIES**

**Net (Ex)** As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

**Repair Clockwork (Ex)** Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

### **MEDIUM WATER ELEMENTAL (CR 3; 800 XP)**

N Medium outsider (elemental, extraplanar, water)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

### **DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

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

**Fort** +6, **Ref** +5, **Will** +1

**Immune** elemental traits

### **OFFENSE**

**Speed** 20 ft., swim 90 ft.

**Melee** slam +7 (1d8+4)

**Special Attacks** drench, vortex (DC 15, 10–30 ft.), water mastery

### **STATISTICS**

**Str** 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +7; **CMD** 18

**Feats** Cleave, Power Attack

**Skills** Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16

**Languages** Aquan

### **SPECIAL ABILITIES**

**Drench (Ex)** The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.