

Tier 1-2

Dark Creeper

CR 2

XP 600

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

---DEFENSE---

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

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

Weaknesses light blindness

---OFFENSE---

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *detect magic*

---STATISTICS---

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

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

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

---SPECIAL ABILITIES---

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as **black smear**—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness.

Bat Swarm

CR 2

XP 600

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

---DEFENSE---

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

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

---OFFENSE---

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

---STATISTICS---

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** +4

Perception when using blindsense

SQ swarm traits

---SPECIAL ABILITIES---

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Tier 4-5

Large Earth Elemental

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

---DEFENSE---

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

---OFFENSE---

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

---STATISTICS---

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

---SPECIAL ABILITIES---

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, 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. (These modifiers are not included in the statistics block.)