**ECHO WOOD OUTLAWS**

**XP 400 each**

Human fighter 1/rogue 1

NE Medium humanoid (human)

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

**DEFENSE**

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 17 each (2 HD; 1d10+1d8+3)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** short sword +4 (1d6+2/19–20) or

dagger +4 (1d4+3/19–20)

**Ranged** mwk light crossbow +5 (1d8/19–20 plus poison)

**Special Attacks** sneak attack +1d6

**TACTICS**

**Morale** The outlaws retreat only if the PCs enter the guard post.

**STATISTICS**

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

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Improved Initiative, Point-Blank Shot, Weapon Finesse

**Skills** Acrobatics +8, Appraise +5, Climb +7, Disable Device +8, Perception +6, Stealth +8

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*, Small centipede poison (4);

**Other Gear** leather armor, dagger, mwk light crossbow with 20 bolts, short sword

**SMALL CENTIPEDE POISON**

**Type** poison, injury; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) DC 11

**Frequency** 1/round for 4 rounds

**Effect**1 [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html%22%20%5Cl%20%22dexterity) damage;**Cure** 1 save

**GIBBERING MOUTHER**

**XP 1,600**

N Medium [aberration](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#aberration)

**Init** +3; **Senses** all-around vision, darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +12

DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp** 46 (4d8+28)

**Fort** +8, **Ref** +4, **Will** +5

**Defensive Abilities** amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

**Speed** 10 ft., swim 20 ft.

**Melee** 6 bites +7 (1d4 plus [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab))

**Special Attacks** blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

STATISTICS

**Str** 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

**Base** **Atk** +3; **CMB** +3 (+7 grapple); **CMD**16 (can't be tripped)

**Feats** [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +12, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +8; **Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)

**Language**Aklo

SPECIAL ABILITIES

**All-Around Vision (Ex)** A gibbering mouther sees in all directions at once. It cannot be flanked.

**Amorphous (Ex)** A gibbering mouther's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Blood Drain (Ex)** On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

**Engulf (Ex)** This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther's body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther's damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.

**Gibbering (Su)** As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours. The save DC is Constitution-based.

**Ground Manipulation (Su)** At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

**Spittle (Ex)** Each round as a free action, a gibbering mouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

**ECHO WOOD SCOUTS**

**XP 200 each**

Human rogue 1

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4

**DEFENSE**

**AC** 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

**hp** 10 each (1d8+6)

**Fort** +2, **Ref** +5, **Will** +0

**OFFENSE**

**Speed** 30 ft.

**Melee** short sword +3 (1d6+1/19–20) or

 dagger +3 (1d4+1/19–20)

**Ranged** light crossbow +3 (1d8/19–20 plus poison)

**Special Attacks** sneak attack +1d6

**TACTICS**

**Morale** If two scouts are defeated, the rest retreat to area **C16**.

**STATISTICS**

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

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Toughness, Weapon Finesse

**Skills** Acrobatics +7, Appraise +5, Climb +5, Craft (traps) +5, Disable Device +7, Escape Artist +7, Knowledge (local) +5, Perception +4, Ride +4, Stealth +7

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*, greenblood oil (2);

**Other Gear** padded armor, dagger, light crossbow with 10 bolts, short sword

**JARIS PHENOGIAN**

**XP 600**

Male human rogue 2/transmuter 1

NE Medium humanoid (human)

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

**DEFENSE**

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

**hp** 23 (3 HD; 2d8+1d6+8)

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

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +4 (1d6–1/19–20)

**Ranged** acid flask +3 ranged touch (1d6 acid)

**Special Attacks** sneak attack +1d6

**Arcane School Spell-Like Abilities** (CL 1st; concentration +4)

6/day—telekinetic fist (1d4 bludgeoning)

**Transmuter Spells Prepared** (CL 1st; concentration +4)

1st—*animate rope*, *color spray* (DC 14), *mage armor* (already cast)

0 (at will)—*light*, *mage hand*, *prestidigitation* (DC 13)

**Opposition Schools** divination, necromancy

**TACTICS**

**During Combat** Jaris casts *color spray*, then uses ranged sneak attacks against blinded or stunned characters.

**Morale** If Jaris drops below 6 hit points and his cobra is destroyed, he offers to lead the PCs to Tarrin Dars in exchange for his life.

**STATISTICS**

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

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

**Feats** Great Fortitude, Improved Initiative, Scribe Scroll, Weapon Finesse

**Skills** Acrobatics +8, Craft (alchemy, traps) +9, Disable Device +8, Knowledge (arcana, dungeoneering) +9, Perception +7, Sleight of Hand +8, Spellcraft +9, Stealth +8

**Languages** Common, Dwarven, Goblin, Undercommon

**SQ** arcane bond (ring), physical enhancement +1, rogue talents (slow reactions), trapfinding +1

**Combat Gear** acid (3), Medium spider venom (3); **Other Gear** mwk short sword, hemp rope (50 ft.)

**MEDIUM SPIDER VENOM**

**Type** poison, injury; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) DC 14

**Frequency** 1/round for 4 rounds **Effect**1d2 [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html%22%20%5Cl%20%22strength) damage;**Cure** 1 save

**COLOR SPRAY**

**School** illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (red, yellow, and blue powder or colored sand)

**Range** 15 ft. **Area** cone-shaped burst

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned), perhaps also [blinded](http://paizo.com/pathfinderRPG/prd/glossary.html#blinded), and possibly knocking them [unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious). Each creature within the cone is affected according to its HD.

*2 HD or less*: The creature is [unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious), [blinded](http://paizo.com/pathfinderRPG/prd/glossary.html#blinded), and [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 2d4 rounds, then [blinded](http://paizo.com/pathfinderRPG/prd/glossary.html#blinded) and [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 1d4 rounds, and then [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 1 round. (Only living creatures are knocked [unconscious](http://paizo.com/pathfinderRPG/prd/glossary.html#unconscious).)

*3 or 4 HD*: The creature is [blinded](http://paizo.com/pathfinderRPG/prd/glossary.html#blinded) and [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 1d4 rounds, then [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 1 round.

*5 or more HD*: The creature is [stunned](http://paizo.com/pathfinderRPG/prd/glossary.html#stunned) for 1 round.

**IRON COBRA**

**XP 600**

N Small [construct](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#construct)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +0

DEFENSE

**AC** 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

**hp** 15 (1d10+10)

**Fort** +0, **Ref** +2, **Will** +0

**DR** 5/—; **Immune** [construct traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#construct-traits); **SR** 13

OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+1 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison))

STATISTICS

**Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +12; **Racial Modifiers** +6 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**SQ** find target

SPECIAL ABILITIES

**Find Target (Su)** Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by [*discern location*](http://paizo.com/pathfinderRPG/prd/spells/discernLocation.html#discern-location). The creator must have seen or be holding an item from the specified creature for this order to function.

**Poison (Ex)** An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity.

*Blue Whinnis*: Bite—injury; *save* **Fort DC 14**; *frequency* 1/round for 2 rounds; *effect* 1 Con and unconscious 1d3 hours; *cure* 1 save.

**CLOCKWORK SERVANT**

**XP 600**

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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

STATISTICS

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

**Base Atk** +2; **CMB** +6; **CMD** 20 (22 trip)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative)B, [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)B

**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**](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#clockwork-subtype)**(Ex)**[Clockwork](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#clockwork-subtype) 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.

**TARRIN DARS**

**XP 1,200**

Female human cleric of Norgorber 3/rogue 2

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +11

**DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 38 (5 HD; 3d8+2d8+13)

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

**Defensive Abilities** evasion

**OFFENSE**

**Speed** 30 ft.

**Melee** *+1 rapier* +6 (1d6/18–20)

**Ranged** light crossbow +5 (1d8/19–20)

**Special Attacks** channel negative energy 4/day (DC 12, 2d6), sneak attack +1d6

**Domain Spell-Like Abilities** (CL 3rd; concentration +6)

 6/day—bleeding touch (1 rounds), dazing touch

**Cleric Spells Prepared** (CL 3rd; concentration +6)

 2nd—*calm emotions*D (DC 16), *hold person* (DC 16), *sound burst* (DC 15)

 1st—*bless*, *charm person*D (DC 15), *remove fear*, *shield of faith*

 0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *light*

**D** domain spell; **Domains** Charm, Death

**TACTICS**

**During Combat** Tarrin uses her spells to hold or stun enemies, allowing her scouts to make sneak

attacks on her foes. If she sees a chance to flank, she combines Channel Smite with a sneak attack.

**Morale** Tarrin fights to the death in the shrine. If encountered elsewhere, she flees if reduced to 10 hit

points or fewer.

**STATISTICS**

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

**Base Atk** +3; **CMB** +2; **CMD** 14

**Feats** Channel Smite, Combat Casting, Improved Initiative, Spell Focus (enchantment), Weapon Finesse

**Skills** Acrobatics +5, Bluff +9, Diplomacy +5, Disable Device +5, Escape Artist +5, Knowledge (religion) +8, Perception +11, Spellcraft +8, Stealth +7

**Languages** Common

**SQ** rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of invisibility*; **Other Gear** *+1 chain shirt*, *+1 rapier*, light crossbow, holy symbol

**HOLD PERSON**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, F/DF (a small, straight piece of iron)

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

**Target** one humanoid creature

**Duration** 1 round/level (D); see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) negates; **DC15**; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

The subject becomes [paralyzed](http://paizo.com/pathfinderRPG/prd/glossary.html#paralyzed) and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is [paralyzed](http://paizo.com/pathfinderRPG/prd/glossary.html#paralyzed) cannot flap its wings and falls. A swimmer can't swim and may drown.

**WIGHT**

**XP 800**

LE Medium [undead](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#undead)

**Init** +1; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11

DEFENSE

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 26 (4d8+8)

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** [undead traits](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#undead-traits)

**Weaknesses** resurrection vulnerability

OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d4+1 plus [energy drain](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#energy-drain))

**Special Attacks** create spawn, [energy drain](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#energy-drain) (1 level, DC 14)

STATISTICS

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

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** [Blind-Fight](http://paizo.com/pathfinderRPG/prd/feats.html#blind-fight), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception))

**Skills** [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +9, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (religion) +7, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +16; **Racial Modifier** +8 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**Languages** Common

**SQ** create spawn

SPECIAL ABILITIES

**Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A [*raise dead*](http://paizo.com/pathfinderRPG/prd/spells/raiseDead.html#raise-dead) or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.