**Emerald spire TROGLODYTE CR 1**

**XP 400**

CE Medium [humanoid](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#humanoid) ([reptilian](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#reptilian-subtype))

**Init** –1; **Senses** darkvision 90 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +0

**Aura** stench (30 ft., DC 13, 10 rounds)

DEFENSE

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

**hp** 13 (2d8+4)

**Fort** +7, **Ref** –1, **Will** +0

OFFENSE

**Speed** 30 ft.

**Melee** club +2 (1d6+1), claw –3 (1d4), bite –3 (1d4) or2 claws +2 (1d4+1), bite +2 (1d4+1)

**Ranged** javelin +0 (1d6)

STATISTICS

**Str** 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +5 (+9 in rocky areas); **Racial Modifiers** +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) (+8 in rocky areas)

**Languages** Draconic

Slaagh and Kargh share the statblock above, but they also speak common.

**ANIMATED OBJECTS CR 5**

**XP 1,600 each**

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

**DEFENSE**

**AC** 16, touch 8, flat-footed 15 (–1 size, –1 Dex, +8 natural)

**hp** 52 each (4d10+30)

**Fort** +1, **Ref** +0, **Will** –4

**Hardness** 8; **Immune** construct traits

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +9 (1d8+6 and grab)

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

**STATISTICS**

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 20

**SQ** Construction Points

**SPECIAL ABILITIES**

**Construction Points** This animated object has the additional attack, grab, and stone construction abilities (included in the statistics above).

**SAVISK CR 3**

**XP 800**

Female troglodyte adept 4 (*Pathfinder RPG Bestiary* 267)

CN Medium humanoid (reptilian)

**Init** +4; **Senses** darkvision 90 ft.; Perception +2

**DEFENSE**

**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 33 (6 HD; 2d8+4d6+10)

**Fort** +7, **Ref** +1, **Will** +6

**OFFENSE**

**Speed** 30 ft.

**Melee** club +3 (1d6), claw +3 (1d4), bite +3 (1d4) or

2 claws +3 (1d4), bite +3 (1d4)

**Ranged** javelin +3 (1d6)

**Adept Spells Prepared** (CL 3rd; concentration +5)

2nd—*mirror image*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *sleep* (DC 13)

0—*detect magic*, *ghost sound* (DC 12), *touch of fatigue* (DC 12)

**STATISTICS**

**Str** 10, **Dex** 10, **Con** 13, **Int** 8, **Wis** 14, **Cha** 11

**Base Atk** +3; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Great Fortitude, Improved Initiative

**Skills** Acrobatics +5, Heal +8, Spellcraft +3, Stealth +5 (+9 in rocky areas), Survival +6

**Languages** Draconic

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** *boots of elvenkind*, club, javelins (3)