**FIENDISH TROGLODYTES (2) CR 2**

**XP 600 each**

Fiendish troglodyte fighter 1 (*Pathfinder RPG Bestiary* 267, 294)

CE Medium humanoid (reptilian)

**Init** +0; **Senses** darkvision 90 ft.; Perception –1

**DEFENSE**

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

**hp** 23 each (3 HD; 2d8+1d10+9)

**Fort** +8, **Ref** +2, **Will** –1

**Resist** cold 5, fire 5; **SR** 7

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 mwk falchion +6 (2d4+4/ 18–20), bite +0 (1d4+1) or

bite +5 (1d4+3), 2 claws +5 (1d4+3)

**Ranged** javelin +2 (1d6+3)

**Special Attacks** smite good 1/day (+2 attack, +3 damage)

**STATISTICS**

**Str** 17, **Dex** 11, **Con** 16, **Int** 8, **Wis** 8, **Cha** 14

**Base Atk** +2; **CMB** +5; **CMD** 15

**Feats** Lightning Reflexes, Point-Blank Shot, Power Attack

**Skills** Climb +8, Stealth +6 (+10 in rocky areas)

**Languages** Draconic

**Gear** javelins (3), mwk falchion, amulet (worth 5 gp), 10 gp

**ADVANCED NECROPHIDIUS CR 3**

**XP 800**

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

**Init** +5; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +0

**DEFENSE**

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

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +6, **Will** +3

**DR** 5/bludgeoning; **Immune** [construct](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#construct) traits

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +8 (1d8+6 plus paralysis)

**Special Attacks** dance of death

**STATISTICS**

**Str** 20, **Dex** 21, **Con** —, **Int** —, **Wis** 15, **Cha** 5

**Base Atk** +3; **CMB** +6; **CMD** 19 (can't be tripped)

**Skills** [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +15; **Racial Modifiers** +12 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**SPECIAL ABILITIES**

**Dance of Death (Ex)** A necrophidius can entrance opponents by swaying back and forth as a full-round action. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a DC 15 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Paralysis (Su)** Any living creature that is bitten by a necrophidius must succeed on a DC 13 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

**GAMIL, SALAMANDER CR 6**

**XP 2,400**

CE Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html" \l "extraplanar-subtype), [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype))

**Init** +1; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16

**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +7, **Will** +6

**DR** 10/magic; **Immune** fire

**Weaknesses** vulnerability to cold

**OFFENSE**

**Speed** 20 ft.

**Melee** spear +11/+6 (1d8+4/×3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab))

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail)

**Special Attacks** [constrict](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#constrict) (2d6+4 plus 1d6 fire), heat

**STATISTICS**

**Str** 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

**Base** **Atk** +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception))

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +12, [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +12, [Craft](http://paizo.com/pathfinderRPG/prd/skills/craft.html#craft) (weaponsmithing) +17, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +12, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +13, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +16, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +13, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +12; **Racial Modifiers** +4 [Craft](http://paizo.com/pathfinderRPG/prd/skills/craft.html#craft) (armorsmithing, blacksmithing, and weaponsmithing)

**Languages** Common, Ignan

**SPECIAL ABILITIES**

**Heat (Ex)** A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

**DEGENERATE SERPENTFOLK (2) CR 4**

**XP 1,200 each**

CE Medium monstrous humanoid (*Pathfinder RPG Bestiary 2* 242)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +13

**DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 47 each (5d10+20)

**Fort** +7, **Ref** +5, **Will** +5

**Immune** mind-affecting effects, paralysis, poison; **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk heavy mace +11 (1d8+5), bite +6 (1d6+2 plus poison)

**STATISTICS**

**Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6

**Base Atk** +5; **CMB** +10; **CMD** 21

**Feats** Great Fortitude, Improved Initiative, Weapon Focus (bite)

**Skills** Escape Artist +9, Perception +13

**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

**Gear** mwk heavy mace

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

**ADVANCED FIENDISH CONSTRICTOR SNAKE CR 3**

**XP 800**

N Medium animal (*Pathfinder RPG Bestiary* 255, 294)

**Init** +5; **Senses** low-light vision, scent; Perception +14

**DEFENSE**

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

**hp** 25 (3d8+12)

**Fort** +6, **Ref** +8, **Will** +4

**Resist** cold 5, fire 5; **SR** 8

**OFFENSE**

**Speed** 30 ft., climb 20 ft., swim 20 ft.

**Melee** bite +7 (1d4+7 plus grab)

**Special Attacks** constrict (1d4+7), smite good 1/day (+0 attack, +3 damage)

**STATISTICS**

**Str** 21, **Dex** 21, **Con** 16, **Int** 1, **Wis** 16, **Cha** 6

**Base Atk** +2; **CMB** +7 (+11 grapple); **CMD** 22 (can’t be tripped)

**Feats** Skill Focus (Perception), Toughness

**Skills** Acrobatics +17, Climb +13, Perception +14, Stealth +13, Swim +13

**SARTOSS CR 6**

**XP 2,400**

Male serpentfolk cleric of Kro'akoth 4 (*Pathfinder RPG Bestiary 2* 242)

CE Medium monstrous humanoid

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +14

**DEFENSE**

**AC** 20, touch 17, flat-footed 15 (+2 deflection, +5 Dex, +3 natural)

**hp** 85 (9 HD; 5d10+4d8+40)

**Fort** +11, **Ref** +10, **Will** +12

**Immune** mind-affecting effects, paralysis, poison; **SR** 19

**OFFENSE**

**Speed** 30 ft.

**Melee** *+1 rapier* +12/+7 (1d6+3/18–20), *+1 rapier* +12 (1d6+2/18–20), bite +8 (1d6+1 plus poison) or

*+1 rapier* +14/+9 (1d6+3/18–20), bite +8 (1d6+1 plus poison)

**Special Attacks** channel negative energy 8/day (DC 17, 2d6)

**Spell-Like Abilities** (CL 4th; concentration +9)

At will—*disguise self* (humanoid form only, DC 16), *ventriloquism*

1/day—*blur*, *dominate person* (DC 20), *major image*, *mirror image*, *suggestion* (DC 18)

**Domain Spell-Like Abilities** (CL 4th; concentration +8)

7/day—fire bolt (1d6+2 fire)

7/day—copycat (4 rounds)

**Cleric Spells Prepared** (CL 4th; concentration +8)

2nd—*bull's strength*, *cure moderate wounds*, *hold person* (DC 16), *produce flame* D

1st—*bless*, *burning hands* D (DC 15), *cure light wounds*, *protection from good*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *stabilize*

**D** domain spell; **Domains** Fire, Trickery

**TACTICS**

**Before Combat** If he knows the PCs are coming, Sartoss casts *bull's strength* and *shield of faith* on himself, and *protection from good* on the constrictor.

**During Combat** Sartoss attempts to sow confusion in the party by using *dominate person*, *suggestion*, and *hold person*.

**Morale** If alone, Sartoss tries to flee through the secret door. If the battle goes poorly, he leaves via the gate in area **G10**.

**Base Statistics** Without *bull's strength* and *shield of faith*, Sartoss's statistics are:

**AC** 18, touch 15, flat-footed 13; **Melee** *+1 rapier* +12/+7 (1d6+1/18–20), *+1 rapier* +12 (1d6+1/18–20), bite +8 (1d6 plus poison) or *+1 rapier* +14/+9 (1d6+1/18–20), bite +8 (1d6 plus poison);

**Str** 10; **CMB** +8; **CMD** 23.

**STATISTICS**

**Str** 14, **Dex** 20, **Con** 19, **Int** 18, **Wis** 19, **Cha** 20

**Base Atk** +8; **CMB** +10; **CMD** 27

**Feats** Great Fortitude, Improved Initiative, Martial Weapon Proficiency (rapier), Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +10, Bluff +12, Diplomacy +12, Escape Artist +18, Heal +11, Knowledge (arcana) +16, Knowledge (planes, religion) +11, Perception +14, Sense Motive +13, Spellcraft +14, Use Magic Device +14

**Languages** Abyssal, Aklo, Common, Draconic, Ignan, Undercommon; telepathy 100 ft.

**Gear** Fangs of Kro'akoth (two *+1 rapiers*), *pearl of power* (1st), gold holy symbol of Kro’akoth (worth 600 gp)

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves

***Copycat***[***(Sp)***](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-like-abilities-sp)**:** You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your [Wisdom](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#wisdom) modifier.

**DOMINATE PERSON**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

**Casting Time** 1 round

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one humanoid

**Duration** 1 day/level

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

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

**SANAZ, DARK NAGA CR 8**

**XP 4,800**

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

**Init** +5; **Senses** darkvision 60 ft., detect thoughts; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +19

**DEFENSE**

**AC** 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, –1 size)

**hp** 75 (10d8+40)

**Fort** +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)

**Defensive Abilities**guarded thoughts; **Immune** poison

**OFFENSE**

**Speed** 40 ft.

**Melee** bite +8 (1d4+2), sting +8 (2d4+2 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison))

**Space** 10 ft.; **Reach** 5 ft.

**Spells Known**(CL 7th)

3rd (5/day)—[*displacement*](http://paizo.com/pathfinderRPG/prd/spells/displacement.html#displacement)*,*[*lightning bolt*](http://paizo.com/pathfinderRPG/prd/spells/lightningBolt.html#lightning-bolt)(DC 16)

2nd (7/day)—[*cat's grace*](http://paizo.com/pathfinderRPG/prd/spells/catSGrace.html#cat-s-grace)*,*[*invisibility*](http://paizo.com/pathfinderRPG/prd/spells/invisibility.html#invisibility)*,*[*scorching ray*](http://paizo.com/pathfinderRPG/prd/spells/scorchingRay.html#scorching-ray)

1st (7/day)—[*expeditious retreat*](http://paizo.com/pathfinderRPG/prd/spells/expeditiousRetreat.html#expeditious-retreat)*,*[*magic missile*](http://paizo.com/pathfinderRPG/prd/spells/magicMissile.html#magic-missile)*,*[*ray of enfeeblement*](http://paizo.com/pathfinderRPG/prd/spells/rayOfEnfeeblement.html#ray-of-enfeeblement)(DC 14), [*shield*](http://paizo.com/pathfinderRPG/prd/spells/shield.html#shield)*,*[*silent image*](http://paizo.com/pathfinderRPG/prd/spells/silentImage.html#silent-image)

0 (at will)—[*daze*](http://paizo.com/pathfinderRPG/prd/spells/daze.html#daze)*,*[*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic)*,*[*light*](http://paizo.com/pathfinderRPG/prd/spells/light.html#light)*,*[*mage hand*](http://paizo.com/pathfinderRPG/prd/spells/mageHand.html#mage-hand)*,*[*open/close*](http://paizo.com/pathfinderRPG/prd/spells/openClose.html#open-close)*,*[*ray of frost*](http://paizo.com/pathfinderRPG/prd/spells/rayOfFrost.html#ray-of-frost)*,*[*read magic*](http://paizo.com/pathfinderRPG/prd/spells/readMagic.html#read-magic)

**TACTICS**

**Before Combat** Sanaz casts *displacement, shield,* and *cat’s grace*, then uses *detect thoughts* in an attempt to learn the PCs’ plans.

**During Combat** Sanaz toys with PCs while casting defensive spells, then uses spells judiciously and tries to knock PCs into the pit.

**Morale** Unless she can escape with Sartoss, Sanaz fights until slain.

**STATISTICS**

**Str** 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

**Base Atk** +7; **CMB** +10; **CMD** 26 (can't be tripped)

**Feats**[Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#alertness), [Combat Casting](http://paizo.com/pathfinderRPG/prd/feats.html#combat-casting), [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#dodge), [Eschew Materials](http://paizo.com/pathfinderRPG/prd/feats.html#eschew-materials)B, [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Stealthy](http://paizo.com/pathfinderRPG/prd/feats.html#stealthy)

**Skills**[Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +13, [Diplomacy](http://paizo.com/pathfinderRPG/prd/skills/diplomacy.html#diplomacy) +9, [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#disguise) +9, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +13, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +12, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (arcana) +13, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +19, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +10, [Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html" \l "spellcraft) +12, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +18

**Languages** Common, Infernal

**SPECIAL ABILITIES**

**Detect Thoughts (Su)**A dark naga can continuously use [*detect thoughts*](http://paizo.com/pathfinderRPG/prd/spells/detectThoughts.html#detect-thoughts)as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

**Guarded Thoughts (Ex)**Dark nagas are immune to any form of mind reading, such as that granted by [*detect thoughts*](http://paizo.com/pathfinderRPG/prd/spells/detectThoughts.html#detect-thoughts). This ability also grants a +2 racial bonus on all saves against charm effects.

**Poison (Ex)** Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

**Spells** Dark nagas cast spells as 7th-level sorcerers.

**LIGHTNING BOLT**

**School** evocation [electricity]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass rod)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

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

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt*sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

**SCORCHING RAY**

**School** evocation [fire]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one or more rays

**Duration** instantaneous

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

**DISPLACEMENT**

**School** illusion (glamer); **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, M (a small loop of leather)

**Range** touch

**Target** creature touched

**Duration** 1 round/level (D)

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

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement*does not prevent enemies from targeting the creature normally. [*True seeing*](http://paizo.com/pathfinderRPG/prd/spells/trueSeeing.html#true-seeing)reveals its true location and negates the miss chance.

**ADVANCED VENOMOUS SNAKE SWARM CR 4**

**XP 1,200**

N Tiny animal ([swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype))

**Init** +7; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13

**DEFENSE**

**AC** 21, touch 17, flat-footed 16 (+5 Dex, +4 natural, +2 size)

**hp** 47 (5d8+25)

**Fort** +9, **Ref** +11, **Will** +4

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

**OFFENSE**

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

**Melee** [swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype) (1d6 plus [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#distraction) and [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)))

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#distraction) (DC 15)

**STATISTICS**

**Str** 13, **Dex** 20, **Con** 21, **Int** 1, **Wis** 16, **Cha** 6

**Base Atk** +3; **CMB** —; **CMD** — (can't be tripped)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception))

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +7 (+3 when jumping), [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +15, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +13, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +19, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +11;

**Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception), +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth); uses Dex to modify [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) and [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim)

**SPECIAL ABILITIES**

[**Poison**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su))**(Ex)** [Swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype)—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

**OGREKIN (HALF-OGRE) CR 2**

**XP 600**

Male human ogrekin fighter 2

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

**Int** +5; **Senses** low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +1

**DEFENSE**

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

**hp** 25 (2d10+10)

**Fort** +7, **Ref** +1, **Will** +1

**Defensive Abilities**bravery +1

**OFFENSE**

**Speed** 30 ft.

**Melee**shortspear +7 (1d6+5), bite +2 (1d4+2)

**STATISTICS**

**Str** 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +7; **CMD** 18

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +10, [Swim](http://paizo.com/pathfinderRPG/prd/skills/swim.html#swim) +10

**Languages**Giant

**SQ** deformities (oversized maw, weak mind)

**QUICKLING CR 3**

**XP 800**

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

**Init** +7; **Senses** low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +9

**DEFENSE**

**AC** 20, touch 19, flat-footed 12 (+7 Dex, +1 dodge, +1 natural, +1 size)

**hp** 18 (4d6+4)

**Fort** +2, **Ref** +11, **Will** +6

**Defensive Abilities** evasion, [natural invisibility](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#natural-invisibility), supernatural speed, uncanny dodge; **DR** 5/cold iron

**Weaknesses** slow susceptibility

**OFFENSE**

**Speed** 120 ft.

**Melee** short sword +10 (1d4–1/19–20)

**Special Attacks** sneak attack +1d6

**Spell-Like Abilities** (CL 6th; concentration +8)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

**STATISTICS**

**Str** 8, **Dex** 24, **Con** 13, **Int** 15, **Wis** 15, **Cha** 14

**Base Atk** +2; **CMB** +0; **CMD** 18

**Feats** [Dodge](http://paizo.com/pathfinderRPG/prd/feats.html#dodge), [Mobility](http://paizo.com/pathfinderRPG/prd/feats.html#mobility), [Spring Attack](http://paizo.com/pathfinderRPG/prd/feats.html#spring-attack), [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +14 (+50 jump), [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +9, [Craft](http://paizo.com/pathfinderRPG/prd/skills/craft.html#craft) (any one) +9, [Escape Artist](http://paizo.com/pathfinderRPG/prd/skills/escapeArtist.html#escape-artist) +14, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +9, [Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html#spellcraft) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +18, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +4, [Use Magic Device](http://paizo.com/pathfinderRPG/prd/skills/useMagicDevice.html#use-magic-device) +7

**Languages** Aklo, Common, Sylvan

**SQ** [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)) use

**SPECIAL ABILITIES**

[**Natural Invisibility**](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#natural-invisibility)**(Su)** A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

**Supernatural Speed (Su)** A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

**Slow Susceptibility (Ex)** A quickling that succumbs to a [*slow*](http://paizo.com/pathfinderRPG/prd/spells/slow.html#slow) effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the [*slow*](http://paizo.com/pathfinderRPG/prd/spells/slow.html#slow) effect ends.

**BLUE WHINNIS**

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

**Frequency** 1/round for 2 rounds

**Initial Effect**1 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#constitution) damage; **Secondary Effect** unconsciousness for 1d3 hours;**Cure** 1 save