

## **DARK CREEPER**

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

### 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.

## **HUMAN 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

Speed 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

Special Qualities staggered

## VIOLET FUNGUS

N Medium plant

Init -1; Senses low-light vision; Perception +0

### DEFENSE

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

hp 30 (4d8+12)

Fort +7, Ref +0, Will +1

Immune plant traits

### OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; Reach 10 ft.

### STATISTICS

Str 12, Dex 8, Con 16, Int —, Wis 11, Cha 9

Base Atk +3; CMB +4; CMD 13

### SPECIAL ABILITIES

**Rot (Ex)** A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

## DERRO

CE Small humanoid (derro)

Init +6; Senses darkvision 60 ft.; Perception +0

### DEFENSE

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

hp 25 (3d8+12)

Fort +5, Ref +3, Will +6

SR 14

Weaknesses vulnerability to sunlight

### OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4) or aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—darkness, ghost sound (DC 13)

1/day—daze (DC 13), sound burst (DC 15)

### STATISTICS

Str 11, Dex 15, Con 18, Int 10, Wis 5, Cha 16

Base Atk +2; CMB +1; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

### SPECIAL ABILITIES

**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

## **Advanced Morlock**

CE Medium monstrous humanoid

Init +10; Senses darkvision 120 ft., scent; Perception +4

### DEFENSE

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

hp 28 (3d10+12)

Fort +5, Ref +11, Will +7;

Immune disease, poison;

Weaknesses light blindness

### OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +7 (1d6+4), bite +2 (1d4+3)

Special Attacks leap attack, sneak attack +1d6, swarming

### STATISTICS

Str 18, Dex 23, Con 19, Int 9, Wis 18, Cha 10;

Base Atk +3; CMB 7; CMD 23

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +15, Climb +24, Stealth +10; Racial Modifiers +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

### SPECIAL ABILITIES

**Expert Climber (Ex)** A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

**Leap Attack (Ex)** As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

**Swarming (Ex)** Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

## CHAOS BEAST

CN Medium outsider (chaotic, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +13

### DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 85 (9d10+36)

Fort +9, Ref +8, Will +4

Defensive Abilities amorphous, resistant to transformation; SR 18

### OFFENSE

Speed 20 ft.

Melee 4 claws +13 (1d6+3 plus corporeal instability)

### STATISTICS

Str 17, Dex 15, Con 16, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +12; CMD 25 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +14 (+10 jump), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

### SPECIAL ABILITIES

**Corporeal Instability (Su)** Claw—contact (curse); save Fort DC 17; effect amorphous body and 1 Wisdom drain per round (see below); cure 3 consecutive saves. The save DC is Con-based.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (−4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; shapechange and stonkskin have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

## Fiendish Giant Frog

N Medium Animal

Init +1; Senses darkvision 60 ft.; low-light vision, scent; Perception +3

### DEFENSE

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

hp 15 (2d8+6)

Fort +6, Ref +6, Will -1;

Resist cold 5, fire 5; SR 6;

### OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft. Reach 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue;

Smite Good 1/day (swift action, +2 to damage vs. good)

### STATISTICS

Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6;

Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip)

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10

### SPECIAL ABILITIES

**Tongue (Ex)** A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

## Fiendish Giant Spider

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

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

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1;

Immune mind-affecting effects; Resist cold 5, fire 5; SR 6;

### OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Ranged web +5 (DC 12, hp 2)

Special Attacks Smite Good 1/day (swift action, +3 to damage vs. good)

### STATISTICS

Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2;

Base Atk +2; CMB 2; CMD 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs)

### SPECIAL ABILITIES

**Poison (Ex)** Bite-injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

## Fiendish Crocodile

N Large animal

Init +1; Senses darkvision 60 ft.; low-light vision; Perception +8

### DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, Ref +4, Will +2;

Resist cold 5, fire 5; SR 7;

### OFFENSE

Speed 20 ft., swim 30 ft. sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

Special Attacks death roll (1d8+6 plus trip); smite good (swift action; +3 damage vs. good)

### STATISTICS

Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2;

Base Atk +2; CMB +7 (+11 grapple); CMD 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; Racial Modifiers +8 on Stealth in water

### SPECIAL ABILITIES

**Death Roll (Ex)** When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

## Fiendish Wolverine

N Medium animal

Init +2; Senses darkvision 60 ft.; low-light vision, scent; Perception +10

### DEFENSE

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

hp 22 (3d8+9)

Fort +5, Ref +5, Will +2;

Resist cold 5, fire 5; SR 7;

### OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage; smite good 1/day (swift action, +3 damage vs. good)

### STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10;

Base Atk +2; CMB 4; CMD 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

### SPECIAL ABILITIES

**Rage (Ex)** A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

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