

The Forgotten Laboratory

Gray Ooze

XP 1,200

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Defensive Abilities ooze traits; Immune cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Homunculus

XP 400

CE Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

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

Feats Lightning Reflexes

Skills Fly +10, Perception +3, Stealth +12

Languages Common (cannot speak); telepathic link

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

Mutated Goblins (6)

XP 200 each

Advanced Goblin Warrior 1

CE Small humanoid (goblinoid)

Init +8; **Senses** darkvision; Perception +1

DEFENSE

AC 20, touch 15, flat-footed 16 (+2 armor, +1 shield, +4 Dex, +1 size, +2 natural)

hp 8 (1d10+3)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d3+2)

STATISTICS

Str 15, **Dex** 19, **Con** 16, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 16

Feats Improved Initiative

Skills Ride +12, Stealth +12, Swim +6

Languages Goblin

SQ mutation (one from table)

Other Gear leather armor, buckler

| D8 | Mutation |
|----|---|
| 1 | Bite attack (1d6) |
| 2 | Scales (+2 natural armor bonus) |
| 3 | Third arm (additional claw attack) |
| 4 | Tentacle legs (climb speed of 20 ft.) |
| 5 | Sticky slime (claw attack gains grab) |
| 6 | Reflective hide (resist 5 against all energy types) |
| 7 | Speedy (+4 initiative, +20 ft. to base speed) |
| 8 | Rubbery (DR 5/slashing) |

Medium Earth Elemental

XP 800

N Medium outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7**DEFENSE****AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)**hp** 34 (4d10+12)**Fort** +7, **Ref** +0, **Will** +4**Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +9 (1d8+7)**Special Attacks** earth mastery**STATISTICS****Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +9; **CMD** 18**Feats** Cleave, Improved Bull Rush^B, Power Attack**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering, planes) +2, Perception +7, Stealth +3**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.)

Dire Rats (3)

XP 135 each

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease**STATISTICS****Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES**

Disease (Ex) Filth fever: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Giant Black Widow Spider

XP 800

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, Perception +4; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SQ strong webs

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Spider Swarm

XP 400

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

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

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Medium Animated Object

XP 800

N Medium construct

Init +0; **Senses** darkvision, low-light vision; Perception -5

DEFENSE**AC** 15, touch 10, flat-footed 15 (+5 natural)**hp** 36 (3d10)**Fort** +1, **Ref** +1, **Will** -4**Defensive Abilities** hardness 8; **Immune** construct traits

OFFENSE**Speed** 30 ft.**Melee** 2 slams +5 (1d6+2)

STATISTICS**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Iron Cobra**

XP 600

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; 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; **SR** 13

OFFENSE**Speed** 40 ft.**Melee** bite +3 (1d6+1 plus acid)**Special Attacks** 3 doses of acid (1d4 acid damage)

STATISTICS**Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)**Skills** Stealth +12; **Racial Modifiers** +6 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. 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. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.