

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

Basidirond CR 5

XP 1,600

Male basidirond (*Pathfinder RPG Bestiary* 28)

N Medium plant

Init +1; **Senses** low-light vision, tremorsense 60 ft.; Perception +0

Defense

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

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

Immune cold, plant traits

Weakness cold lethargy

Offense

Speed 20 ft.

Melee slam +10 (1d8+7)

Statistics

Str 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (25 vs. trip)

SQ hallucination cloud, spores

ECOLOGY

Environment Any non-cold underground

Organization Solitary, pair, or grove (3-8)

Treasure Incidental

Special Abilities

Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Hallucination Cloud (DC 16) (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in it

Immunity to Cold You are immune to cold damage.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs.

The save DC is Constitution-based.

Basidiron Sp

Tremorsense (60 feet) Sense things and creatures without seeing them.

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

Drowned Guard CR 3

XP 800

Male advanced draugr (*Pathfinder RPG Bestiary*; *Pathfinder RPG Bestiary 2* 110)

CE Medium undead (water)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

Defense

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 25 (3d8+12)

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

DR 5/slashing or bludgeoning; **Immune** undead traits; **Resist** fire 10

Offense

Speed 30 ft., swim 30 ft.

Melee greataxe +7 (1d12+7/x3) and
slam +2 (1d10+2)

Special Attacks nausea

Statistics

Str 21, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +2; **CMB** +7; **CMD** 19

Feats Power Attack, Toughness

Skills Climb +11, Perception +8, Stealth +8, Swim +13

Languages Common (can't speak)

Other Gear leather armor, greataxe

ECOLOGY

Environment Any coastal

Organization Solitary or crew (2-8)

Treasure Standard (greataxe, leather armor, other treasure)

Special Abilities

Damage Reduction (5/slashing or bludgeoning) You have Damage Reduction against all except Slashing or Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death Effects You are immune to death effects.

Immunity to Disease You are immune to diseases.
Immunity to Energy Drain Immune to energy drain
Immunity to Exhausted You are immune to the exhausted condition.
Immunity to Fatigue You are immune to the fatigued condition.
Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.
Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
Immunity to Paralysis You are immune to paralysis.
Immunity to Physical Ability Damage Immune to ability damage to your physical abilities.
Immunity to Poison You are immune to poison.
Immunity to Sleep You are immune to sleep effects.
Immunity to Stunning You are immune to being stunned.
Nausea (DC 14) (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.
Power Attack -1/+2 You can subtract from your attack roll to add to your damage.
Swimming (30 feet) You have a Swim speed.
Undead Traits Undead have many immunities and use Cha in place of a Con for all effects.

This creature is a blackened, bat-winged fiend's head. Tentacles dangle from chin and scalp, and its fanged mouth hangs agape.

Girallon-Headed Vargouilles CR 3
XP 800

Male giant vargouille (*Pathfinder RPG Bestiary* , 272)

NE Medium outsider (evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +7

Defense

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

hp 25 (3d10+9)

Fort +6, **Ref** +3, **Will** +2

Offense

Speed fly 30 ft. (good)

Melee bite +5 (1d6+3)

Special Attacks kiss, poison, shriek

Statistics

Str 14, **Dex** 11, **Con** 17, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 15

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +10, Intimidate +5, Perception +7, Stealth +3

Languages Infernal

ECOLOGY

Environment Any

Organization Pair, cluster (3-6), or mob (7-12)

Treasure None

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (30 feet, Good) You can fly!

Kiss (DC 18) (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a var

Poison (DC 14) (Su) Bite - injury; save Fort DC 12; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

Shriek (DC 14) (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

Goblin CR 1/3

XP 135

Male goblin warrior 1 (*Pathfinder RPG Advanced Race Guide* 114)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

Defense

AC 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)

hp 6 (1d10+2)

Fort +3, **Ref** +2, **Will** -1

Offense

Speed 30 ft.

Melee shortsword +2 (1d4/19-20)

Ranged shortbow +4 (1d4/x3)

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

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

Feats Improved Initiative

Skills Ride +9, Stealth +9, Swim +3; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Other Gear leather armor, light wooden shield, arrows (20), shortbow, shortsword

ECOLOGY

Environment Temperate forest and plains (usually coastal regions)

Organization Gang (4-9), warband (10-16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of

6th-8th level; and 10-40 goblin dogs, wolves, or worgs)

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

Golem, Flesh CR 7

XP 3,200

Male golem, flesh (*Pathfinder RPG Bestiary* 160)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 20, touch 8, flat-footed 20 (-1 Dex, -1 size, +12 natural)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, immunity to magic

Offense

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

Statistics

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

ECOLOGY

Environment Any

Organization Solitary or gang (2-4)

Treasure None

Special Abilities

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object sma

Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Ability Damage Immunity to ability damage

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death and Necromancy effects You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals cold or fire damage slows

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

Grook CR 6

XP 2,400

Male advanced troll (*Pathfinder RPG Bestiary* , 268)

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 20, touch 13, flat-footed 16 (+4 Dex, -1 size, +7 natural)

hp 75 (6d8+48); regeneration 5 (acid or fire)

Fort +13, **Ref** +6, **Will** +5

Offense

Speed 30 ft.

Melee bite +5 (1d8+3) and
2 claws +5 (1d6+3)

Ranged heavy crossbow +7 (2d8/19-20)

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

Special Attacks rend (2 claws, 1d6+10)

Statistics

Str 25, **Dex** 18, **Con** 27, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +12; **CMD** 26

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Handle Animal +7, Intimidate +14, Perception +11

Languages Giant

Other Gear crossbow bolts (20), heavy crossbow

ECOLOGY

Environment Cold mountains

Organization Solitary or gang (2-4)

Treasure Standard

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Regeneration 5 (acid or fire) Heal HP quickly and cannot die.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.

Homunculus CR 1

XP 400

Male homunculus (*Pathfinder RPG Bestiary* 176)

N 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

Immune construct traits

Offense

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

Melee bite +3 (1d4-1)

Space 2.5 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

SQ poison, telepathic link (1,500')

ECOLOGY

Environment Any

Organization Solitary

Treasure None

Special Abilities

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (50 feet, Good) You can fly!

Immunity to Ability Damage Immunity to ability damage

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death and Necromancy effects You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Poison: Bite—Injury (DC 13) (Ex) Poison inflicts sleep for 1 minute, 1/minute for 60 minutes.

Telepathic Link (1,500') (Ex) 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.

A mass of wriggling black creatures each the size of a man's finger stirs the stagnant water before enveloping its victim.

Leech Swarm CR 4

XP 1,200

Male leech swarm (*Pathfinder RPG Bestiary* 187)

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +0

Defense

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 39 (6d8+12)

Fort +7, **Ref** +6, **Will** +2

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

Weakness vulnerability to area effects

Offense

Speed 5 ft., swim 30 ft.

Melee swarm (2d6)

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

Special Attacks distraction (DC 15), poison

Statistics

Str 1, Dex 18, Con 15, Int —, Wis 10, Cha 2

Base Atk +4; CMB —; CMD —

Skills Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps

SQ blood drain, susceptible to salt

ECOLOGY

Environment Temperate or warm marshes

Organization Solitary, pair, or infestation (3-6 swarms)

Treasure None

Special Abilities

Blindsight (30 feet) Sense things and creatures without seeing them.

Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Distraction (DC 15) (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier)

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Flanking You are immune to flanking.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Staggered Immune to staggered.

Immunity to Weapon Damage You are immune to weapon damage.

Poison: Swarm - injury (DC 15) (Ex) Poison—Injury; save Fort DC 15; freq 1/rd for 2 rds; effect 1d4 Dex; cure 1 save.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

Swarm Attack (2d6) Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for cover.

Swarm Traits Imm to effects targeting number of creatures (unless mind affect vs hive mind).

Swimming (30 feet) You have a Swim speed.

Vulnerability to Area Effects You are vulnerable (+50% damage) to spells and effects that damage an area.

What appeared to be a chest filled with treasure comes to life as it grows long, glistening tentacles and a number of sharp teeth.

Mimic CR 4

XP 1,200

Male mimic (*Pathfinder RPG Bestiary* 205)

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

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

Immune acid

Offense

Speed 10 ft.

Melee slam +10 (1d8+6)

Special Attacks constrict (1d8+6)

Statistics

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 to imitate an object), Knowledge (dungeoneering) +10, Perception +14

Languages Common

SQ adhesive, mimic object

ECOLOGY

Environment Any

Organization Solitary

Treasure Incidental

Special Abilities

Adhesive (DC 17) (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Acid You are immune to acid damage.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might p

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

Mummy CR 5

XP 1,600

Male mummy (*Pathfinder RPG Bestiary* 210)

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (DC 16)

Defense

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, Ref +2, Will +8

DR 5/—; Immune undead traits

Weakness vulnerability to fire

Offense

Speed 20 ft.

Melee slam +14 (1d8+10)

Statistics

Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15

Base Atk +6; CMB +13; CMD 23

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SQ mummy rot

Combat Gear *ring of the ram*

ECOLOGY

Environment Any

Organization Solitary, warden squad (2-6), or guardian detail (7-12)

Treasure Standard

Special Abilities

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Despair (DC 16) (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Death Effects You are immune to death effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning