**Slithering Tracker -** *A long, moist streak along the dark stone suddenly undulates like a serpent and then rises up to attack.*

**Paralysis (Ex)** Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a Fortitude save or be paralyzed-at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

**Transparent (Ex)** Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

**Ooze Traits:**

* Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
* Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
* Oozes eat and breathe, but do not sleep.

**Feats** Skill Focus (Perception), Skill Focus (Stealth)
**SQ** transparent

**B 5-6 (0/1) - Slithering Tracker – CR4 - AC15\* HP42**

N Small ooze
**Init** +4; **Senses** blindsense 60 ft.; Perception +7

**DEFENSE**

**AC** 15, touch 15, flat-footed 11 (+4 Dex, +1 size)
**HP** 42 (4d8+24)
**Fort** +7, **Ref** +5, **Will** +1 - **Immune** mind-affecting effects, ooze traits

**OFFENSE**

**Speed** 10 ft., climb 10 ft.
**Melee** 2 slams +7 (1d6+4 plus grab and paralysis DC18 F)
**Space** 5 ft., **Reach** 5 ft.
**Special Attacks** blood drain (1d2 Constitution), grab (Colossal)

**STATISTICS**

**Str** 16, **Dex** 18, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1 **Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 19 (can't be tripped)
**Skills** Climb +11, Perception +7, Stealth +19 **Racial Modifiers** +4 Stealth - **Languages** Undercommon (cannot speak)

**B 5-6 (1/0) – Young Slithering Tracker - CR3 - AC18\* HP34**

N Tiny ooze
**Init** +6; **Senses** blindsense 60 ft.; Perception +7

**DEFENSE**

**AC** 18, touch 18, flat-footed 12 (+6 Dex, +2 size)
**HP** 34 (4d8+16)
**Fort** +5, **Ref** +7, **Will** +1 - **Immune** mind-affecting effects, ooze traits

**OFFENSE**

**Speed** 10 ft., climb 10 ft.
**Melee** 2 slams +6 (1d4+2 plus grab and paralysis DC16 F)
**Space** 2-1/2 ft., **Reach** 0 ft.
**Special Attacks** blood drain (1d2 Constitution), grab (Colossal)

**STATISTICS**

**Str** 12, **Dex** 22, **Con** 19, **Int** 11, **Wis** 10, **Cha** 1 **Base Atk** +3; **CMB** +2 (+9 grapple); **CMD** 18 (can't be tripped)
**Skills** Climb +9, Perception +7, Stealth +21 **Racial Modifiers** +4 Stealth - **Languages** Undercommon (cannot speak)

**B 8-9 (1/2) – Advanced Slithering Tracker – CR5 - AC19\* HP50**

N Small ooze
**Init** +6; **Senses** blindsense 60 ft.; Perception +11

**DEFENSE**

**AC** 19, touch 17, flat-footed 13 (+6 Dex, +1 size, +2 natural)
**HP** 50 (4d8+32)
**Fort** +9, **Ref** +7, **Will** +3 -

**OFFENSE**

**Speed** 10 ft., climb 10 ft.
**Melee** 2 slams +9 (1d6+6 plus grab and paralysis DC20 F)
**Space** 5 ft., **Reach** 5 ft.
**Special Attacks** blood drain (1d2 Constitution), grab (Colossal)

**STATISTICS**

**Str** 20, **Dex** 22, **Con** 27, **Int** 15, **Wis** 14, **Cha** 5 - **Base Atk** +3; **CMB** +7 (+9 grapple); **CMD** 23 (can't be tripped)
**Skills** Climb +13, Perception +11, Stealth +21 **Racial Modifiers** +4 Stealth - **Languages** Undercommon (cannot speak)

**Jinkin** - *Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.*

**B 5-6 (1/3) ADVANCED JINKINS CR 2 – AC22 (DR5) HP 8**

CE Tiny fey
**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +10

**DEFENSE**

**AC** 22, touch 19, flat-footed 16 (+6 Dex, +1 dodge, +3 natural, +2 size)
**HP** 8 (1d6+5)
**Fort** +2, **Ref** +8, **Will** +6
**DR** 5/cold iron; **SR** 12

**OFFENSE sneak attack 1d6**

**Speed** 40 ft.
**Melee** short sword +8 (1d3-2/19-20), bite +3 (1d2-2)
**Ranged** mwk light crossbow +9 (1d4/19–20)

**Space** 2-1/2 ft., **Reach** 0 ft.
**Special Attacks** sneak attack +1d6, tinker
**Spell-Like Abilities** (CL 1st; concentration +3) At Will-prestidigitation 1/hour-**dimension door** (self plus 5 lbs. only, long, V)

**STATISTICS**

**Str** 7, **Dex** 23, **Con** 15, **Int** 18, **Wis** 18, **Cha** 19
**Base Atk** +0; **CMB** 2; **CMD** 13
**Feats** Dodge, Toughness, Weapon Finesse
**Skills** Bluff +8, Craft (traps) +12, Disable Device +11, Escape Artist +10, Perception +10, Sleight of Hand +10, Stealth +18, Use Magic Device +8, Acrobatics +10, Climb +2, Craft +8, Diplomacy +8, Disguise +8, Fly +10, Knowledge +8, Knowledge +8, Knowledge +8, Perform +8, Sense Motive +8, Swim +2
 **Racial Modifiers** +4 Craft (traps), +4 Disable Device
**Languages** Undercommon

**Other Gear** tiny mwk light crossbow, 22 bolts

**TACTICS**

* **During Combat** The jinkins hide in the perimeter corridors to fire their crossbows from cover. After each attack, they scurry to another hole to hide again. If cornered, they cast *dimension door* to escape.

**B 8-9 (2/4) JINKIN TRICKSTER (Rogue 4) CR 5 - AC 20 (DR5) HP 40**

CE Tiny fey

**Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

**DEFENSE**

**AC** 20, touch 19, flat-footed 13 (+6 Dex, +1 dodge, +1 natural, +2 size)

**hp** 40 (5 HD; 1d6+4d8+19)

**Fort** +3, **Ref** +12 (+1 vs. traps), **Will** +4

**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **DR** 5/cold iron; **SR** 12

**OFFENSE Sneak attack 3d6, surprise attack, fast stealth**

**Speed** 30 ft.

**Melee** short sword +11 (1d3–2/19–20), bite +11 (1d3–2)

**Ranged** shortbow +11 (1d3–2/x3) Point Blank Shot +1/+1 [note **+1 arrows (**6), +1 **dwarf bane arrow** (1)]

**Ranged** throw acid flask+11 (10ft range inc, 1d6 splash 1) [1 only]

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

**Special Attacks** sneak attack +3d6, tinker

**Spell-Like Abilities** (CL 5th; concentration +7)

At will—*prestidigitation*

1/day—*dimension door* (self plus 5 lbs. only, long, V)

**TACTICS**

* **Before Combat** On Wedderwark’s orders, the jinkins hide in the perimeter corridors, consume their potions, and prepare to ambush whatever emerges from the elevator.
* **During Combat** The jinkins hide in the perimeter corridors to fire their shortbows from cover. After each attack, they scurry to another hole to hide again. If cornered, they use *spider climb* or cast *dimension door* to escape.
* **Morale** The jinkins fight until Wedderwark orders them to stand down or until she falls in combat, at which point the jinkins flee using *dimension door*. If the PCs cannot speak to a surrendering Wedderwark in Undercommon, the jinkins interpret for them.

**STATISTICS**

**Str** 7, **Dex** 22, **Con** 15, **Int** 16, **Wis** 12, **Cha** 15

**Base Atk** +3; **CMB** +7; **CMD** 16

**Feats** Dodge, Point-Blank Shot, Precise Shot, ToughnessB, Weapon FinesseB

**Skills** Acrobatics +13, Appraise +8, Bluff +9, Climb +4, Craft (traps) +14, Disable Device +17, Disguise +9, Escape Artist +13, Knowledge (dungeoneering) +10, Knowledge (engineering) +7, Perception +8, Sleight of Hand +13, Stealth +21, Use Magic Device +9; **Racial Modifiers** +4 Craft (traps), +4 Disable Device

**Languages** Aklo, Common, Dwarven, Undercommon

**SQ** rogue talents (fast stealth [full speed using stealth], surprise attack [opponents are flat footed for sneak attack in the surprise round even after acting]), trapfinding +2

**Combat Gear** *potion of spiderclimb (30 mins, Climb 20ft)*, *potion of blur (3 mis, 20 miss chance)*, *+1 arrows* (6), *+1 dwarf-bane arrow*, acid; **Other Gear** +1 leather armor, short sword, shortbow with 26 arrows, mwk thieves tools, backpack, 44 gp

**B 5-6 WEDDERWARK (Nuglub sorcerer 6) CR 7 - AC27 (DR5) HP 91**

*This hideous, hunchbacked creature has three glowing blue eyes. Oily hair grows from its head and back, covering it like a cloak.*

CE Small fey

**Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +10

**DEFENSE (Step up)**

**AC** 27, touch 15, flat-footed 23 (+4 armor, +4 Dex, +4 natural, +4 shield, +1 size)

**hp** 91 (9 HD; 3d6+6d6++60)

**Fort** +8, **Ref** +9, **Will** +8

**DR 5/cold iron**; **SR** 13

**OFFENSE (Silent Spell FRA)**

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

**Melee** 2 claw +8 (1d3+2 plus trip), bite +7 (1d4+2 plus grab)

**Spell-Like Abilities** (CL 3rd; concentration +6/+10cc)

At will—*prestidigitation*

1/hour—*heat metal* (DC 15 W, Close, up to 2 targets within 30ft, 7rds, 0-1d4-2d4-2d4-2d4-1d4-0, VS),

*shocking grasp (touch,+3 to hit those in metal armor or carrying metal wpns, 3d6 electricity, VS),*

*snare* (DC 15, 3rds cast, touch, magic snare trap, VS)

**Bloodline Spell-Like Abilities** (CL 6th; concentration +9/+13cc)

6/day—laughing touch (VSM)

*Laughing Touch* [*(Sp)*](http://paizo.com/pathfinderRPG/prd/glossary.html): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. This is a mind-affecting effect.

**Sorcerer Spells Known** (CL 6th; concentration +9/+13cc)

3rd (4/day)—*deep slumber* (DC 19 W, cast time 1rd, 10HD, close [55ft], 10ft R burst, sleeping, 6 minutes, VSM)

2nd (6/day)—*frigid touch*UM (touch, 4d6 cold and staggered 1 rd, VS),

*glitterdust* (DC 15 W, medium [160ft], 10ft R spread, 6rds, blind and glowing, save at end of every turn, VSM),

*hideous laughter* (DC 14 W [DC 18 if fey], close, 1 creature, 6rds, prone unable to act, second save at end of its turn, VSM)

1st (7/day)—*entangle* (DC 14 R, long, plants in 40ft spread, 6 minutes, entangled, entering area or at end of casters turn any creatures not entangled in area must save again, VS),

*grease* (DC 14 R, close, 6 mins, one object or 10ft square, on cast save or fall, on move acrobatics DC10 or can’t move DC5 or fall, object: save or drop, save every turn used or drop, VSM),

*mage armor (6 hours), shield (6 mins), vanish (5 rds, VS)*

0 (at will)—*acid splash (ranged touch, close, 1d3 acid, VS)*

*bleed* (DC 14 W, close, 1 living creature, VS),

*daze* (DC 16 W, close, humanoid 4HD or less, VSM),

*detect magic, mage hand, open/close, read magic*

Wand of Fear (DC 11 W partial, close, one creature with **5 or fewer HD**, 1d4 rds, 1 rd shaken if saved)

**Bloodline** fey

**TACTICS**

* **Before Combat** Wedderwark casts ***mage armor***as soon as she hears the elevator moving, hides, and commands her minions to do the same. As it opens, she casts ***shield***.
* **During Combat** Wedderwark first casts **silent *glitterdust*** *(full round action)* to confound as many foes as possible without revealing her position. She then uses ***grease*, *deep slumber,* or *fear***before wading into **melee with *frigid touch* and natural attacks.** She uses her **trip** ability to keep spellcasters prone and **favors casting touch spells** when she cannot manage a full attack.
* **Morale** Wedderwark attempts to parley in Undercommon if reduced to fewer than **30 hit points**, and she casts ***vanish* to flee** if she fails to negotiate her peaceful surrender.

**Base Statistics** Without *mage armor* and *shield*, Wedderwark’s statistics are **AC** 19, touch 15, flat-footed 15.

**STATISTICS**

**Str** 15, **Dex** 18, **Con** 20, **Int** 6, **Wis** 11, **Cha** 16

**Base Atk** +4; **CMB** +5 (+9 grapple or trip); **CMD** 19

**Feats** Combat Casting, Eschew MaterialsB, Silent Spell, Spell Focus (enchantment), **Step Up**, ToughnessB, Weapon Focus (claw)

**Skills** Acrobatics +10, Climb +10, Craft (traps) +8, Intimidate +13, Perception +10, Stealth +16, Use Magic Device +7; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

**Languages** Undercommon

**SQ** bloodline arcana (+2 DC for compulsion spells), kneecapper, woodland stride

**Combat Gear** *potion of cure moderate wounds*, *wand of fear* (4 charges);

**Other Gear** *amulet of natural armor +1*, *handy haversack*, **hexagonal elevator key**.

**B 8-9 WEDDERWARK (Nuglub sorcerer 8) CR 9 – AC28 (DR5) HP112**

*This hideous, hunchbacked creature has three glowing blue eyes. Oily hair grows from its head and back, covering it like a cloak.*

CE Small fey

**Init** +8; **Senses** darkvision 120 ft., low-light vision; Perception +12

**DEFENSE**

**AC** 28, touch 16, flat-footed 23 (+4 armor, +4 Dex, +1 dodge, +4 natural, +1 size, +4 shield)

**hp** 112 (11 HD; 3d6+8d6+74)

**Fort** +9, **Ref** +10, **Will** +10

**DR** 5/cold iron; **SR** 13

**OFFENSE**

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

**Melee** 2 claws +10 (1d3+3 plus trip), bite +9 (1d4+3 plus grab)

**Throw** alchemists fire (10ft range inc, 1d6 splash 1, FRA DC15 Reflex to extinguish or take a 2nd round [+2 for rolling on ground])

**Throw** tanglefoot bag (10ft range inc, entangled, DC15R or stuck in place)

**Spell-Like Abilities** (CL 3rd; concentration +6/+10cc)

At will—*prestidigitation*

1/hour—*heat metal* (DC 15 W, Close, up to 2 targets within 30ft, 7rds, 0-1d4-2d4-2d4-2d4-1d4-0, VS),

*shocking grasp (touch,+3 to hit those in metal armor or carrying metal wpns, 3d6 electricity, VS),*

*snare* (DC 15, 3rds cast, touch, magic snare trap, VS)

**Bloodline Spell-Like Abilities** (CL 8th; concentration +11/+15cc)

8/day—laughing touch (VSM)

*Laughing Touch* [*(Sp)*](http://paizo.com/pathfinderRPG/prd/glossary.html): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. This is a mind-affecting effect.

**Sorcerer Spells Known** (CL 8th; concentration +11/+15cc)

4th (4/day)—*confusion* (DC 20 W, medium, 15ft R burst, 8rds, confused, VSM)

3rd (6/day)— *deep slumber* (DC 19 W, cast time 1rd, 10HD, close, 10ft R burst, sleeping, 8 minutes, VSM)

*dispel magic* (medium, VS),

*displacement (8 rds, 50% miss chance, VM)*

2nd (7/day)—*frigid touch* (touch, 4d6 cold and staggered 1 rd, VS),

*glitterdust* (DC 16, medium, 10ft R spread, 8rds, blind and glowing, save at end of every turn, VSM),

*hideous laughter* (DC 14 W [DC 18 if fey], close, 1 creature, 8rds, prone unable to act, second save at end of its turn, VSM),

*resist energy (touch, 80 mins, energy resistance 20, VS)*

1st (8/day)— *entangle* (DC 14 R, long, plants in 40ft spread, 8 minutes, entangled, entering area or at end of casters turn any creatures not entangled in area must save again, VS),

*grease* (DC 14 R, close, 8 mins, one object or 10ft square, on cast save or fall, on move acrobatics DC10 or can’t move DC5 or fall, object: save or drop, save every turn used or drop, VSM),

*mage armor (8 hours)*,

*magic missile (4 missiles \* 1d4+1, medium, all within 15ft, VS)*

*shield (8 mins)*, *vanish (5rds, VS)*

0 (at will)—*acid splash (ranged touch, close, 1d3 acid, VS)*

*bleed* (DC 13 W, close, 1 living creature, VS),

*daze* (DC 16 W, close, humanoid 4HD or less, VSM),

*detect magic, mage hand, open/close, read magic*

Wand of Fear (DC 11 W partial, close, one creature with **5 or fewer HD**, 1d4 rds, 1 rd shaken if saved)

Scroll of Haste (close, 5 targets all within 30ft, 5rds)

**Bloodline** fey

**TACTICS**

* **Before Combat** Wedderwark casts *mage armor* as soon as she hears the elevator moving, hides, and commands her minions to do the same. Finally, she casts *shield* as the elevator arrives.
* **During Combat** Wedderwark first casts **silent *glitterdust***to confound as many foes as possible without revealing her position. She then uses *confusion, deep slumber*, or *fear* before wading into melee with *frigid touch* and natural attacks. She uses her trip ability to keep spellcasters prone and favors casting touch spells when she cannot manage a full attack.
* **Morale** Wedderwark attempts to parley in Undercommon if reduced to fewer than 30 hit points, and she casts *vanish* to flee if she fails to negotiate her peaceful surrender.

**Base Statistics** Without *mage armor* and *shield*, Wedderwark’s statistics are **AC** 19, touch 15, flat-footed 15.

**STATISTICS**

**Str** 16, **Dex** 18, **Con** 20, **Int** 6, **Wis** 11, **Cha** 16

**Base Atk** +5; **CMB** +7 (+11 grapple, +11 trip); **CMD** 22

**Feats** Combat Casting, Dodge, Eschew MaterialsB, Improved Initiative, Silent Spell, Spell Focus (enchantment), Step Up, ToughnessB, Weapon Focus (claw)

**Skills** Acrobatics +10, Climb +11, Craft (traps) +8, Intimidate +13, Perception +12, Stealth +17; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

**Languages** Undercommon

**SQ** kneecapper, bloodline arcana (+2 DC for compulsion spells), woodland stride

**Combat Gear** *potion of cure moderate wounds*, *potion of remove fear*, *scroll of shrink item*, *scroll of haste*, *wand of fear* (4 charges), alchemist’s fire, tanglefoot bag; **Other Gear** *amulet of natural armor +1*, *cloak of resistance +1*, *handy haversack*, hexagonal elevator key, mwk trapmaking tools, 20 gp

*This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.*

**D 5-6 (3/3) Dwarven Lacedon (Aquatic Ghoul) CR1 – AC 14, HP13**

CE Medium undead (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

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

**HP** 13 (2d8+4)

**Fort** +2, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2

**OFFENSE**

**Speed** 30 ft., swim 30 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Space** 5 ft., **Reach** 5 ft.

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

**STATISTICS**

**Str** 13, **Dex** 15, **Con** -, **Int** 13, **Wis** 14, **Cha** 14 **Base Atk** +1; **CMB** 2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +6

**Languages** Common, Dwarven

**Disease (Su)** Ghoul Fever: Bite-injury; save Fort DC 13; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

**D 8-9 (3/3) Advanced Dwarven Lacedon (Aquatic Ghoul) CR2 – AC 18, HP 17**

Medium undead (aquatic)

**Init** +4; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

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

**HP** 17 (2d8+8)

**Fort** +4, **Ref** +4, **Will** +7

**Defensive Abilities** channel resistance +2

**OFFENSE**

**Speed** 30 ft., swim 30 ft.

**Melee** bite +5 (1d6+3 plus disease and paralysis) 2 claws +5 (1d6+3 plus paralysis)

**Space** 5 ft., **Reach** 5 ft.

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

**STATISTICS**

**Str** 17, **Dex** 19, **Con** -, **Int** 17, **Wis** 18, **Cha** 18 **Base Atk** +1; **CMB** 2; **CMD** 18

**Feats** Weapon Finesse

**Skills** Acrobatics +6, Climb +8, Perception +11, Stealth +9, Swim +8, Disguise +8, Fly +8, Intimidate +8, Knowledge +7, Knowledge +7, Sense Motive +8, Spellcraft +7

**Languages** Common, Dwarven

**Disease (Su)** Ghoul Fever: Bite-injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

**Graven Guardian** *This jackal-headed, brightly painted clay statue animates and lurches forward, hefting a wicked looking hammer.*

**Faith Bound (Su)** A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

**Magic Weapon (Su)** A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the keen weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the returning weapon special ability.

**Trickery**: *Trip (Su)*—The graven guardian gains the trip ability with its melee weapon and slam attacks.

**Construct Traits:** Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

* Not subject to ability damage, ability drain, fatigue, exhaustion, *energy drain*, or nonlethal damage.
* Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
* Constructs do not breathe, eat, or sleep.

**D 5-6 (2/3) Flawed Graven Guardian of Droskar CR 4 – AC 20 (DR5) HP 43**

N Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

**DEFENSE (Haste +1AC, +1 Reflex)**

**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

**HP 4**3 (6d10+20);

**Fort** +2, **Ref** +4, **Will** +3

**DR** 5/adamantine; **Immune** construct traits; **SR** 16; **Weaknesses** faith bound

**OFFENSE (Haste +1 attack, extra attack on full attack)**

**Speed** 40 ft.

**Melee** *+1 keen light hammer* +10/+5 (1d4+5/19–20 plus trip) or slam +9 (1d6+4 plus trip)

**Ranged** *+1 returning light hammer* +9 (1d4+5) :returns to square from which thrown just before next round

**Space** 5 ft., **Reach** 5 ft.

**Special Attacks** magic weapon

**Spell-Like Abilities** (CL 5th; concentration +0) 1/day-Haste (self only): +1 attack, +1 AC (dodge), +1 reflex, move +30ft, extra attack on full attack

**STATISTICS**

**Str** 16, **Dex** 15, **Con** -, **Int** -, **Wis** 12, **Cha** 1 **Base Atk** +6; **CMB** 9; **CMD** 21

**SQ** guardian domain (Trickery)

**Flawed (Ex)**: Due to construction flaws, it has the trickery domain ability, has fewer max HP, and no fast healing.

**D 8-9 (2/3) Advanced Graven Guardian of Droskar CR6 – AC 24 (DR5) HP53 (fast healing 5)**

N Medium construct

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

**DEFENSE (Haste +1AC, +1 Reflex)**

**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

**HP** 53 (6d10+20); fast healing 5

**Fort** +2, **Ref** +6, **Will** +5

**DR** 5/adamantine; **Immune** construct traits; **SR** 16; **Weaknesses** faith bound

**OFFENSE (Haste +1 attack, extra attack on full attack)**

**Speed** 40 ft.

**Melee** *+1 keen light hammer* +12/+7 (1d4+7/19–20 plus trip) or slam +11 (1d6+6 plus trip)

**Ranged** *+1 returning light hammer* +11 (1d4+7) :returns to square from which thrown just before next round

**Space** 5 ft., **Reach** 5 ft.

**Special Attacks** magic weapon

**Spell-Like Abilities** (CL 5th; concentration +0) 1/day-Haste (self only): +1 attack, +1 AC (dodge), +1 reflex, move +30ft, extra attack on full attack

**STATISTICS**

**Str** 20, **Dex** 19, **Con** -, **Int** -, **Wis** 16, **Cha** 5 **Base Atk** +6; **CMB** 9; **CMD** 25

**SQ** guardian domains (Artifice, Trickery)

**Artifice**: *Repair (Ex)*—The graven guardian’s fast healing increases to 5.

**Relevant Undead Traits:**

* Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
* Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
* Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
* Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
* Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
* Undead do not breathe, eat, or sleep.

**F 5-6 BEETLE (Male ghoul rogue 3) CR3 – AC22 HP36**

CE Small undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE (mobility**: +4 dodge bonus vs AoO when moving out of threat; hides in lazurite cavern**)**

**AC** 22, touch 17, flat-footed 16 (+3 armor, +5 Dex, +1 dodge, +2 natural, +1 size)

**hp** 36 (4 HD; 1d8+3d8+19)

**Fort** +5, **Ref** +8 (+1 vs. traps, **evasion**), **Will** +4

**Defensive Abilities** evasion, trap sense +1, channel resistance +2; **Immune** undead traits

**Potion of Invisibility** (3 minutes)

**OFFENSE** (attacks those wearing little or no armor, stays mobile and flanks)

**Speed** 30 ft.

 **Melee** bite +8 (1d4 plus disease and paralysis), 2 claws +8 (1d3 plus paralysis) or

cold iron dagger +8 (1d3/19–20), bite +3 (1d4 plus disease and paralysis), claw +3 (1d3 plus paralysis)

**Ranged** mwk shortbow +9 (1d4/\_3)

**Ranged** Alchemists fire [2] +8 (1d6 splash 1, 10ft range inc)

**Special Attacks** paralysis (1d4+1 rounds, DC 14), sneak attack +2d6

**TACTICS**

* **Before Combat** Beetle hides in the lazurite cavern and waits for prey to approach Shu-Lin Foo.
* **During Combat** Beetle tries to slay a target wearing little or no armor, and he loudly demands that Marcetta attack his target. He tries to stay mobile, switching positions and flanking where possible.
* **Morale** Despite his overwhelming hunger, Beetle is rather intrigued by his undeath. He tries to escape to the elevator and ascend to freedom if reduced to 8 hit points or fewer.

**STATISTICS**

**Str** 11, **Dex** 21, **Con** —, **Int** 15, **Wis** 12, **Cha** 18 **Base Atk** +2; **CMB** +1; **CMD** 17

**Feats** Dodge, Mobility, Weapon Finesse

**Skills** Acrobatics +12, Bluff +11, Climb +5, Disable Device +12, Disguise +9, Escape Artist +12, Perception +8, Sense Motive +6, Sleight of Hand +12, Stealth +16, Use Magic Device +9

**Languages** Common, Dwarven, Halfling

**SQ** rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *potion of invisibility*, alchemist’s fire (2); **Other Gear** mwk studded leather, cold iron dagger, mwk shortbow with 31 arrows, *hand of the mage*, note from Grandmaster Torch, sunrods (2), 65 gp.

[Query: I calculate Beetle’s melee and ranged to hit bonuses both as 1 lower]

**F 8-9 BEETLE (Male ghoul rogue 8) CR 8 AC25 HP84**

CE Small undead

**Init** +10; **Senses** darkvision 60 ft.; Perception +13

**DEFENSE Combat expertise**: +3 dodge/-3 atk until next turn; **Mobility** +4 dodge vs AoO when moving out of threat

**AC** 25, touch 18, flat-footed 18 (+5 armor, +6 Dex, +1 dodge, +2 natural, +1 size)

**hp** 84 (9 HD; 1d8+8d8+44)

**Fort** +7, **Ref** +13 (+2 vs. traps, evasion), **Will** +6

**Defensive Abilities** channel resistance +2, evasion, improved uncanny dodge, trap sense +2; **Immune** undead traits

**Potion of invisibility** 3 minutes

**OFFENSE sneak attack 4d6, surprise attack**: opponents are always flat footed in surprise round

**Speed** 30 ft.

**Feint:** bluff as move action vs 10+opponents bab+wis OR 10+sense motive, deny dex

**Melee** bite +13 (1d4+1 plus disease and paralysis), 2 claws +13 (1d3+1 plus paralysis) or

*+1 dagger* +14/+9 (1d3+2/19–20), bite +8 (1d4 plus disease and paralysis), claw +8 (1d3 plus paralysis)

**Ranged** mwk shortbow +14/+9 (1d4/×3) [+1 flaming arrows (2), +1 human bane arrows(2)]

**Alchemists fire** +12 (1d6 +1 splash)

**Special Attacks** sneak attack +4d6, paralysis (1d4+1 rounds, Fort DC 14)

**TACTICS**

* **Before Combat** Beetle hides in the lazurite cavern and waits for prey to approach Shu-Lin Foo.
* **During Combat** Beetle tries to slay a target wearing little or no armor, and he loudly demands that Marcetta attack his target. He tries to stay mobile, switching positions and flanking where possible.
* **Morale** Despite his hunger, Beetle is rather intrigued by being undead. He tries to escape to the elevator and ascend to freedom if reduced to 20 hit points or fewer.

**STATISTICS**

**Str** 12, **Dex** 22, **Con** —, **Int** 15, **Wis** 12, **Cha** 18 **Base Atk** +6; **CMB** +6; **CMD** 23

**Feats** Combat Expertise, Dodge, Improved Feint, Improved Initiative, Mobility, Weapon Finesse

**Skills** Acrobatics +18, Appraise +8, Bluff +16, Climb +9, Disable Device +18, Disguise +12, Escape Artist +18, Perception +13, Sense Motive +9, Sleight of Hand +18, Stealth +22, Use Magic Device +12

**Languages** Common, Dwarven, Halfling

**SQ** rogue talents (finesse rogue, powerful sneak APG, quick disable, surprise attack), trapfinding +4

**Combat Gear** *potion of invisibility*, *+1 flaming arrows* (2), *+1 human bane arrows* (2), alchemist’s fire (2); **Other Gear** *+1 mithral chain shirt*, *+1 dagger*, mwk shortbow with 31 arrows, *cloak of resistance +1*, *hand of the mage*, note from Grandmaster Torch, sunrods (2), 160 gp

[Query: I calculate Beetle’s melee and ranged to hit bonuses both as 1 lower]

**F 5-6 MARCETTA LARCH-BOUGH (Female ghoul fighter 2 ) CR 3 – AC19 HP34**

CE Medium undead

**Init** +4; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE (**hides in F1 until combat begins)

**AC** 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)

**hp** 34 (4 HD; 2d8+2d10+14)

**Fort** +6, **Ref** +4, **Will** +6 (+1 vs. fear)

**Defensive Abilities** bravery +1, channel resistance +2; **Immune** undead traits

**OFFENSE Power Attack -1/+2 (+3 with elven curve blade), Flanks when possible, attacks casters**

**Speed** 30 ft.

**Melee(power attack)** mwk elven curve blade +8 (1d10+7/18–20), bite +1 (1d6+3 plus disease and paralysis)

**OR** bite +6 (1d6+5 plus disease and paralysis), 2 claws +6 (1d4+5 plus paralysis)

**No power attack** mwk elven curve blade +9 (1d10+4/18–20), bite +2 (1d6+1 plus disease and paralysis)

 **OR** bite +7 (1d6+3 plus disease and paralysis), 2 claws +7 (1d4+3 plus paralysis)

**Ranged** light crossbow +7 (1d8/19–20)

**Special Attacks** paralysis (1d4+1 rounds, DC 14)

**TACTICS**

* **Before Combat** Marcetta hides in area **F1** and awaits Beetle’s signal or the sound of combat before attacking.
* **During Combat** Marcetta is swift and aggressive in combat, using **Power Attack** and her weapon’s deadliness to neutralize targets as quickly as possible.
* She **flanks** with Beetle when possible but harangues the former halfling for his poor tactics, appearance, and other petty foibles.
* Marcetta dislikes **spellcasters** and tries to stay nearby to disrupt their concentration.
* **Morale** Marcetta fights until destroyed, and she does not permit her allies’ retreat; if Beetle attempts to run, Marcetta targets him with an attack of opportunity.

**STATISTICS**

**Str** 17, **Dex** 19, **Con** —, **Int** 11, **Wis** 16, **Cha** 16 **Base Atk** +3; **CMB** +6; **CMD** 20

**Feats** Exotic Weapon Proficiency (elven curve blade), Power Attack, Weapon Finesse, Weapon Focus (elven curve blade)

**Skills** Acrobatics +8, Climb +8, Perception +8, Profession (mercenary) +7, Stealth +9, Swim +7

**Languages** Common, Elven

**Combat Gear** *potion of cure moderate wounds*, *potion of jump* (CL 5); **Other Gear** mwk studded leather armor, mwk elven curve blade, silver dagger, light crossbow with 15 bolts, 57 gp.

**F 8-9 MARCETTA LARCH-BOUGH (Female ghoul fighter 7) CR 8 AC24 HP81**

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

**DEFENSE**

**AC** 24, touch 15, flat-footed 19 (+7 armor, +1 deflection, +5 Dex, +2 natural)

**hp** 81 (9 HD; 2d8+7d10+34)

**Fort** +9, **Ref** +8, **Will** +9 (+2 vs. fear)

**Defensive Abilities** bravery +2, channel resistance +2; **Immune** undead traits

**OFFENSE** Power Attack -3/+6 (+9 with Elven curved blade), Step up, Following step, Step up and strike, Disruptive

**Speed** 30 ft.

**Melee Power Attack** +1 elven curve blade +13/+8 (1d10+17/18–20), bite +5 (1d6+7 plus disease and paralysis)

OR bite +10 (1d6+9 plus disease and paralysis), 2 claws +10 (1d4+9 plus paralysis)

**Melee no power attack** +1 elven curve blade +16/+11 (1d10+8/18–20), bite +8 (1d6+1 plus disease and paralysis)

OR bite +13 (1d6+3 plus disease and paralysis), 2 claws +13 (1d4+3 plus paralysis)

**Ranged** light crossbow +13 (1d8/19–20)

**Special Attacks** weapon training (heavy blades +1), paralysis (1d4+1 rounds, DC 14)

**Disruptive:** The combat casting DC for threatened casters is increased by 4

**Step up/Following step** if opponent takes up to 5ft move away then you can take a 5ft move with them (you can do this twice per round)

**Step up and strike** if you used **step up/following step** you can take a single melee attack

**TACTICS**

· **Before Combat** Marcetta hides in area **F1** and awaits Beetle’s signal or the sound of combat before attacking.

· **During Combat** Marcetta is swift and aggressive in combat, using **Power Attack** and her weapon’s deadliness to neutralize targets as quickly as possible.

She **flanks** with Beetle when possible but harangues the former halfling for his poor tactics, appearance, and other petty foibles.

Marcetta **dislikes spellcasters** and tries to stay nearby to disrupt their concentration.

· **Morale** Marcetta fights until destroyed, and she does not permit her allies’ retreat; if Beetle attempts to run, Marcetta targets him with an attack of opportunity.

**STATISTICS**

**Str** 17, **Dex** 20, **Con** —, **Int** 11, **Wis** 16, **Cha** 16 **Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Disruptive, Exotic Weapon Proficiency (elven curve blade), Following Step, Power Attack, Step Up, Step Up and Strike, Weapon Finesse, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

**Skills** Acrobatics +13, Climb +7, Perception +10, Profession (mercenary) +7, Stealth +12, Swim +6

**Languages** Common, Elven

**SQ** armor training 2

**Combat Gear** *potion of cure moderate wounds*, *potion of jump* (CL 5); **Other Gear** *+1 breastplate*, *+1 elven curve blade*, silver dagger, light crossbow with 15 bolts, *cloak of resistance +1*, *ring of protection +1*, 57 gp.

**F 5-6/8-9 (disguised as vampire, nondetection) SHU-LIN FOO CR 7 – AC 19/22\* HP 103**

Female ghoul cleric of Sun Wukong 8, CE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +10

**DEFENSE** (copycat; Casts shield of faith as elevator arrives: +3 deflection bonus, 8 minutes)

**\*Note** she is **prone (trapped)** and has **partial cover** (+2 AC, +1 reflex, already factored in)

**AC** 19/22, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural)

**hp** 103 (10 HD; 2d8+8d8+58)

**Fort** +10, **Ref** +3, **Will** +14

**Defensive Abilities** channel resistance +2; **Immune** undead traits

8/day—**copycat** (sp) (8 rounds each, single mirror image, cast as move action)

**Freedom’s call** (Su): 8 rounds, all allies within 30ft **aura** are not affected by the [confused](http://paizo.com/pathfinderRPG/prd/glossary.html#_confused), [grappled](http://paizo.com/pathfinderRPG/prd/glossary.html#_grappled), [frightened](http://paizo.com/pathfinderRPG/prd/glossary.html#_frightened), [panicked](http://paizo.com/pathfinderRPG/prd/glossary.html#_panicked), [paralyzed](http://paizo.com/pathfinderRPG/prd/glossary.html#_paralyzed), [pinned](http://paizo.com/pathfinderRPG/prd/glossary.html#_pinned), or [shaken](http://paizo.com/pathfinderRPG/prd/glossary.html#_shaken) conditions.

**OFFENSE** (confusion or silence first – silence if multiple casters)

**Speed** 0 ft.

**Melee** bite +9 (1d6+2 plus disease and paralysis), 2 claws +9 (1d4+2 plus paralysis)

**Special Attacks** channel negative energy 7/day (DC 18 W halve, 30ft R burst, 4d6), paralysis (1d4+1 rounds, DC 15)

**Domain Spell-Like Abilities** (CL 8th; concentration +13)

At will—master’s illusion (sp) (8 rounds/day, DC18, you and any allies in 30ft, as Veil – look like anything you wish)

**Cleric Spells Prepared** (CL 8th; concentration +13)

4th—*chaos hammer* (DC 19 W half, medium, 2-ft R burst, vs lawful: 4d8 and slowed for 1d6 rds, vs neutral 2d8, VS),

*Confusion* D (DC 19 W, medium, 15ft R burst, 1 in 4: normal/babble/hurt self 1D8+str/attack closest, 8rds, VSDF),

*dismissal* (DC 19 W, close, banishes extra planar creature (e.g. summoned creature), VSDF),

*spit venom* (DC 19 F, close ranged touch, blind 1 rd plus black adder venom: 1d2 con for 6 rds, V)

3rd—*badger’s ferocity (close, 2 weapons on [2 different allies] in range become keen, concentration, VS)*,

*dispel magic (medium, VS)*,

*already cast: helping hand (5 miles, 8 hours, invisible to all but potential targets, VSDF)*,

*already cast: nondetection* D (DC23 caster level check to penetrate with divinations, 8 hours, VSM),

*prayer (no save, 40ft R burst, allies +1 luck on most rolls [atk/dmg/saves/skills], enemies -1, 8rds, VSDF),*

2nd—*hold person* (DC 17 W, medium, one humanoid, paralysed, 8rds, VSDF),

*Invisibility D (touch, invisible, 8 minutes, VSDF)*,

*resist energy (touch, resist 20, select energy type as you cast, 80 minutes, VSDF)*,

*silence* (DC 17 W, long, 20ft R emanation, 8rds, VS),

*sound burst* (DC 17 F to avoid stun only, close, 10ft R spread, 1d8 damage and stunned 1 rd, VSDF)

1st—*command* (DC 16, close, one living creature, choose one: approach/drop/fall/flee/halt,1rd, V),

*Deathwatch (30ft cone, 80mins, see condition of creatures in range,VS)*,

*already cast: disguise self D (personal, 80 mins, +10 disguise (therefore +25 total vs perception),* ***cannot change creature type****, VS)*,

*magic weapon (+1 enhancement to weapon, 8 mins, VSDF)*,

*murderous command* (DC 16 W, close, one living creature, attacks nearest ally with weapon, 1 rd, V),

*sanctuary* (DC 16 W, touch, can’t be attacked or attack, 8rds, VSDF),

*usually already cast: shield of faith (touch, +3 deflection bonus, 8mins, VSM)*

0 (at will)—*detect magic*, *light*, *read magic*, *stabilize*

**D** Domain spell; **Domains** Liberation, Trickery

**TACTICS**

* **Before Combat** Shu-Lin Foo is disguised by ***disguise self***, and ***nondetection***and casts *shield of faith* as soon as she hears the elevator come to a halt.
* **During Combat** Shu-Lin Foo casts spells and channels energy to assist her allies and harm her enemies. She favors **casting *confusion* first** unless she faces a large number of **spellcasters**, in which case she casts ***silence***on Beetle’s shortbow.
* **Morale** Trapped, Shu-Lin Foo fights until destroyed.

**STATISTICS**

**Str** 15, **Dex** 13, **Con** —, **Int** 15, **Wis** 20, **Cha** 18 - **Base Atk** +7; **CMB** +9; **CMD** 20

**Feats** Eschew Materials, Improved Counterspell, Toughness, Turn Undead, Versatile ChannelerUM

**Skills** Bluff +17, Disguise +15, Heal +10, Knowledge (arcana) +7, Knowledge (religion) +9, Perception +10, Perform (dance) +7, Perform (wind) +7, Sense Motive +10, Spellcraft +10, Stealth +6, Swim +3

**Languages** Common, Senzar, Tien, Varisian

**SQ** trapped, aura, freedom’s call (8 rounds/day, see below),

liberation (8 rounds/ day, personal freedom of movement, pointless as she is trapped)

**Combat Gear** *potion of shield of faith* (CL6), *potion of owl’s wisdom*, *scroll of tongues*, *wand of cure moderate wounds* (9 charges), *wand of lesser restoration* (4 charges), *+1 evil outsider-bane bolts* (3), *+1 undead-bane bolts* (3), holy water; **Other Gear** quarterstaff, mwk breastplate, light crossbow with 12 bolts, *cloak of resistance +1*, **wooden holy symbol of Sun Wukong**, backpack, 27 gp.

**Trapped (Ex)** Shu-Lin Foo is trapped from the waist down and is unable to move from her square. She benefits from partial cover while trapped, but she is also considered prone.