

Festrog NE Medium undead

Init +1; Senses darkvision 60 ft., scent; Perception +6, Speed 30

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

hp 9 (2d8)

Fort +0, Ref +1, Will +4, Immune undead traits

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 11

Base Atk +1; CMB +4; CMD 15 (19 vs. trip)

Skills Climb +8, Perception +6, Stealth +6, Survival +3, Languages Common

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog **takes damage from a piercing or slashing weapon**, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils. Necrotic Boils: Disease—contact; save Fort DC 11; onset 1 day; frequency 1/day; effect 1d4 Con; cure 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

HUMAN ZOMBIE CR 1/2 NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0, Speed 30

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

Melee slam +4 (1d6+4)

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Special Qualities staggered

KOBOLD CR 1/4 Kobold warrior 1, LE Small humanoid (reptilian)

Init +1; Senses darkvision 60 ft.; Perception +4, Speed 30

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 4 (1d8)

Fort +2, Ref +1, Will -1

Weaknesses light sensitivity

Melee spear +1 (1d6-1)

Ranged sling +3 (1d3)

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Base Atk +1; CMB -1; CMD 10

Skills Craft (trapmaking) +6, Perception +4, Stealth +6; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

Treasure NPC gear (leather armor, spear, sling, other treasure)

KOBOLD SNIPER CR 1/2, Kobold fighter 1, LE Small humanoid (reptilian)

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

AC 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

hp 12 (1d10+2)

Fort +3, Ref +3, Will +1

Weaknesses light sensitivity

Melee short sword +1 (1d4-1/19-20)

Ranged mwk light crossbow +6 (1d6/19-20)

Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 8

Base Atk +1; CMB -1; CMD 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

Languages Common, Draconic

Combat Gear alchemist's fire; Other Gear studded leather, mwk light crossbow, short sword

KOBOLD BLADE CR 3, Kobold fighter 4, LE Small humanoid (reptilian)

Init +4; Senses darkvision 60 ft.; Perception +2, Speed 30

AC 22, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 natural, +1 size)

hp 30 (4d10+4)

Fort +4, Ref +5, Will +1 (+1 vs. fear)

Defensive Abilities bravery +1, Weaknesses light sensitivity

Melee mwk rapier +11 (1d4+2/18–20)

Ranged mwk light crossbow +10 (1d6/19–20)

Str 10, Dex 18, Con 10, Int 13, Wis 10, Cha 8

Base Atk +4; CMB +3 (+5 dirty trick); CMD 17 (19 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick

Skills Craft (trapmaking) +3, Intimidate +6, Knowledge (dungeoneering) +8, Perception +2, Profession (miner) +2, Stealth +13, Languages Common, Draconic

Combat Gear elixir of fire breath, potion of cure moderate wounds; Other Gear mwk breastplate, mwk light crossbow with 10 bolts, mwk rapier

KOBOLD GUILCASTER CR 5, Kobold sorcerer 6, LE Small humanoid (reptilian)

Init +2; Senses darkvision 60 ft.; Perception +1, Speed 30

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 natural, +1 size)

hp 35 (6d6+12)

Fort +3, Ref +4, Will +4

Weaknesses light sensitivity

Sorcerer Spells Known (CL 6th; concentration +12)

3rd (4/day)—lightning bolt (DC 16): **2nd (6/day)**—create pit, mirror image, scorching ray

1st (7/day)—alarm, charm person (DC 14), mage armor, magic missile, ray of enfeeblement (DC 14), **0 (at will)**—arcane mark, daze, detect magic, open/close, prestidigitation (DC 13), resistance, spark

Str 6, Dex 14, Con 12, Int 13, Wis 8, Cha 16

Base Atk +3; CMB +0; CMD 12

Feats Combat Expertise, Eschew Materials, Improved Feint

Skills Bluff +15, Craft (trapmaking) +15, Perception +1, Profession (miner) +1, Use Magic Device +15; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)
Languages Draconic, Dwarven

SQ bloodline arcana (+2 to spell DC if target is denied Dex bonus to AC)

Combat Gear antitoxin, thunderstone; Other Gear quarterstaff, circlet of persuasion, masterwork artisan's tools, 15 gp

LEAF RAY CR 1, N Small plant

Init +3; Senses low-light vision; Perception +5, Speed 40 fly

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

hp 15 (2d8+6)

Fort +6, Ref +3, Will +1, Immune plant traits

Melee stinger +3 (1d4+1 plus poison)

Poison (Ex) Sting—injury; **save Fort DC 14**; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Str 12, Dex 16, Con 17, Int 1, Wis 13, Cha 4

Base Atk +1; CMB +1; CMD 14 (can't be tripped)

Feats Flyby Attack

Skills Fly +9, Perception +5

Seed (Ex) Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful DC 14 Fortitude save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

LIVING TOPIARY CR 4, N Medium plant

Init +6; Senses darkvision 60 ft., low-light vision; Perception +6, Speed 30

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d8+20)

Fort +10, Ref +3, Will +1, DR 5/slashing; Immune plant traits

Weaknesses vulnerable to fire

Melee 2 slams +6 (1d6+4)

Power Attack, +5, 1d6+6

Spell-Like Abilities (CL 5th; concentration +4)

Constant—pass without trace

3/day—hedge stride

Str 17, Dex 14, Con 19, Int 6, Wis 10, Cha 9

Base Atk +3; CMB +6; CMD 18 (22 vs. trip)

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Escape Artist +10, Perception +6, Stealth +9 (+15 in undergrowth); Racial Modifiers +8

Escape Artist, +2 Stealth (+8 in undergrowth)

Languages Common, Sylvan (can't speak any language)

Assimilate (Ex) As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Hedge Stride (Sp) This ability functions as tree stride, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Move through Hedges (Ex) A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

Sculpt Shape (Ex) As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

XTABAY CR 1/2, N Small plant

Init +1; Senses low-light vision, tremorsense 30 ft.; Perception +1, Speed 5

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 size)

hp 8 (1d8+4)

Fort +6, Ref +1, Will +1

Immune acid, plant traits

Melee 2 stings +0 (1d3–1 plus 1d2 acid)

Str 8, Dex 13, Con 19, Int —, Wis 12, Cha 11

Base Atk +0; CMB –2; CMD 9 (can't be tripped)

Devour (Ex) While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DC is Constitution-based.

Soporific Pollen (Ex) As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a **DC 14 Will save** or fall asleep for **1d3 minutes**. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.