

Goblin Dog CR 1

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, **Ref** +4, **Will** +1 **Immune** disease

Offense

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +6

Special Abilities

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Animated Object CR 3

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

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

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

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

SQ construction points (metal)

Fethi Ken-Shakkas

Hobgoblin War Draught: This drink is a foul-smelling alchemical blend of raw alcohol, mashed grubs, and medicinal mushrooms. A hobgoblin under the effects of hobgoblin war draught ignores all penalties resulting from the fatigued and shaken conditions for 10 minutes, after which he must succeed at a DC 15 Fortitude save or be sickened for 1 hour. Anyone lacking the goblinoid subtype who drinks hobgoblin war draught must immediately make a DC 15 Fortitude save or be sickened for 1 hour; success means the drinker ignores all penalties resulting from the fatigued and shaken conditions for 1 minute, after which he is sickened for 10 minutes. Hobgoblin war draught has no effect on creatures that are immune to poison.

Pain Points (Ex): At 3rd level, a martial artist's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of his stunning fist and quivering palm by 1. This ability replaces still mind.

Exploit Weakness (Ex): At 4th level, as a swift action, a martial artist can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness.

A martial artist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on [Sense Motive](#) checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his monk level until the start of his next turn.

Figbottom (Redcap) CR 6

NE Small fey

Init +8; **Senses** low-light vision; Perception +12**Defense****AC** 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)**hp** 60 (8d6+32); fast healing 3**Fort** +6, **Ref** +10, **Will** +7 **DR** 10/cold iron **Weaknesses** irreligious**Offense****Speed** 60 ft.**Melee** Medium scythe +10 (2d4+10/×4), kick +4 (1d4+6)**Statistics****Str** 18, **Dex** 19, **Con** 18, **Int** 16, **Wis** 13, **Cha** 15**Base Atk** +4; **CMB** +7; **CMD** 21**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)**Skills** Acrobatics +15 (+27 jump), Bluff +13, Climb +15, Escape Artist +15, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19**Languages** Aklo, Common, Giant, Sylvan**SQ** boot stomp, heavy weapons, red cap**Boot Stomp (Ex)** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.**Heavy Weapons (Ex)** A redcap can wield weapons sized for Medium creatures without penalty.**Irreligious (Ex)** Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.**Red Cap (Su)** A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Subjective Directional Gravity: Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining “down” near their feet. If suspended in midair, a character “flies” by merely choosing a “down” direction and “falling” that way. Under such a procedure, an individual “falls” 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated “down” direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

Blegenshy (Grodair) CR 5

CN Medium magical beast (aquatic, extraplanar)

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

Defense

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 66 (7d10+28)

Fort +11, **Ref** +4, **Will** +5

Offense

Speed 30 ft., swim 60 ft.

Melee bite +11 (1d8+4), 2 tentacles +6 (1d4+2 plus trip)

Ranged water blast +7 touch (1d8 plus push)

Special Attacks death flood, push (water blast, 5 ft.)

Spell-Like Abilities (CL 7th; concentration +9)

At will—*control water*

Statistics

Str 18, **Dex** 8, **Con** 19, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Great Fortitude, Iron Will, Weapon Focus (water blast)

Skills Knowledge (nature) +8, Survival +8, Swim +22

Languages Aquan, Sylvan

SQ amphibious, muddy field

Death Flood (Su) When a grodair is killed, it immediately explodes in a 15-foot-radius burst of highly pressurized water that deals 5d6 points of damage (DC 17 Reflex for half). After the explosion, a successful DC 25 Survival check allows a creature to recover a cluster of strange organs from the remains. This cluster functions as a *decanter of endless water* for 2d6 hours, but can only produce a “stream” or “fountain” effect. Failing this Survival check by 5 or more causes the cluster to burst, dealing an additional 2d6 points of damage to that creature (no save) and destroying the organs entirely. The save DC is Constitution-based.

Muddy Field (Su) As a standard action when on sand, soil, or other types of loose earth, a grodair can gush standing water into the area surrounding it. Upon doing so, the land within 15 feet of the grodair is treated as a shallow bog. This water remains as long as the grodair is within 15 feet and wishes to maintain the water. The bog instantly disperses as soon as the grodair is killed or moves out of the area.

Water Blast (Ex) The grodair's ranged attack is a pressurized blast of water. This attack has a range of 60 feet with no range increment.

Yellow Musk Creeper CR 2

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

Defense

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

Offense

Speed 5 ft.

Melee tendril +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

Statistics

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

Special Abilities

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

Yellow Musk Zombie

NE Medium Plant

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** plant 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^B

Special Qualities staggered

Dax (Fire Mephit) CR 3

N Small outsider (varies)

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

Defense

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 while in contact with fire

Fort +2, **Ref** +5, **Will** +3 **DR** 5/magic; **Immune:** Fire; **Weaknesses:** Vulnerability to cold

Offense

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone of fire, 1d8 fire damage, Reflex DC 13 for half

Spell-Like Abilities (CL 6th)

1/day—*summon* (level 2, 1 fire mephit 25%), *heat metal*

1/hour—*scorching ray*

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Ignan

Damaged Wood Golem CR 5

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

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

hp currently 49; 64 (8d10+20)

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

Immune construct traits, magic

Weaknesses vulnerable to fire

Offense

Speed 20 ft.

Melee 2 slams +12 (2d6+4)

Special Attacks splintering

Statistics

Str 18, **Dex** 17, **Con** —, **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 25

Special Abilities

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Warp wood or *wood shape* slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).

Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).

A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

Indarelle (Phase Spider) CR 5

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

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

Defensive Abilities ethereal jaunt (incapable of using in **B8**)

Offense

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

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

Special Attacks ethereal ambush (incapable of using in **B8**)

Statistics

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

Special Abilities

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.