

# EMERALD SPIRE LEVEL 2

## THE CELLARS

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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**HUMAN SKELETON****CR 1/3**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE**

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

hp 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)**STATISTICS**

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

**Feats** Improved Initiative<sup>B</sup>**Gear** broken chain shirt, broken scimitar**SPIDER SWARM****CR 1**

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.

**BELT OF MIGHTY CONSTITUTION** – moderate transmutation, CL 8<sup>th</sup> (Identify DC 23)

This belt's golden buckle depicts a bear's head. The belt grants the wearer an enhancement bonus to Constitution of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

**HORN OF FOG** – faint conjuration, CL 3<sup>rd</sup> (Identify DC 18)

This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; a *fog cloud* travels 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

**POTION OF CURE MODERATE Wounds** – faint conjuration, CL 3<sup>rd</sup> (Identify DC 18)

Drinker heals for 2d8+3.

**SCROLL OF FIREBALL** – faint evocation, CL 5<sup>th</sup> (Identify DC 20)

5d6 fire damage in a 20 ft. radius, DC 14 for half.

**SCROLL OF FLY** – faint transmutation, CL 5<sup>th</sup> (Identify DC 20)

Fly at a speed of 60 ft. for 5 minutes.

**SILVERSHEEN** – faint transmutation, CL 5<sup>th</sup> (Identify DC 20)

This shimmering paste-like substance can be applied to a weapon as a standard action. It gives the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.