

Unliving Fire Elf (MR)(CR½): XP 200

Elf Adept 2

NE Medium humanoid (human, Elf)

Init -1; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex), hp 11 (2d6+4), Fort +1, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—2 x *burning hands* (reflex DC 13)

0th (at will)—*touch of fatigue* (fortitude DC 12)

STATISTICS

Str 9, Dex 8, Con 12, Int 10, Wis 15, Cha 11

Base Atk +1; CMB +0; CMD 9

Feats Combat Casting

Skills Heal +9, Intimidate +2, Knowledge (religion) +5

Languages Common, Elf

Combat Gear *scroll of bless*, *scrolls of cure light wounds* (2), alchemist's fire (2)

Burning Hands: VS 14ft cone, 2d4 fire, reflex DC13/half.

Touch of Fatigue: VSM(sweat) touch, fortitude DC 12; can neither run nor *charge*, -2 penalty to *Strength* and *Dexterity*.

Unliving Magic Missile Elf (MR)(CR½): XP 200

Elf Adept 2

NE Medium humanoid (human, Elf)

Init -1; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex), hp 11 (2d6+4), Fort +1, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—2 x *magic missile*

0th (at will)—*touch of fatigue* (fortitude DC 12)

STATISTICS

Str 9, Dex 8, Con 12, Int 10, Wis 15, Cha 11

Base Atk +1; CMB +0; CMD 9

Feats Combat Casting

Skills Heal +9, Intimidate +2, Knowledge (religion) +5

Languages Common, Elf

Combat Gear *scroll of bless*, *scrolls of cure light wounds* (2), alchemist's fire (2)

Magic Missile: 120ft 1d4+1 force.

Touch of Fatigue: VSM(sweat) touch, fortitude DC 12; can neither run nor *charge*, -2 penalty to *Strength* and *Dexterity*.

Unliving Summoning Elf (MR)(CR½): XP 200

Elf Adept 2

NE Medium humanoid (human, Elf)

Init -1; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex), hp 11 (2d6+4), Fort +1, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—2 x *summon monster 1* (lasts 2 rounds)

0th (at will)—*touch of fatigue* (fortitude DC 12)

STATISTICS

Str 9, Dex 8, Con 12, Int 10, Wis 15, Cha 11

Base Atk +1; CMB +0; CMD 9

Feats Combat Casting

Skills Heal +9, Intimidate +2, Knowledge (religion) +5

Languages Common, Elf

Combat Gear *scroll of bless*, *scrolls of cure light wounds* (2), alchemist's fire (2)

Summon Monster 1: VSF, 1 full round, Fire Beetle. Concentration = 11 + damage dealt, lasts 2 rounds

Touch of Fatigue: VSM(sweat) touch, fortitude DC 12; can neither run nor *charge*, -2 penalty to *Strength* and *Dexterity*.

Summoned Fire Beetle (M)(CR½):

N Small *celestial*/fiendish *vermin* Init +0; Senses darkvision 60 ft.; Perception +0

DEFENSES

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size), hp 4 (1d8), Fort +2, Ref +0, Will +0

SR 5 (1d20 + caster level DC5)

Celestial – Resist Acid, Cold, and Electricity 5

Fiendish – Resist Cold and Fire 5

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

Special Attacks Smite evil/good

STATISTICS

Str 10 [14], Dex 11, Con 11, Int —, Wis 10, Cha 7

Base Atk +0; CMB -1; CMD 9 (17 vs. trip)

Skills Fly +2

SQ luminescence

Smite evil/good: 1/day as a swift action (adds +1) against evil/good foes; smite persists until target is dead or the celestial/fiendish creature rests).

Unliving Rabbit (M)(CR½): XP 200

N Medium animal, **Init** +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 6 (1d8+2)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 50 ft.

Melee ankle bite +1 (1d6+1 plus trip)

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 14

Feats Skill Focus (Acrobatics)

Skills Acrobatics +14 (+18 when jumping), Perception +4

Unliving Cat (M)(CR½): XP 135

N Tiny animal, **Init** +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size), **hp** 4 (1d8), **Fort** +2, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4–2)

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

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +10, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth

Unliving Rat (M)(CR¼): XP 100

N Tiny animal, **Init** +1; **Senses** low-light vision; Perception -1

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee tail slap +2 (1d3)

STATISTICS

Str 11, **Dex** 12, **Con** 12, **Int** 2, **Wis** 9, **Cha** 5

Base Atk +0; **CMB** -1; **CMD** 9 (13 vs. trip)

Feats Lightning Reflexes

Skills Climb +4, Stealth +9 (+13 in grass); **Racial Modifiers** +4 Stealth in grass

Unliving Alchemist (MR)(CR2): XP 600

Elf cleric 3, NE Medium humanoid, **Init** +0; **Senses**, Perception +6, **Aura** evil

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor), **hp** 26 (3d8+9)

Fort +7, **Ref** +1, **Will** +6

OFFENSE

Speed 20 ft.

Melee mwk scythe +5 (2d4+1/x4)

Special: 2x channel negative energy (Will DC10 half 2d6)

Spell-Like Abilities (CL 3rd; concentration +6)

6/day— bleeding touch (touch 1d6 +1 rnd, DC15 heal)

Cleric Spells Known (CL 3rd; concentration +6)

1x 2nd— cure mod wounds (2d8+3), spiritual weapon

2x 1st— cure light wounds (1d8+3)

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 17, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 13

Feats Combat Casting, Great Fortitude, Weapon Focus

Skills Heal +9, Knowledge (religion) +7, Perception +6, Spellcraft +7

Languages Common, Elvish

Combat Gear potion of cure moderate wounds; **Other**

Gear mwk scythe, +1 breastplate

Spiritual Weapon: Ghostly scythe +5 (1d8+1), 3-rounds, can attack, or move and attack once per round.