

Vampire Thrall (MR)(CR $\frac{1}{3}$): XP 135

LE Medium, undead humanoid; **Init** +2; **Senses** [darkvision](#) 120 ft.; [Perception](#) +2

DEFENSE

AC 15, [touch](#) 12, [flat-footed](#) 13 (+2 [armor](#), +2 [Dex](#), +1 [shield](#)), **hp** 5 (1d10), **Fort** +2, **Ref** +2, **Will** -1; +2 vs. [enchantment](#), [Immune](#) [sleep](#); **SR** 7

Weaknesses [light blindness](#) (blinded 1 round then -1 attack/perception if still in the bright light)

OFFENSE

Speed 30 ft.

Melee [rapier](#) +3 (1d6/18–20)

Ranged hand crossbow +3 (1d4/19–20 plus poison)

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 13

Feats [Weapon Finesse](#), **Skills** [Perception](#) +2, [Stealth](#) +2; **Racial Modifiers** +2 [Perception](#)

Languages Elven, Undercommon

Drow Poison—injury; save [Fort](#) DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

Vampire Girl (M)(CR2): XP 600

LE Small, undead humanoid; **Init** +0; **Senses** [darkvision](#) 60 ft.; [Perception](#) +5

DEFENSE

AC 14, [touch](#) 11, [flat-footed](#) 14 (+3 [natural](#), +1 [size](#))

hp 18 (2d10+7), **Fort** +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; Immune electricity, poison;

Resist acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day-Murderous Command (25ft+5ft $\frac{1}{2}$ /lvl, Will DC12, 1-round duration.), **1/day-Charm Person** (25ft+5ft $\frac{1}{2}$ /lvl Will DC12, 1-hour duration), **Blood Drain** (1d4 Con dmg on pin; gains 5hp or thp), **Gaseous Form** (20ft, DR10/magic or immune)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats [Toughness](#)

Skills [Escape Artist](#) +5, [Perception](#) +5, [Stealth](#) +9, [telepathy](#) 100 ft.

Languages Abyssal, Common, Draconic

Male Cave Spider (M)(CR $\frac{1}{2}$): XP 200

N Small [vermin](#), **Init** +2; **Senses** [darkvision](#) 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 13, [touch](#) 13, [flat-footed](#) 11 (+2 [Dex](#), +1 [size](#)),

hp 11(2d8+2), **Fort** +4, **Ref** +2, **Will** +0,

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d4 plus [poison](#))

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 12 (24 vs. [trip](#))

Skills [Acrobatics](#) +10, [Climb](#) +24, [Perception](#) +4, [Stealth](#)

+10 (+25 when stationary); **Racial Modifiers** +8

[Acrobatics](#), +16 [Climb](#), +4 [Perception](#), +4 [Stealth](#) (+15 when stationary)

SQ camouflage

SPECIAL ABILITIES

Poison (Ex): Bite—injury; save **Fort** DC 14 (includes +2 [racial bonus](#)); frequency 1/round for 4 rounds; effect 1d2 **Str**; cure 1 save.

ACROBATICS vs Attack of Opportunity

Acrobatics (10) + D20 vs CMD

Spider Swarm (M)(CR1): XP 400

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, **Magic DR** 50%

Weaknesses [swarm traits](#)

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus [poison](#) (Fort 11) and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks [distraction](#) (DC Fort 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.

Distraction (Ex): unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. Only action available is a move action.

Female Cave Spider (MR)(CR3): XP 800

N Small [vermin](#), **Init** +2; **Senses** [darkvision](#) 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 15, [touch](#) 11, [flat-footed](#) 13 (+2 [Dex](#), 1 [natural](#), -1 [size](#)), **hp** 37 (5d8+15), **Fort** +7, **Ref** +3, **Will** +1, **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d8+6 plus [poison](#))

Special Attacks Web (+4 ranged, 5 hp)
(DC19 Escape Artist or Strength, -4 str if caught)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. [trip](#))

Skills [Climb](#)* +20, [Perception](#) +4, [Stealth](#)* +2 (+6 webs);

Racial Modifiers +8 [Climb](#), +4 [Perception](#), +4 [Stealth](#) (+8 webs)

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* **Fort** DC 17 (includes +2 [racial bonus](#)); *frequency* 1/round for 6 rounds; *effect* 1d3 [Con](#) plus staggered; *cure* 2 saves.

ACROBATICS vs Attack of Opportunity

Acrobatics (0) + D20 vs CMD

Bone Amalgamation x 4 (M)(CR4): XP 1200

NE Medium [extraplanar](#), **Init** +0; **Senses** [darkvision](#) 60 ft.; [Perception](#) +0

DEFENSE

AC 15, [touch](#) 10, [flat-footed](#) 12 (+2 [natural](#)), **hp** 26 (4d8+3), **Fort** +2, **Ref** +2, **Will** +5, **Melee DR** 5/magic; **Immune** [undead 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](#)

STAGGERED

A staggered creature may take a single [move action](#) or [standard action](#) each round (but not both, nor can he take full-round actions).

DEATH

On death, merges with nearby (up to 30 feet) amalgamation to boost size. (+4hp, +1AC).

Smouldering Hound (M)(CR2): XP 600

NE Medium [magical beast](#), **Init** +2; **Senses** [darkvision](#) 60 ft., [low-light vision](#), [scent](#); [Perception](#) +11

DEFENSE

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

hp 26 (4d10+4), **Fort** +5, **Ref** +6, **Will** +3

Resist fire 10

Vulnerable 10 cold

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus [trip](#))

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. [trip](#))

Feats [Run](#), [Skill Focus](#) ([Perception](#))

Skills [Perception](#) +11, [Stealth](#) +9, [Survival](#) +5; **Racial**

Modifiers +2 [Perception](#), +2 [Stealth](#), +2 [Survival](#)

TRIP

CMB (7) + D20 vs CMD

ACROBATICS vs Attack of Opportunity

Acrobatics (0) + D20 vs CMD

Tentacled Possessor (M)(CR4): XP 1200

E Medium [aberration](#), **Init** +4; **Senses** [darkvision](#) 60 ft., [scent](#); [Perception](#) +15

DEFENSE

AC 19, [touch](#) 14, [flat-footed](#) 15 (+4 [Dex](#), +5 [natural](#))

hp 42 (5d8+20), **Fort** +4, **Ref** +5, **Will** +8

DR 10/magic

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d4+3), 4 tentacles +1 (1d4+1) (10-ft).

STATISTICS

Str 16, **Dex** 18, **Con** 17, **Int** 7, **Wis** 18, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 20 (can't be [tripped](#))

Feats [Combat Reflexes](#), [Skill Focus](#) ([Perception](#)), [Stand Still](#), [Toughness](#)^B

Skills [Climb](#) +11, [Perception](#) +15, [Stealth](#) +12

GRAPPLE/CONSTRICT

Attacker: CMB vs CMD, +5 bonus to maintain grapple if successful 10-foot range to pull close, can move half speed. Bite damage on successful maintain.

Defender: -4 AC, 1-handed attacks only (at -2), casting DC (10 + grappler's CMB (6) + spell level), no somatic or material components.

Dividing Pool (M)(CR1): XP 400

N Medium [magical beast](#), **Init** +3; Senses [low-light vision](#), [scent](#); [Perception](#) +6

DEFENSE

AC 15, [touch](#) 13, [flat-footed](#) 12 (+3 [Dex](#), +2 [natural](#))
hp 13 (2d8+4), **Fort** +5, **Ref** +6, **Will** +1; +4 vs. charm

OFFENSE

Speed 40 ft.

Melee bite +4 (1d6+2 plus [trip](#)), claws +4 (1d4+2)

STATISTICS

Str 15, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. [trip](#))

Feats [Weapon Finesse](#)

Skills [Perception](#) +6, [Stealth](#) +3 (+7 in forests), [Survival](#) +1 (+5 tracking by scent); Racial Modifiers +4 to [Stealth](#) in forests, +4 to [Survival](#) when tracking by [scent](#)

SQ Launch

Launch (Ex):

Once per hour, a pool can stretch stretch and launch itself up to 100 feet, when it makes a [charge](#) attack.

ACROBATICS vs Attack of Opportunity

Acrobatics (0) + D20 vs CMD

Entwined Skeletons (MR)(CR½): XP 200

Skeletal [ranger](#) 1, N Medium [outsider \(native\)](#)
Init +1; **Senses** [low-light vision](#); [Perception](#) -1

DEFENSE

AC 17, [touch](#) 11, [flat-footed](#) 16 (+6 [armor](#), +1 [Dex](#))

hp 11 (1d10+1), **Fort** +2, **Ref** +3, **Will** -1

Resist acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee [ornate blade](#) +4 (1d6+2/18-20)

Ranged [thrown ornate blade](#) +2 (1d6/x3)

Special Attacks elemental assault, [favored enemy \(Dwarf\)](#) +2)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats [Weapon Focus \(scimitar\)](#)

Skills [Diplomacy](#) +3, [Knowledge](#) (geography) +4,

[Knowledge](#) (nature) +4, [Ride](#) +0, [Sense Motive](#) +2,

[Survival](#) +3;

Elemental Assault (Su):

Once per day as a [swift action](#), can call on elemental power to shroud its arms in acid, cold, electricity, or fire. Attacks with weapons held in those hands deal +1d6 points typed damage lasts for 1 round per level. Can end the effects of its elemental power early as a [free action](#).