

ETTERCAP

XP 800

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 30 (4d8+12)

Fort +6, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7

Languages Common

SQ spider empathy +7

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

GIANT HUNTING SPIDER

XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Acrobatics +8, Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

WOUNDED OGREKIN (HALF-OGRE)

XP 400

Male human ogrekin fighter 2

CE Medium humanoid (giant)

Int +5; **Senses** low-light vision; Perception +1

DEFENSE

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

hp 12 (2d10+10)

Fort +7, **Ref** +0, **Will** +1

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee shortspear +7 (1d6+5), bite +2 (1d4+2)

STATISTICS

Str 19, **Dex** 11, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +10, Swim +10

Languages Giant

TROGLODYTE

XP 400

CE Medium humanoid (reptilian)

Init -1; **Senses** darkvision 90 ft.; Perception +0

Aura stench (30 ft., DC 13, 10 rounds. Sickened).

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 13 (2d8+4)

Fort +7, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +0 (1d6)

STATISTICS

Str 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 11

Feats Great Fortitude

Skills Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)

Languages: Draconic

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

MONITOR LIZARD

XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 22 (3d8+9)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d8+4 plus grab and poison)

STATISTICS

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

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11;

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

BUTTERSNIPS (QUICKLING)

XP 800

CE Small fey

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 19, flat-footed 12 (+7 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +11, **Will** +6

Defensive Abilities evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron

Weaknesses slow susceptibility

OFFENSE

Speed 120 ft.

Melee short sword +10 (1d4–1/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

STATISTICS

Str 8, **Dex** 24, **Con** 13, **Int** 15, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +0; **CMD** 18

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14 (+50 jump), Bluff +9, Craft (any one) +9, Escape Artist +14, Perception +9, Spellcraft +6, Stealth +18, Survival +4, Use Magic Device +7

Languages Aklo, Common, Sylvan

SQ poison use: save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength **damage**; *cure* 1 save.

Treasure: **Medium spider venom** [5 doses], Small short sword

SPECIAL ABILITIES

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

Supernatural Speed (Su) A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

Slow Susceptibility (Ex) A quickling that succumbs to a *slow* effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the *slow* effect ends.

ANDRIL KORTUN (WIGHT)

XP 800

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16;

Languages Common

SQ create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

MOBAT

XP 800

N Large magical beast

Init +2; **Senses** blindsense 120 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +6 (2d6+4)

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

Special Attacks screech

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 6, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 20

Feats Flyby Attack, Skill Focus (Stealth)

Skills Fly +8, Perception +6 (+10 when using blindsense), Stealth +5;

Languages Undercommon (cannot speak)

SPECIAL ABILITIES

Screech (Su) Once per day as a standard action, a mobat can produce an ear-splitting screech that stuns non-mobats in a 20-foot-radius burst. All creatures within the area must make a DC 15 Fortitude save or be staggered for 1d3 rounds. Other mobats and urdefhans are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

ATTIC WHISPERER

XP 1,200

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +12

Aura sobs (10 ft.)

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 45 (6d8+18)

Fort +5, **Ref** +6, **Will** +8

Immune undead traits

OFFENSE

Speed 20 ft.

Melee bite +9 (1d4–1 plus steal breath), touch +4 melee touch (steal voice)

STATISTICS

Str 9, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +4; **CMB** +2; **CMD** 17

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +9, Climb +8, Knowledge (history) +8, Knowledge (local) +8, Perception +12, Stealth +17

Languages Common (plus any 2d4 from victims)

SPECIAL ABILITIES

Aura of Sobs (Su) All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) A creature **bit** by an attic whisperer must make a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature **hit** by an attic whisperer's touch must make a DC 16 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.