

TROGLODYTE

XP 400

CE Medium humanoid (reptilian)

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

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

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

Treasure NPC gear (club, 3 javelins, other treasure)

ORBAKHAG, ADVANCED TROGLODYTE

XP 600

CE Medium humanoid (reptilian)

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

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

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural)

hp 17 (2d8+4)

Fort +8, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee +1 Cold Iron Morningstar +5 (1d8+4), claw -1 (1d4+1), bite -1 (1d4+1) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +1 (1d6)

STATISTICS

Str 12, **Dex** 12, **Con** 16, **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

Treasure NPC gear (club, 3 javelins, other treasure), +1 Cold Iron Morningstar, 2 potions of Cure Light Wounds

PHYCOMID

XP 1,200

N Small plant

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

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

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

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +5 touch (2d6 acid plus spores)

STATISTICS

Str 5, **Dex** 10, **Con** 15, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +0; **CMD** 10 (can't be tripped)

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores “burn out” after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save. The save DC is Constitution-based.

SLUGWORTH, ADVANCED OGRE

XP 1200

CE Large humanoid (giant)

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

DEFENSE

AC 20, touch 9, flat-footed 20 (+4 armor, 0 Dex, +7 natural, -1 size)

hp 38 (4d8+12)

Fort +6, **Ref** +0, **Will** +4

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +8 (2d8+8)

Ranged javelin +1 (1d8+6)

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

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 8, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +10; **CMD** 19

Feats Iron Will, Toughness

Skills Climb +8, Perception +5

Languages Giant

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

ROKURO KAIJITSU, VARIANT WRAITH

XP 1,600

LE Medium undead (incorporeal), variant wraith

Init +7; **Senses** darkvision 60 ft., lifestense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Charisma drain)

Special Attack create spawn

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth+11

Languages Common, Infernal

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifestense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.