

SHADOWED KEEP ON THE BORDERLANDS: COMPILED STAT BLOCKS

A companion document to *Shadowed Keep on the Borderlands*



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ANIMALS & VERMIN

CR 1/3

DIRE RATS CR 1/3 (XP 135)
This filthy oversized rat is covered in mangy gray fur and its shining black eyes glitter menacingly.

N Small animal
Init +3; **Senses** low-light vision, scent; Perception +4, Sense Motive +1
Speed 40 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Climb +11, Stealth +11, Swim +11

AC 14, touch 14, flat-footed 11; **CMD** 12 (16 vs. trip) (+3 Dex, +1 size)
Fort +3, **Ref** +5, **Will** +1
hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee bite +1 (1d4 plus filth fever [DC 11 Fortitude {2 saves}; frequency 1/day; effect 1d3 Con and 1d3 Dex damage])

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4
Feats Skill Focus (Perception)
Skills as above

CR 1/2

YOUNG VENOMOUS SNAKE CR 1/2 (XP 200)
This small, slender snake has patterned black and red scales and long, thin fangs.

N Small animal
Init +7; **Senses** low-light vision, scent; Perception +9, Sense Motive +1
Speed 20 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Acrobatics +11 (+7 jumping), Climb +11, Stealth +15, Swim +15

AC 13, touch 12, flat-footed 12; **CMD** 10 (can't be tripped) (+1 Dex, +1 natural, +1 size)
Fort +3, **Ref** +6, **Will** +1
hp 9 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -3
Melee bite +5 (1d3-3 plus poison [DC 11 Fortitude {a save}; frequency 1/round for 6 rounds; effect 1d2 Con])

Abilities Str 4, Dex 17, Con 10, Int 1, Wis 13, Cha 2
Feats Improved Initiative, Weapon Finesse^B
Skills as above

CR 1

ADULT VENOMOUS SNAKE (1) CR 1 (XP 400)
This large snake has patterned black and red scales and long, thin fangs.

N Medium animal
Init +5; **Senses** low-light vision, scent; Perception +9, Sense Motive +1
Speed 20 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Acrobatics +9 (+5 jumping), Climb +9, Stealth +9, Swim +9

AC 14, touch 11, flat-footed 13; **CMD** 11 (can't be tripped) (+1 Dex, +3 natural)
Fort +5, **Ref** +4, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee bite +2 (1d4-1 plus poison [DC 13 Fortitude {a save}; frequency 1/round for 6 rounds; effect 1d2 Con])

Abilities Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2
Feats Improved Initiative, Weapon Finesse^B
Skills as above

FANG (WOLFHOUND)

CR 1 (XP 400)

This large dog has a shaggy black and gray coat and a large head sporting powerful jaws.

N Medium animal
Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1
Speed 40 ft.; **ACP** 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)
Fort +5, **Ref** +5, **Will** +1
hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex [free]) If Fang hits with his bite he can attempt to trip his opponent without provoking an attack of opportunity. If the attempt fails, he is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

GIANT WEB-SPINNING SPIDER

CR 1 (XP 400)

N Medium vermin
Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0
Speed 30 ft., climb 30 ft.; **ACP** 0; Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip) (+3 Dex, +1 natural)
Immune mind-affecting effects
Fort +4, **Ref** +4, **Will** +1
hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [DC 13 Fortitude {1 save}; frequency 1/round for 4 rounds; effect 1d2 Str damage])

Ranged Touch web (range 10 ft.) +5 (entangled)

Web (Ex [standard; 8/day]) A Large or smaller creature struck by the spider's hurled web is entangled (DC 12 Escape Artist or Strength check breaks free) in the web (DR -/5; hp 2). A web-spinning spider can also create a sheet of web three times their size. Targets making a DC 20 Perception check spot the web, but others tumble into it and become trapped (as above). Attempts to escape gain a +5 bonus if the trapped creature has something to walk on or grab.

Abilities Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills as above

WOLF CR 1 (XP 400)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.; **ACP** 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip)
(+2 Dex, +2 natural)

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1 plus trip)

Trip (Ex) A wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 using scent to track)

CR 4

GRIZZLY BEAR CR 4 (XP 1,200)

This large and powerful bear has brown fur, long, curved claws and a maw full of sharp teeth.

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 40 ft.; **ACP** 0; Stealth -3, Swim +14

AC 16, touch 10, flat-footed 15; **CMD** 20 (24 vs. trip)
(+1 Dex, +6 natural, -1 size)

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

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee 2 claws +7 (1d6+5 plus grab) and
bite +7 (1d6+5)

Grab (Ex) If it hits a Medium or smaller target with its bite, the bear can try to grapple as a free action without provoking attacks of opportunity.

Abilities Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Skill Focus (Survival)

Skills as above plus Survival +5

CONSTRUCTS

CR 3

CARYATID COLUMN

CR 3 (XP 800)

This stone statue of a plate-clad warrior holding a battleaxe at rest stares impassively ahead.

N Medium constrict

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** 0; **Acrobatics** -1 (-5 jumping), **Stealth** -1 (statue)

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue. An observer must make a DC 20 Perception check to notice the caryatid column is alive.

AC 14, touch 9, flat-footed 14; **CMD** 16 (cannot be disarmed) (-1 Dex, +5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, massive damage, any effect that requires a Fortitude save, magic

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. *Transmute rock to mud* deals 1d6 damage per caster level with no saving throw. *Transmute mud to rock* heals any lost hit points. *Stone to flesh* negates the statue's damage reduction and immunity to magic for one full round.

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

hp 36 (3 HD); **DR** —/5; shatter weapons

Shatter Weapons (Ex) When a character strikes a caryatid column with a weapon (magical or normal), the weapon takes 3d6 damage. Apply the weapon's hardness normally.

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee mwk battleaxe +8 (1d8+6/x3)

Abilities Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Gear as above

NECROPHIDIUS

CR 3 (XP 800)

The sinuous skeleton of a large snake topped with a humanoid skull, complete with a snake's fangs, sways menacingly.

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Stealth** +15

AC 15, touch 13, flat-footed 12; **CMD** 19 (can't be tripped) (+3 Dex, +2 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

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

hp 36 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee bite +6 (1d8+4 plus paralysis [DC 13 Fortitude; paralysed; 1d4 rounds])

Special Actions dance of death

Dance of Death (Ex) As a full-round action, a necrophidius entrances its foes by swaying back and forth. All creatures within 30 ft. are dazed for 2d4 round (DC 15 Will save negates). This is a mind-affecting effect.

Abilities Str 16, Dex 17, Con —, Int —, Wis 11, Cha 1

Skills as above

ELEMENTALS

CR 1

SMALL FIRE ELEMENTAL CR 1 (XP —)

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0**Speed** 50 ft.; **ACP** 0; Acrobatics +5 (+13 jumping), Climb +4, Escape Artist +5, Stealth +5**AC** 16, touch 13, flat-footed 14; **CMD** 13

(+1 Dex, +1 dodge [Dodge], +3 natural, +1 size)

Immune fire; **Weaknesses** cold**Fort** +3, **Ref** +4, **Will** +0**hp** 11 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +1**Melee** slam +4 (1d4 plus burn [1d4 fire, DC 11 Reflex])**Burn (Ex)** A character struck by a fire elemental must make a DC 11 Reflex save or catch on fire for 1d4 rounds.**Abilities** Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11**Feats** Dodge, Improved Initiative^B, Weapon Finesse^B**Skills** as above plus Intimidate +4, Knowledge (planes) +1**Languages** Ignan

HUMANOIDS

CR 1/4

BLOOD MOON YOUNG CR 1/4 (XP 100)
This small, scrawny humanoid is barely 3 ft tall. It has a wide, angular head seemingly too big for its body.

Young goblin commoner 1
NE Tiny humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 15, touch 15, flat-footed 12; **CMD** 11
(+2 Dex, +1 dodge [Dodge], +2 size)

Fort -1, **Ref** +4, **Will** +0
hp 2 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -4
Melee dagger (reach 0 ft.) +0 (1d2-2/19-20)
Ranged dagger (range 10 ft.) +6 (1d2-2/19-20)
Abilities Str 7, Dex 19, Con 8, Int 9, Wis 10, Cha 6
Feats Dodge
Skills as above
Languages Goblin

Gear as above

CR 1/3

BLOOD MOON FEMALE CR 1/3 (XP 135)
This small, scrawny humanoid is barely 3 ft tall. It has a wide, angular head seemingly too big for its body.

Female goblin commoner 1
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 14, touch 14, flat-footed 11; **CMD** 12
(+2 Dex, +1 dodge [Dodge], +1 size)

Fort +1, **Ref** +2, **Will** +0
hp 4 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1
Melee dagger +1 (1d3/19-20)
Ranged dagger (range 10 ft.) +3 (1d3/19-20)
Abilities Str 11, Dex 15, Con 12, Int 9, Wis 10, Cha 6
Feats Dodge
Skills as above
Languages Goblin

Gear as above plus 1d6 cp, 1d4 sp

BLOOD MOON SCOUT CR 1/3 (XP 135)
Covered in mud this leather-clad goblin is filthy. It carries a small crossbow and a light mace swings at its belt.

Male goblin expert 1
NE Small humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +1
Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +2, Ride +6, Stealth +14

AC 17, touch 14, flat-footed 14; **CMD** 13
(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +0, **Ref** +3, **Will** +3

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee light mace +0 (1d4-1)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
Combat Gear bolts (20), tanglefoot bag

Abilities Str 9, Dex 17, Con 10, Int 9, Wis 12, Cha 6

Feats Improved Initiative

Skills as above plus Survival +5

Languages Goblin

Gear as above plus backpack, belt pouch, 2d6 sp

BLOOD MOON WARRIOR CR 1/3 (XP 135)
Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Male goblin warrior 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13
(+1 size, +3 Dex, +2 armour [leather], +1 shield [buckler])

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee short sword +5 (1d4/19-20)
Ranged shortbow (range 60 ft.) +5 (1d4/x3)
Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp

BLOOD MOON WARRIOR (UNARMED) CR 1/3 (XP 135)
Clad in filthy leather armour this dirty, skinny humanoid looks miserable.

Male goblin warrior 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +11

AC 14, touch 14, flat-footed 11; **CMD** 13
(+1 size, +3 Dex)

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0
Melee unarmed strike +4 (1d2 nonlethal)
Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6
Feats Weapon Finesse

Languages Goblin

Gear as above

JORMA & UNTO

CR 1/3 (XP 135)

Clad in ripped and stained clothes, this human male is skinny and shifty-looking. Bruises and abrasions cover his body.

Male human warrior 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0**Speed** 30 ft.; **ACP** 0; Climb +4, Stealth +3**AC** 12, touch 12, flat-footed 10; **CMD** 13

(+2 Dex)

Fort +3, **Ref** +2, **Will** +0**hp** 10 (1 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +1**Melee** unarmed strike +1 (1d3 nonlethal)**Abilities** Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8**Feats** Skill Focus (Perception)^B, Toughness**Skills** as above**Languages** Common**Gear** peasant's outfit**WARRIOR-BANDIT**

CR 1/3 (XP 135)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0**Speed** 30 ft.; **ACP** -2; Climb +2, Stealth +1**AC** 16, touch 12, flat-footed 14; **CMD** 13

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +3, **Ref** +2, **Will** +0**hp** 10 (1 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +1**Melee** morningstar +1 (1d8)**Ranged** light crossbow (range 80 ft.) +3 (1d8/19-20)**Combat Gear** bolts (10)**Abilities** Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8**Feats** Skill Focus (Perception)^B, Toughness**Skills** as above**Languages** Common**Gear** as above plus 1d8 sp**YAR**

CR 1/3 (XP 135)

Clad in ragged, bloodstained clothes this small, scrawny humanoid has a wide, ungainly head. Covered in sores and many partially healed cuts and scrapes it is a sorry sight.

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +11**AC** 14, touch 14, flat-footed 10; **CMD** 13

(+3 Dex, +1 size)

Fort +2, **Ref** +3, **Will** +0**hp** 2 (6) (1 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +0**Melee** unarmed strike +5 (1d2)**Abilities** Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6**Feats** Weapon Finesse**Languages** Goblin**Gear** ragged clothes

CR 1/2

BLOOD MOON WARDEN

CR 1/2 (XP 200)

This small humanoid has a flat face, squashed nose and a wide mouth full of fangs. Clad in studded leather armour it carries a heavy wooden shield and longsword.

Male goblin warrior 1/expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +3**Speed** 30 ft.; **ACP** -2; Climb +3, Ride +5, Stealth +13, Swim -1**AC** 19, touch 14, flat-footed 16; **CMD** 13

(+3 armour [mwk studded leather], +3 Dex, +2 shield [heavy wooden], +1 size)

Fort +2, **Ref** +3, **Will** +1**hp** 11 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +2**Melee** longsword +3 (1d6/19-20)**Combat Gear** *potion of cure light wounds***Abilities** Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6**Feats** Weapon Focus (longsword)**Skills** as above plus Knowledge (religion) +4**Languages** Goblin**Gear** as above plus belt pouch, 15 sp**KERKKO (1)**

CR 1/2 (XP 200)

Wearing ripped and muddy clothes, this muscular human male is dirty and unkempt. Sores and bruises cover his body.

Male human warrior 2

LG Medium humanoid

Init +0; **Senses** Perception +0, Sense Motive +0**Speed** 30 ft.; **ACP** 0**AC** 10, touch 10, flat-footed 10; **CMD** 14**Fort** +4, **Ref** +0, **Will** +0**hp** 18 (2 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Melee** unarmed strike +4 (1d3+2 nonlethal)**Abilities** Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8**Feats** Toughness^B, Weapon Focus (longsword)**Skills** as above plus Handle Animal +3, Intimidate +2, Profession (soldier) +4**Languages** Common**Gear** peasant's outfit

REITHIC YURGIRN CR 1/2 (XP 200)

Wide and heavily muscled this dwarf has a thick black beard, black, glittering eyes and thick, bushy eyebrows.

Male dwarf fighter 1

LN Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; **ACP** 0; Acrobatics +1 (-3 jumping), Climb +6

AC 11, touch 11, flat-footed 10; **CMD** 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures (+1 Dex)

Fort +5 (+7 vs. poison), **Ref** +1, **Will** +2; +2 vs. spells and spell-like abilities

hp 8 (17) (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee unarmed strike +3 (1d3+2)

Atk Options +1 attack vs. orc- and goblin-type foes

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 6

SQ weapon familiarity (dwarven)

Feats Toughness, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4

Languages Common, Dwarven

Gear ragged clothing

VETERAN BLOOD MOON WARRIOR CR 1/2 (XP 200)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and handaxe.

Male goblin warrior 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 14

(+2 armour [leather], +3 Dex, +1 shield [mwk buckler], +1 size)

Fort +3, **Ref** +3, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee handaxe +6 (1d4/x3)

Ranged shortbow (range 60 ft.) +6 (1d4/x3)

Combat Gear *potion of shield of faith* (+2)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus 20 arrows, belt pouch, 1d6 sp

VETERAN WARRIOR-BANDIT CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; Climb +2, Stealth +2

AC 16, touch 12, flat-footed 14; **CMD** 14

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +4, **Ref** +2, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee flail +2 (1d8)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Combat Gear bolts (10)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Toughness

Skills as above plus Intimidate +3

Languages Common

Gear as above plus 2d8 sp

C R 1

BARELI

CR 1 (XP 400)

This fat half-orc woman wears food-splattered scale mail and clutches a handaxe.

Female half-orc warrior 2/expert (soldier) 1

NE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 20 ft.; base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping), Climb +3, Ride +1

AC 15, touch 10, flat-footed 15; **CMD** 14

(+5 armour mwk scale mail)

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

hp 20 (3 HD); orc ferocity

Orc Ferocity (Ex) Once per day when below 0 hp, Bareli, can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, she falls unconscious.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk handaxe +5 (1d6+2/x3)

Ranged dagger (range 10 ft.) +2 (1d4+2/19-20)

Combat Gear antitoxin, thunderstone (2)

Abilities Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 9

Feats Iron Will, Toughness

Skills as above plus Intimidate +6, Profession (cook) +4, Profession (soldier) +5

Languages Common, Orc

Gear as above plus belt pouch, 120 gp

BLEACHED SKULL WARRIOR

CR 1 (XP 400)

This furry, hyena-headed humanoid carries a morningstar and a shield decorated with the lurid depiction of a white skull.

Male gnoll

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0

Speed 30 ft.; **ACP** -2

AC 15, touch 10, flat-footed 15; **CMD** 13

(+2 armour [leather], +1 natural, +2 shield [heavy wooden])

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

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee morningstar +4 (1d8+2)

Ranged javelin (range 30 ft.) +1 (1d6+2)

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Feats Weapon Focus (morningstar)

Skills as above

Languages Gnoll

Gear as above plus 3 gp, 6 sp

CULLEN

CR 1 (XP 400)

Greasy black hair frames the face of a human male dominated by high cheek bones and acne.

Male human rogue 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3**Speed** 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)**AC** 15, touch 12, flat-footed 13; **CMD** 14
(+3 armour [mwk studded leather], +2 Dex)**Fort** +2, **Ref** +5 (evasion), **Will** +1**hp** 16 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +2**Melee** short sword +2 (1d6+1/19-20)**Ranged** mwk shortbow (range 60 ft.) +4 (1d6/x3)**Atk Options** sneak attack +1d6**Combat Gear** arrows (16), *potion of invisibility*, *potion of cure light wounds***Abilities** Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8**SQ** rogue talent (fast stealth), trapfinding (+1)**Feats** Alertness^B, Fleet**Skills** as above plus Appraise +6, Bluff +4, Disable Device +10, Knowledge (local) +6, Sleight of Hand +8**Languages** Common, Goblin**Gear** as above plus backpack, 50 ft. rope, oil (2), masterwork thieves' tools, key**NIG, SBUX AND ZUS**

CR 1 (XP 400)

This female goblin is larger and more muscular than her ilk. Clad in studded leather, she radiates an aura of aggression and violence. She wields two wickedly-curved sickles.

Female giant goblin warrior 1/expert (acrobat) 1

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1**Speed** 30 ft.; **ACP** 0; Acrobatics +7, Climb +7, Ride +6, Stealth +10, Swim +3**AC** 18, touch 12, flat-footed 16; **CMD** 15
(+3 armour [mwk studded leather], +2 Dex, +3 natural)**Fort** +4, **Ref** +2, **Will** +1**hp** 15 (2 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** sickle +3 (1d6+2 plus Small centipede poison [DC 11 Fortitude; *freq.* 1 rd./4 rds.; *effect* 1 Dex]) or**Melee** sickle +1 (1d6+2 plus Small centipede poison [DC 11 Fortitude; *freq.* 1 rd./4 rds.; *effect* 1 Dex]) and sickle +1 (1d6+1)**Abilities** Str 14, Dex 15, Con 15, Int 10, Wis 9, Cha 6**Feats** Two-Weapon Fighting**Skills** as above plus Perform (dance) +2**Languages** Goblin**Gear** as above plus belt pouch, 15 sp, tawdry jewellery (worth 50 gp)**SAR, BLOOD MOON ADEPT**

CR 1 (XP 400)

This bald and skinny humanoid wears dirty robes and its head seems too large for its body

Male goblin adept 3

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1**Speed** 30 ft.; **ACP** 0; Ride +6, Stealth +10**AC** 15, touch 14, flat-footed 12; **CMD** 12
(+1 armour [*bracers of armour +1*], +2 Dex, +1 dodge [Dodge], +1 size)**Fort** +2, **Ref** +3, **Will** +4**hp** 19 (3 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** -2**Melee** dagger +0 (1d3-2/19-20)**Ranged** dart (range 20 ft.) +4 (1d3-2)**Adept Spells Prepared** (CL 3rd; concentration +4)1st—*burning hands* (2; DC 12), *cure light wounds*0—*detect magic*, *ghost sound*, *touch of fatigue* (DC 11)**Combat Gear** dart (5), *scroll of bless*, *wand of scorching ray* (2 charges)**Abilities** Str 6, Dex 15, Con 12, Int 10, Wis 13, Cha 7**SQ** summon familiar**Feats** Dodge, Toughness**Skills** as above plus Heal +6, Knowledge (religion) +6, Spellcraft +6**Languages** Goblin**Gear** as above plus wooden holy symbol, spell component pouch, black gems (2; onyx [50 gp each]), key, 4 gp, 12 sp

C R 2

FIREAN MAIETHIL

CR 2 (XP 600)

Muscular and attractive, this half-elf woman wears form-fitting half-plate and wields a large flail. Her dark brown eyes regard you with a mixture of malevolence and boredom.

Female half-elf fighter 1/cleric 2

CE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +7, Sense Motive +2**Speed** 20 ft.; base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -2, Swim +0**AC** 18, touch 10, flat-footed 18; **CMD** 14
(+8 armour [mwk half-plate])**Immune** *sleep***Fort** +6, **Ref** +0, **Will** +7; +2 vs. enchantments**hp** 25 (3 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +4**Melee** mwk heavy flail +6 (1d10+2/19-20) or**Melee** mwk longspear (reach 10 ft.) +5 (1d8+3/x3)**Melee Touch** touch of chaos +4 (1 round; when subject rolls a d20, it must roll twice and use the worst result)**Special Actions** channel negative energy (4/day, 1d6, DC 12), strength surge (5/day, +1), touch of chaos (5/day)**Cleric Spells Prepared** (CL 2nd; concentration +4 [+8 casting defensively or grappling]; spontaneous casting [*inflict* spells, Chaos, Strength])1st—*bless*, *cure light wounds*, *enlarge person*^D, *shield of faith*0—*detect magic*, *light*, *resistance*, *stabilize*

Combat Gear *scroll of cure light wounds* (3), *scroll of protection from good*

Abilities Str 15, Dex 10, Con 12, Int 10, Wis 14, Cha 13

SQ evil aura (moderate), multitalented (cleric, fighter)

Feats Combat Casting, Improved Initiative, Skill Focus (Perception)^B, Weapon Focus (heavy flail)

Skills as above plus Heal +6, Knowledge (history) +4, Knowledge (religion) +5

Languages Common, Elven

Gear as above keys, holy symbol

FUZGHT & MUGUT CR 2 (XP 600)

This muscular, dark-furred creature has milk-white eyes. It wields a morningstar and wears leather armour.

Male bugbear

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8, Sense Motive +0

Speed 30 ft.; **ACP** -2; Stealth +9

AC 18, touch 11, flat-footed 17; **CMD** 16 (+2 armour [leather], +1 Dex, +3 natural, +2 shield [heavy wooden])

Fort +2, **Ref** +4, **Will** +1

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee morningstar +5 (1d8+3)

Ranged javelin (range 30 ft.) +3 (1d6+3)

Combat Gear javelins (3)

Abilities Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

SQ stalker

Feats Intimidating Prowess, Skill Focus (Perception)

Skills as above plus Intimidate +7

Languages Common, Goblin

Gear as above plus 2d6 sp

RAZOGEN, SCION OF RUKNAR CR 2 (XP 600)

This lumbering humanoid has small, beady eyes and a wide mouth filled with ill-fitting teeth. It wears chainmail and wields a spear.

Male young fiendish ogre

CE Medium humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -5; Climb +3

AC 22, touch 11, flat-footed 21; **CMD** 17

(+1 Dex, +6 armour [chainmail], +5 natural)

Resist cold 5, fire 5

Fort +4, **Ref** +2, **Will** +3; **SR** 7

hp 22 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee spear +6 (1d8+4/x3)

Ranged heavy crossbow (range 120 ft.) +3 (1d10/19-20)

Atk Options smite good (1/day; +0 attack, +4 damage)

Combat Gear bolts (10)

Abilities Str 17, Dex 12, Con 11, Int 6, Wis 10, Cha 7

Feats Iron Will, Toughness

Skills as above plus Linguistics -1

Languages Giant, Goblin

Gear as above plus mixed coinage (20 gp)

CR 4

RUKNAR, BLOOD MOON CHIEFTAIN CR 4 (XP 1,200)

This lumbering giant has small, beady eyes and a wide mouth filled with ill-fitting teeth. He wears miss-matched pieces of plate armour and clutches an immense falchion.

Male fiendish ogre fighter (unbreakable) 1

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +1

Speed 30 ft., base speed 40 ft.; **ACP** -7; Climb +5, Stealth -10

AC 19, touch 9, flat-footed 17; **CMD** 23

(+2 armour [plate arms & legs], +1 Dex, +5 natural, +2 shield [+1 buckler], -1 size)

Resist cold 5, fire 5

Fort +9, **Ref** +1, **Will** +4; **SR** 9

hp 48 (5 HD); Diehard

Space 10 ft.; **Base Atk** +4; **CMB** +12

Melee mwk falchion (reach 10 ft.) +11 (2d6+10/18-20)

Ranged mwk javelin (range 30 ft.) +5 (1d8+5)

Atk Options smite good (1/day; +0 attack, +5 damage)

Combat Gear mwk javelins (3), *potion of cure moderate wounds*, *oil of magic weapon*

Abilities Str 25, Dex 12, Con 17, Int 6, Wis 12, Cha 5

Feats Diehard^B, Endurance^B, Iron Will, Toughness, Weapon Focus (falchion)

Skills as above plus Linguistics -1

Languages Giant, Goblin

Gear as above plus golden earrings (worth 120 gp)

O O Z E S

C R 3

GELATINOUS CUBE CR 3 (XP 800)

This quivering cube of slime contains bits of broken weapons and armour as well as many coins.

N Large ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5, Sense Motive -5

Speed 15 ft.; **ACP** 0; transparent

Transparent (Ex) Gelatinous cubes are hard to spot; a DC 15 Perception check is required to notice a motionless cube. A creature that fails to notice a cube and walks into it is automatically engulfed.

AC 4, touch 4, flat-footed 4; **CMD** 9 (can't be tripped)

(-5 Dex, -1 size)

Immune electricity, mind-affecting effects, gaze attacks, visual effects, illusions, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking, precision-based attacks

Fort +9, **Ref** -4, **Will** -4

hp 50 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +4

Melee slam +2 (1d6 plus 1d6 acid plus paralysis [3d6 rounds; DC 20 Fortitude negates])

Atk Options acid, engulf

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) A gelatinous cube can engulf Large or smaller targets in its path as a standard action. It cannot make a slam attack during a round it engulfs. The gelatinous cube moves over opponents, affecting as many as it can cover. Opponents can make an attack of opportunity, or a saving throw (DC 12 Reflex) to avoid being engulfed. A successful save indicates the target is pushed back or to the side (target's choice). Engulfed creatures are subject to the cube's acid and paralysis, gain the pinned condition, are in danger of suffocating and are trapped within the cube until they are no longer pinned.

Paralysis (Ex) A target hit by a cube's slam or engulf attack is paralyzed for 3d6 rounds (DC 20 Fortitude save negates). The cube can automatically engulf a paralyzed target.

Abilities Str 10, Dex 1, Con 26, Int –, Wis 1, Cha 1

SQ ooze traits

Gear 15 gp, 12 sp, Small cold iron dagger

UNDEAD

CR 1/3

HUMAN SKELETON CR 1/3 (XP 135)
This animated skeleton wears a rusted chain shirt but its longsword is yet sharp and deadly.

NE Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 16, touch 12, flat-footed 14; **CMD** 14
 (+2 armour [rusted chain shirt], +2 Dex, +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold
Fort +0, **Ref** +2, **Will** +2
hp 5 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2
Melee longsword +2 (1d8+2/19-20) and claw -3 (1d4+1) or
Melee 2 claws +2 (1d4+1)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10
Feats Improved Initiative

CR 1/2

FAST HUMAN ZOMBIE (2) CR 1/2 (XP 200)
The putrid stench of death emanates from this shambling, sodden, partially decayed corpse.

NE Medium undead
Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping), Climb +3

AC 17, touch 12, flat-footed 15; **CMD** 16
 (+3 armour [studded leather], +2 Dex, +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** fire 5
Fort +0, **Ref** +2, **Will** +3
hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4
Melee slam +4 (1d6+4)
Atk Options quick strike
Quick Strike (Ex) Whenever a fast zombie makes a full-attack, it can make one additional slam attack.

Abilities Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10
Feats Toughness
Gear as above plus 8 gp in mixed coinage

GRAVE CHILL SKELETON (2) CR 1/2 (XP 200)

Ice and frost wreath this animated skeleton. It wears a rusted and frozen chain shirt and wields a longsword.

NE Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 16, touch 12, flat-footed 14; **CMD** 14; chill aura
 (+2 armour [rusted chain shirt], +2 Dex, +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold; **Weakness** fire vulnerability
Fire Vulnerability (Su) A grave chill skeleton suffers an extra 50% damage from fire-based attacks.
Fort +1, **Ref** +2, **Will** +2
hp 5 (1 HD); frozen death; **DR** bludgeoning/5
Frozen Death (Su) A grave chill skeleton explodes in a burst of intense cold when destroyed. Adjacent creatures suffer 1d6 cold damage (DC 12 Reflex halves).

Space 5 ft. (chill aura 5 ft.); **Base Atk** +0; **CMB** +2
Chill Aura (Su) Creatures adjacent to a grave chill skeleton take 1d6 cold damage at the start of their turn. Anyone striking a grave chill skeleton with an unarmed strike or natural attack suffers 1d6 cold damage.
Melee longsword +2 (1d8+2/19-20 plus 1d6 cold) and claw -3 (1d4+1 plus 1d6 cold) or
Melee 2 claws +2 (1d4+1 plus 1d6 cold)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 12
Feats Improved Initiative

GRAVE CHILL SKELETONS

Grave chill skeletons are a skeleton variant based on the burning skeleton template (*Pathfinder Roleplaying Game Bestiary*). They are identical to burning skeletons in all regards, except an aura of cold instead of flames surrounds them and they are vulnerable to fire attacks. All relevant changes are included in the skeleton's stat blocks.

CR 1

EINAR IRONWOLF

CR 1 (XP 400)

Gaping, ragged wounds (including a slashed throat) pierce this spectral child's bloodstained nightshirt and body. Tears roll down its cheeks as it regards you with red eyes filled with a mixture of fear and loathing.

Male young human ghost expert 1

N Small undead (augmented humanoid, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +4

Speed fly 30 ft. (perfect); **ACP** 0; Fly +13, Stealth +15 (incorporeal)

AC 17, touch 17, flat-footed 13; **CMD** 15

(+2 deflection, +3 Dex, +1 dodge [Dodge], +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +2, **Ref** +3, **Will** +2 (+6 vs. channelling)

hp 6 (1 HD); half-damage from spells and magic weapons

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee Incorporeal Touch corrupting touch +4 (1d6 [DC 12 halves])

Abilities Str —, Dex 16, Con —, Int 13, Wis 11, Cha 15

SQ rejuvenation

Feats Dodge, Weapon Finesse

Skills as above plus Knowledge (arcana) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Profession (sage) +4

Languages Common, Draconic

Gear ragged nightshirt

CR 3

SHADOW

CR 3 (XP 800)

This vaguely humanoid black wisp of shadow writhes with unholy life.

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +1

Speed fly 40 ft. (good); **ACP** 0; Fly +11, Stealth +8 (+12 in dim light, +4 in bright light; incorporeal)

AC 15, touch 15, flat-footed 12; **CMD** 17; Dodge

(+2 Dex, +2 deflection, +1 dodge)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +3, **Ref** +3, **Will** +4 (+6 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting a shadow

hp 19 (3 HD); half damage from corporeal spells or magical weapons

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee incorporeal touch +4 (1d6 Strength damage vs. living creatures)

Atk Options create spawn

Create Spawn (Su) A humanoid creature slain (when its Strength damage equals or exceeds its Strength score) by a shadow's Strength damage becomes a shadow under the control of the killer in 1d4 rounds.

Abilities Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Feats Dodge, Skill Focus (Perception)

Skills as above

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth. **Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

STAT BLOCKS BY CR

CR	DETAILS
1/4	Blood Moon Young NE young goblin commoner 1
1/3	Blood Moon Female NE female goblin commoner 1
1/3	Blood Moon Scout NE male goblin expert 1
1/3	Blood Moon Warrior NE male goblin warrior 1
1/3	Dire Rat
1/3	Human Skeleton
1/3	Jorma & Unto NE male human warrior 1
1/3	Warrior Bandit NE male human warrior 1
1/3	Yar NE male goblin warrior 1
1/2	Blood Moon Warden NE male goblin warrior 1/expert 1
1/2	Fast human zombie
1/2	Grave Chill Skeleton
1/2	Kerkko LG male human warrior 2
1/2	Reithic Yurgirn LN male dwarf fighter 1
1/2	Veteran Blood Moon Warrior NE male goblin warrior 2
1/2	Veteran Warrior-Bandit NE male human warrior 2
1/2	Young Venomous Snake
1	(Fang) Wolfhound
1	Adult Venomous Snake
1	Bareli NE female half-orc warrior 2/expert (soldier) 1
1	Bleached Skull Warrior CE male gnoll
1	Cullen CN male human rogue 2
1	Einar Ironwolf N male young human ghost expert 1
1	Exploding Door Trap
1	Giant Web-Spinning Spider
1	Nig, Sbus & Zus NE female giant goblin warrior 1/expert (acrobat) 1
1	Sar, Blood Moon Adept NE male goblin adept 3
1	Small Fire Elemental
1	Wolf
2	Firean Maiethil CE female half-elf fighter 1/cleric 2
2	Fuzght & Mugut Male bugbear
2	Razogen, Scion of Ruknar

	CE male young fiendish ogre
3	Caryatid Column
3	Droning Demon Trap
3	Gelatinous Cube
3	Necrophidius
3	Shadow
4	Grizzly Bear
4	Ruknar, Blood Moon Chieftain CE male fiendish ogre fighter (unbreakable) 1