

# Dungeon (Low-Level) CR 2 Monster Stats

Dungeon (Low-Level) CR 2		
d%	Encounter	Avg. CR
1-6	1d6 dire rats	1
7-12	1d6 fire beetles	1
13-20	1d6 human skeletons	1
21-24	1d6 giant centipedes	1
25-26	1 spider swarm	1
27-32	1d6 human zombies	2
33-34	1 choker	2
35-36	1 skeletal champion	2
37-44	2d6 goblins	3
45-48	1d4 ghouls	3
49-54	1d4 giant spiders	3
55-56	1 cockatrice	3
57-60	1 gelatinous cube	3
61-64	1 rust monster	3
65-68	1 shadow	3
69-70	1 wight	3
71-76	2d4 stirges	4
77-82	1d6 darkmantles	4
83-86	1d6 troglodytes	4
87-90	1d4 bugbears	4
91-92	1d4 vargouilles	4
93-94	1 gray ooze	4
95-96	1 mimic	4
97-100	1 ogre	4

**DIRE RAT**

CR 1/3

**XP 135**

N Small animal

**Init** +3; **Senses** low-light vision, scent; Perception +4**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1**OFFENSE****Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease**STATISTICS****Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +0; **CMB** -1; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim**ECOLOGY****Environment** any urban**Organization** solitary or pack (2–20)**Treasure** none**SPECIAL ABILITIES****Disease (Ex)** *Filth Fever*: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

**FIRE BEETLE**

CR 1/3

**XP 135**

N Small vermin

**Init** +0; **Senses** low-light vision; Perception +0**DEFENSE****AC** 12, touch 11, flat-footed 12 (+1 natural, +1 size)**hp** 4 (1d8)**Fort** +2, **Ref** +0, **Will** +0**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., fly 30 ft. (poor)**Melee** bite +1 (1d4)**STATISTICS****Str** 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7**Base Atk** +0; **CMB** -1; **CMD** 9 (17 vs. trip)**Skills** Fly -2**SQ** luminescence**ECOLOGY****Environment** any**Organization** solitary, cluster (2–6) or colony (7–12)**Treasure** none**SPECIAL ABILITIES****Luminescence (Ex)** A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Other variations on the common fire beetle exist. The two most common variants are detailed below.

**Mining Beetle (CR 1/2):** A mining beetle is an advanced fire beetle with the advanced simple template and a burrowing speed of 20 feet.**Flash Beetle (CR 1/2):** A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 10-foot burst must make a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.



**HUMAN SKELETON****CR 1/3****XP 135**

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative<sup>B</sup>**Gear** broken chain shirt, broken scimitar**ECOLOGY****Environment** any**Organization** any**Treasure** none

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

**GIANT CENTIPEDE****CR 1/2****XP 200**

N Medium vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**Immune** mind-affecting effects**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +2 (1d6–1 plus poison)**Special Attacks** poison**STATISTICS****Str** 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +0; **CMB** –1; **CMD** 11 (can't be tripped)**Feats** Weapon Finesse<sup>B</sup>**Skills** Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth**ECOLOGY****Environment** temperate or warm forest or underground**Organization** solitary, pair, or colony (3–6)**Treasure** none**SPECIAL ABILITIES**

**Poison (EX)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Other species of giant centipedes exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of giant centipede species. The following table lists the most common variants.



**SPIDER SWARM****CR 1****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**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 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**ECOLOGY****Environment** any**Organization** solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

**HUMAN ZOMBIE****CR 1/2****XP 200**

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 12, touch 10, flat-footed 12 (+2 natural)**hp** 12 (2d8+3)**Fort** +0, **Ref** +0, **Will** +3**DR** 5/slashing; **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<sup>B</sup>**Special Qualities** staggered**ECOLOGY****Environment** any**Organization** any**Treasure** none

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using *animate dead*. Such zombies are always of the standard type, unless the creator also casts *haste* or *remove paralysis* to create fast zombies, or *contagion* to create plague zombies.



**CHOKER****CR 2****XP 600**

CE Small aberration

**Init** +6; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)**hp** 16 (3d8+3)**Fort** +2, **Ref** +3, **Will** +4**OFFENSE****Speed** 20 ft., climb 10 ft.**Melee** 2 tentacles +6 (1d4+3 plus grab)**Space** 5 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d4+3), strangle, grab (Large)**STATISTICS****Str** 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7**Base Atk** +2; **CMB** +4 (+8 grappling); **CMD** 16**Feats** Improved Initiative, Skill Focus (Stealth)**Skills** Climb +16, Stealth +13**Language** Undercommon**SQ** quickness**ECOLOGY****Environment** any underground**Organization** solitary, pair, or clutch (3–8)**Treasure** standard**SPECIAL ABILITIES****Strangle (Ex)** Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.**Quickness (Su)** A choker is supernaturally quick. It can take an extra move action during its turn each round.

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern outposts, chokers lurk in the darkness and lash out with their long, rubbery arms to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Chokers walk with a disturbing, almost comical gait due to their extremely limber legs. Weighing only 35 pounds and standing no taller than a halfling, chokers have no problem skittering across walls and ceilings, often lodging themselves into shadowy corners, tunnel intersections, walls, or staircases. A choker will attempt to grasp creatures of almost any size, but prefers lone prey of its size or smaller.

**SKELETAL CHAMPION****CR 2****XP 600**

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)**hp** 17 (3 HD; 2d8+1d10+3)**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** mwk longsword +7 (1d8+3/19–20)**STATISTICS****Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)**Skills** Intimidate +7, Perception +6, Stealth –1**ECOLOGY****Environment** any**Organization** solitary, pair, or platoon (3–12)**Treasure** standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.



**GOBLIN****CR 1/3****XP 135**

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception -1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 6 (1d10+1)**Fort** +3, **Ref** +2, **Will** -1**OFFENSE****Speed** 30 ft.**Melee** short sword +2 (1d4/19-20)**Ranged** short bow +4 (1d4/x3)**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Ride +10, **Stealth** +10, **Swim** +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**ECOLOGY****Environment** temperate forest and plains (usually coastal regions)**Organization** gang (4-9), warband (10-16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th-8th level; and 10-40 goblin dogs, wolves, or worgs)**Treasure** NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

**GHOUL****CR 1****XP 400**

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, **Climb** +6, **Perception** +7, **Stealth** +7, **Swim** +3**Languages** Common**ECOLOGY****Environment** any land**Organization** solitary, gang (2-4), or pack (7-12)**Treasure** standard**SPECIAL ABILITIES**

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.



**GIANT SPIDER****CR 1****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)**Special Attack** web (+5 ranged, DC 12, hp 2)**STATISTICS****Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (3–8)**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

**COCKATRICE****CR 3****XP 800**

N Small magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)**hp** 27 (5d10)**Fort** +4, **Ref** +7, **Will** +2**OFFENSE****Speed** 20 ft., fly 60 ft. (poor)**Melee** bite +9 (1d4–2 plus petrification)**STATISTICS****Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +2; **CMD** 16**Feats** Dodge, Skill Focus (Perception), Weapon Finesse**Skills** Fly +6, Perception +10**ECOLOGY****Environment** temperate plains**Organization** solitary, pair, flight (3–5), or flock (6–12)**Treasure** none**SPECIAL ABILITIES**

**Petrification (Su)** A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Stupid, vicious, and repulsive, cockatrices are avoided by other creatures due to their magical ability to turn flesh to stone. Legends say that the first cockatrice emerged from an egg laid by a cockerel and incubated by a toad. Whether or not the story is true, today's cockatrices breed true in terrifying and filthy dens haphazardly excavated by as many as a dozen of the squawking creatures. Males greatly outnumber females in these flocks, and are distinguished only by their wattles and combs. The typical cockatrice stands just over 2 feet high and weighs 5 pounds.



**GELATINOUS CUBE****CR 3****XP 800**

N Large ooze

**Init** -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 4, touch 4, flat-footed 4 (-5 Dex, -1 size)**hp** 50 (4d8+32)**Fort** +9, **Ref** -4, **Will** -4**Immune** electricity, ooze traits**OFFENSE****Speed** 15 ft.**Melee** slam +2 (1d6 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** engulf, paralysis**STATISTICS****Str** 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +4; **CMD** 9 (can't be tripped)**SQ** transparent**ECOLOGY****Environment** any underground**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES****Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.**Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.**Transparent (Ex)** Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.**RUST MONSTER****CR 3****XP 800**

N Medium aberration

**Init** +3; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +12**DEFENSE****AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)**hp** 27 (5d8+5)**Fort** +2, **Ref** +4, **Will** +5**OFFENSE****Speed** 40 ft., climb 10 ft.**Melee** bite +6 (1d3), antennae +6 touch (rust)**STATISTICS****Str** 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +3; **CMD** 16 (20 vs. trip)**Feats** Ability Focus (rust), Skill Focus (Perception), Weapon Finesse**Skills** Climb +8, Perception +12**ECOLOGY****Environment** any underground**Organization** solitary, pair, or nest (3-10)**Treasure** incidental (no metal treasure)**SPECIAL ABILITIES****Rust (Su)** A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Of all the terrifying beasts an explorer might encounter underground, only the rust monster targets that which the average adventurer values most: his treasure.

Typically 5 feet long and weighing almost 200 pounds, the lobster-like rust monster would be frightening enough even without the alien feeding process that gives it its name. Rust monsters consume metal objects, preferring iron and ferrous alloys like steel but devouring even mithral, adamantite, and enchanted metals with equal ease. Any metal touched by the rust monster's delicate antennae or armored hide corrodes and falls to dust within seconds, making the beast a major threat to subterranean adventurers and those dwarven miners who must defend their forges and compete for ore.



## XP 800

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +8

## DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

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

## OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

## STATISTICS

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

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

## ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or swarm (7–12)

Treasure standard

## SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

The sinister shadow skirts the border between the gloom of darkness and the harsh truth of light. The shadow prefers to haunt ruins where civilization has moved on, where it hunts living creatures foolish enough to stumble into its territory. The shadow is an undead horror, and as such has no goals or outwardly visible motivations other than to sap life and vitality from living beings.

## 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; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

## ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

## 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.**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life; their flesh is twisted by evil and undeath, the eyes burn with hatred, and the teeth become beast-like. In some ways, a wight bridges the gap between a ghoul and a spectre—a warped animated corpse whose touch steals living energy.



## XP 200

N Tiny magical beast

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

## DEFENSE

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)**hp** 5 (1d10)**Fort** +2, **Ref** +6, **Will** +1

## OFFENSE

**Speed** 10 ft., fly 40 ft. (average)**Melee** touch +7 (attach)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** blood drain

## STATISTICS

**Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)**Feats** Weapon Finesse**Skills** Fly +8, Stealth +16**SQ** diseased

## ECOLOGY

**Environment** temperate and warm swamps**Organization** solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)**Treasure** none

## SPECIAL ABILITIES

**Attach (Ex)** When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

**Blood Drain (Ex)** A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

**Diseased (Ex)** Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

## DARKMANTLE

## XP 400

N Small magical beast

**Init** +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

## DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +3, **Will** +0

## OFFENSE

**Speed** 20 ft., fly 30 ft. (poor)**Melee** slam +3 (1d4 plus grab)**Special Attacks** constrict (1d4+4), grab (any size)**Spell-Like Abilities** (CL 5th)1/day—*darkness*

## STATISTICS

**Str** 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)**Feats** Improved Initiative**Skills** Fly +5, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

## ECOLOGY

**Environment** any underground**Organization** solitary, pair, or clutch (3–12)**Treasure** none

A darkmantle's tentacle-span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite, its length varies from 2 to 3 feet. A typical darkmantle weighs 40 pounds. The creatures' heads and bodies are usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to a cave roof like a bat, hanging by the hooks at the ends of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops and swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops back up and drops again until its prey is vanquished or the darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see.



**TROGLODYTE****CR 1****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**ECOLOGY****Environment** any underground**Organization** solitary, pair, clutch (3-6), squad (7-12 plus 1 cleric or druid of 3rd level and 1-2 monitor lizards), or band (20-80 plus 20% noncombatants, 1 chieftain of 3rd-6th level, 1-3 clerics or druids of 3rd-6th level, and 3-13 monitor lizards)**Treasure** NPC gear (club, 3 javelins, other treasure)

The troglodyte is a feral, savage cave dweller. They are among the most populous denizens of the upper reaches of the endless caverns of the underworld, equally at home raiding the settlements of those who dwell above or below ground, yet for all their race's fecundity and sprawl, as a whole they represent only a minor threat. At times, great leaders can draw legions of troglodytes to their command to create vast and deadly armies, but left to their own devices, troglodyte tribes are content to keep each other under control with numerous feuds, cannibalistic raids, and bitter civil wars.

The troglodyte is one of the oldest of intelligent races, and ruins found in some remote caverns testify to the fact that their empire was once among the largest in the world. At the dawn of time, the troglodyte civilization was generations ahead of other humanoid races—while those races hid in caves and worshiped fire, the troglodytes raised vast cities of stone ziggurats and twisting canals, kept other races as slaves, and worshiped ancient and inhuman gods and demons. Yet as the other races evolved and grew increasingly civilized, they outstripped their onetime troglodyte oppressors. Today, the roles have changed—now it is the troglodyte that hides in caves and lives the life of a feral savage.

**BUGBEAR****CR 2****XP 600**

CE Medium humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +8**DEFENSE****AC** 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)**hp** 16 (3d8+3)**Fort** +2, **Ref** +4, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** morningstar +5 (1d8+3)**Ranged** javelin +3 (1d6+3)**STATISTICS****Str** 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Intimidating Prowess, Skill Focus (Perception)**Skills** Intimidate +7, Perception +8, Stealth +10; **Racial Modifiers** +4 Intimidate, +4 Stealth**SQ** stalker**Languages** Common, Goblin**ECOLOGY****Environment** temperate mountains**Organization** solitary, pair, gang (3-6), or warband (7-12 plus 2 warriors of 1st level and 1 chieftain of 3rd-5th level)**Treasure** NPC Gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)**SPECIAL ABILITIES****Stalker (Ex)** Perception and Stealth are always class skills for bugbears.

The bugbear is the largest of the goblinoid races, a lumbering brute that stands at least a head taller than most humans. They are loners, preferring to live and kill on their own rather than form tribes of their own kind, yet it isn't uncommon to find small bands of bugbears working together, or dwelling in goblin or hobgoblin tribes where they function as elite guards or executioners. Bugbears do not form large warrens like goblins or nations like hobgoblins; they prefer smaller-scale mayhem that lets them keep their favorite acts (murder and torture) on a more personal level. Humans are a bugbear's favored prey, and most count the flesh of humanity as a dietary staple. Grisly trophies of ears or fingers are common bugbear decorations.

Bugbears, when they turn to religion, favor gods of murder and violence, with various demon lords being favorites.

A typical bugbear stands 7 feet in height and weighs 400 pounds.



**VARGOUILLE****CR 2****XP 600**

NE Small outsider (evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)**hp** 19 (3d10+3)**Fort** +4, **Ref** +4, **Will** +2**OFFENSE****Speed** fly 30 ft. (good)**Melee** bite +5 (1d4 plus poison)**Special Attacks** kiss, poison, shriek**STATISTICS****Str** 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +2; **CMD** 13**Feats** Skill Focus (Stealth), Weapon Finesse**Skills** Fly +13, Intimidate +5, Perception +7, Stealth +8**Languages** Infernal**ECOLOGY****Environment** any**Organization** pair, cluster (3–6), or mob (7–12)**Treasure** none**SPECIAL ABILITIES**

**Kiss (Su)** A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Su)** Bite—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

**Shriek (Su)** Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

**GRAY OOZE****CR 4****XP 1,200**

N Medium ooze

**Init** –5; **Senses** blindsight 60 ft.; Perception –5**DEFENSE****AC** 5, touch 5, flat-footed 5 (–5 Dex)**hp** 50 (4d8+32)**Fort** +9, **Ref** –4, **Will** –4**Defensive Abilities** ooze traits; **Immune** cold, fire**OFFENSE****Speed** 10 ft.**Melee** slam +6 (1d6+4 plus 1d6 acid and grab)**Special Attacks** acid, constrict (1d6+1 plus 1d6 acid)**STATISTICS****Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)**SQ** transparent**ECOLOGY****Environment** cold marshes and underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

**Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.



**MIMIC****CR 4****XP 1,200**

N Medium aberration (shapechanger)  
**Init** +5; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)  
**hp** 52 (7d8+21)  
**Fort** +5, **Ref** +5, **Will** +6  
**Immune** acid

**OFFENSE**

**Speed** 10 ft.  
**Melee** slam +10 (1d8+6 plus adhesive)  
**Special Attacks** constrict (slam, 1d8+6)

**STATISTICS**

**Str** 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10  
**Base Atk** +5; **CMB** +9; **CMD** 20 (can't be tripped)  
**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)  
**Skills** Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial Modifiers** +20 Disguise when mimicking objects  
**Languages** Common  
**SQ** mimic object

**ECOLOGY**

**Environment** any  
**Organization** solitary  
**Treasure** incidental

**SPECIAL ABILITIES**

**Adhesive (Ex)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex)** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

**OGRE****CR 3****XP 800**

CE Large humanoid (giant)  
**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

**DEFENSE**

**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)  
**hp** 30 (4d8+12)  
**Fort** +6, **Ref** +0, **Will** +3

**OFFENSE**

**Speed** 30 ft. (40 ft. base)  
**Melee** greatclub +7 (2d8+7)  
**Ranged** javelin +1 (1d8+5)  
**Space** 10 ft.; **Reach** 10 ft.

**STATISTICS**

**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7  
**Base Atk** +3; **CMB** +9; **CMD** 18  
**Feats** Iron Will, Toughness  
**Skills** Climb +7, Perception +5  
**Languages** Giant

**ECOLOGY**

**Environment** temperate or cold hills  
**Organization** solitary, pair, gang (3-4), or family (5-16)  
**Treasure** standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.