Worgs http://paizo.com/pathfinderRPG/prd/monsters/worg.html#worg

Worg CR 2

XP 600

NE Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +11

Defense

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

hp 26 (4d10+4)

Fort +5, Ref +6, Will +3

Offense

Speed 50 ft.

Melee bite +7 (1d6+4 plus trip)

Statistics

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

Base Atk +4; CMB +7; CMD 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Perception +11, Stealth +9, Survival +5; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

Ecology

Environment temperate forests and plains

Organization solitary, pair, or pack (3–11)

Treasure incidental

Worgs are oversized, evil, intelligent wolves often found dwelling amid goblins or other savage races. A typical worg has gray or black fur, stands 3 feet tall at the shoulder, and weighs 300 pounds.

Worgs hunt in packs, running down and surrounding their prey like common wolves, but their intelligence and ability to speak make them better at coordinating their attacks. They sometimes use one packmate as a decoy, pretending to be a humanoid calling for help in order to lure intelligent prey into an ambush. Worgs that travel with goblins often allow them to ride on their backs, but in such situations it is usually the worg that is the master, not the rider.

Worg, Winter Wolf

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

Winter Wolf CR 5

XP 1,600

NE Large magical beast (cold)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d10+24)

Fort +9, Ref +6, Will +3

Immune cold

Weaknesses vulnerability to fire

Offense

Speed 50 ft.

Melee bite +10 (1d8+7 plus 1d6 cold and trip)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

Statistics

Str 20, Dex 13, Con 18, Int 9, Wis 13, Cha 10

Base Atk +6; CMB +12; CMD 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

Ecology

Environment cold forests and plains

Organization solitary, pair, or pack (6–11)

Treasure standard

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Troll http://paizo.com/pathfinderRPG/prd/monsters/troll.html#troll

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

Troll CR 5

XP 1,600

CE Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, –1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3

Offense

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+7)

Statistics

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

Ecology

Environment cold mountains

Organization solitary or gang (2–4)

Treasure standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

Scrags

Dwelling in both fresh and salt water, these cousins of the troll have the aquatic subtype and the amphibious special quality. Scrags have a base land speed of 20 feet and a swim speed of 40 feet. A scrag's regeneration ability only works if it is in contact with water. Scrags dwell in any body of water in any climate, though they are most common in cold northern rivers and lakes, and are less bestial in appearance than their terrestrial cousins, though no less violent.

Cockatrice http://paizo.com/pathfinderRPG/prd/monsters/cockatrice.html#cockatrice

This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.

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.

While their diet consists primarily of seeds and petrified insects (which conveniently double in the creature's gizzard as both gastroliths and nutrition as they grind away), cockatrices fiercely defend their territories from anything they deem a threat, and the wanderings of rogue males seeking new spots to build dens sometimes bring them into unintentional contact with humanoids, with devastating results.

The cockatrice's strange ability to turn other creatures to stone is the creature's greatest defense, and a cockatrice lair is invariably littered with petrified remnants of foes. In an ironic twist of fate, however, weasels and ferrets—the creatures most likely to slip into cockatrices' nests and consume their eggs—appear to be completely immune to the effect. For unknown reasons, cockatrices are both terrified of and enraged by conventional roosters, and are equally likely to flee or attack when confronted by one.

Shadow http://paizo.com/pathfinderRPG/prd/monsters/shadow.html#shadow

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

Shadow CR 3

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.

Shadow, Greater

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

Greater Shadow CR 8

XP 4,800

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +13

Defense

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

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

Offense

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

Statistics

Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

Ecology

Environment any

Organization solitary

Treasure standard

Special Abilities

Strength Damage (Su) A greater shadow's touch deals 1d8 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.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

Wights http://paizo.com/pathfinderRPG/prd/monsters/wight.html#wight

Wight CR 3

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.

As undead, wights do not need to breathe, so they are sometimes found underwater, though they are not particularly good swimmers unless they were originally swimming creatures such as aquatic elves or merfolk. Underwater wights prefer low-ceilinged caves where their limited swimming isn't as much of a liability.

The wight presented here is a typical example of its kind, but sometimes when a wight creates spawn from particularly unusual humanoids, the resulting wights are quite different in power, such as the following three variants.

Brute Wight (CR 5): Giants that are killed by wights become hunchbacked, simple-minded undead. Brute wights are giant advanced wights, but cannot create spawn of their own.

Cairn Wight (CR 4): Some societies deliberately create these specialized wights to serve as guardians for barrows or other burial sites. A cairn wight is an advanced wight that fights with a weapon, typically a sword, that channels its energy drain attack and affects creatures damaged by the weapon as if they had been struck by the wight's slam attack.

Frost Wight (CR 4): Wights created in cold environments sometimes become pale undead with blue-white eyes and ice in their hair. Frost wights have the cold subtype and their slam attacks deal 1d6 cold damage in addition to the normal effects. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.

Wraith

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

Wraith CR 5

XP 1,600

LE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft., lifesense; 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 Con 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

Ecology

Environment any

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

Treasure none

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.

Lifesense (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.

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives.

Dread Wraith

A wraith that exists for long enough and feeds on enough life force undergoes an unholy transformation, becoming a creature known as a dread wraith. This causes the wraith to increase in size and strength, and to inflict 2d6 points of negative energy damage and 1d8 Constitution drain with its incorporeal touch. You can create a dread wraith by applying the giant and advanced simple templates, or you can increase the basic wraith to a Large 16 HD undead.

Belker http://paizo.com/pathfinderRPG/prd/additionalMonsters/belker.html#belker

Dull, red eyes, grasping claws, and leathery wings give a demonic aspect to this creature's smoky form.

Belker CR 6

XP 2,400

NE Large outsider (air, elemental, evil)

Init +5; Senses darkvision 60 ft.; Perception +11

Defense

AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, –1 size)

hp 68 (8d10+24)

Fort +9, Ref +11, Will +2

DR 5/—

Offense

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

Space 10 ft.; Reach 10 ft.

Special Attacks smoke claws

Statistics

Str 14, Dex 21, Con 17, Int 6, Wis 11, Cha 10

Base Atk +8; CMB +11; CMD 26 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16; Racial Modifiers +4 Stealth

Languages Auran

SQ smoke form

Ecology

Environment any (Plane of Air)

Organization solitary, pair, or clutch (3–4)

Treasure incidental

Special Abilities

Smoke Claws (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Belkers are hateful elemental air creatures resembling fiends made of smoke. Xenophobic in the extreme, they see most non-elemental creatures as threats, and stalk and kill any such intruders in their territory. Among their elemental kin, they especially hate djinn and jann. They tolerate air mephits, dust mephits, steam mephits, air elementals, and fire elementals, but given the choice, prefer the company of their own kind.

Belkers create no permanent lairs, but do claim and defend large territories from other living things, particularly areas ravaged by frequent storms, volcanic eruptions, hot springs, or forest fires. Some sages believe the belkers worship these dangerous natural phenomena; others speculate the elementals somehow feed on the unusual air from these sites. Still other scholars theorize that the reclusive beasts require the energy from these phenomena to feed or reproduce.

http://paizo.com/pathfinderRPG/prd/monsters/elemental.html#elemental-air

Small Air Elemental CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +4

Defense

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, Ref +6, Will +0

Defensive Abilities air mastery; Immune elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

Statistics

Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +2; CMD 15

Feats Flyby Attack, Improved InitiativeB, Weapon FinesseB

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Earth Elemental

Languages Terran

Ecology

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

Special Abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Small Earth Elemental CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init –1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

Defense

AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, Ref –1, Will +3

Immune elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth mastery

Statistics

Str 16, Dex 8, Con 13, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +4; CMD 13

Feats Improved Bull RushB, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Elemental, Water

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Water Elemental

Languages Aquan

Ecology

Environment any (Plane of Water)

Organization solitary, pair, or gang (3–8)

Treasure none

Special Abilities

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Small Water Elemental CR 1

XP 400

N Small outsider (elemental, extraplanar, water)

Init +0; Senses darkvision 60 ft.; Perception +4

Defense

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

hp 13 (2d10+2)

Fort +4, Ref +3, Will +0

Immune elemental traits

Offense

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+3)

Special Attacks drench, vortex (DC 13), water mastery

Statistics

Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +3; CMD 13

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

Kobold Zombie

Kobold Zombie

CR 1/4

XP 100

NE Small undead (augmented humanoid)

Init +1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +2 natural, +1 size)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune cold

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6/x3), slam +1 (1d2)

STATISTICS

Str 11, Dex 10, Con -, Int -, Wis 10, Cha 10

Base Atk +1; CMB ; CMD 10

Feats Toughness

SQ staggered

Gear leather armor, spear