

THE SHACKLED CITY

NPCs AND MONSTERS FROM CHAPTER ONE: LIFE'S BAZAAR



Fario Elegoth CR 1
XP 400

Male half-elf rogue1/fighter 1
N Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +3
Defense
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 17 (1d8 plus 1d10+4)
Fort +3, **Ref** +4, **Will** -1 (+2 to saves vs. enchantment spell and effects)
Immune elven immunities
Offense
Speed 30 ft. (30 ft. in armor)
Melee masterwork longsword +3 (1d8+2/19-20), short sword +1 (1d6+1/19-20)
Ranged composite longbow (+2 Str) +3 (1d8+2/x3)
Statistics
Str 14, **Dex** 15, **Con** 13, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 15
Feats Skill Focus (Stealth), Two-Weapon Fighting, Weapon Focus (longsword)
Skills Acrobatics +7, Climb +7, Diplomacy +4, Disable Device +6, Stealth +9, Disguise +4, Escape Artist +6, Perception +3, Sense Motive +3, Swim +6
Languages Common, Draconic, Elven
SQ permanent *telepathic bond* with Meerthan, trapfinding
Combat Gear 2 *potions of invisibility* [translucent, clear, potion05]; **Other Gear** masterwork longsword, short sword, composite longbow (+2 Str), 20 arrows, leather armor, spyglass, 8 gp, 25 sp



Fellian Shard CR 1
XP 400

Male half-elf rogue 1/cleric 1 (Fharlanghn)
N Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +6
Defense
AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 16 (2d8+4)
Fort +3, **Ref** +6, **Will** +4 (+2 to saves vs. enchantment spells and effects)
Immune elven immunities
Offense
Speed 40 ft. (40 ft. in armor)
Melee longsword -1 (1d8-1/19-20)
Ranged masterwork shortbow +2 (1d6-1/x3)
Special Attacks channel positive energy (1d6, Will save DC 11), sneak attack (+1d6)
Spells Prepared (CL 1):
1st *divine favor*, *entropic shield*, **domain** *longstrider*
0 *detect magic*, *read magic*, *light*
Statistics
Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 11
Feats Lightning Reflexes, Skill Focus (Bluff)
Skills Acrobatics +6, Bluff +7, Diplomacy +4, Disable Device +6, Knowledge (geography) +2, Knowledge (religion) +6, Perception +6, Sense Motive +6, Spellcraft +5, Stealth +6, Survival +3;
Languages Common, Draconic, Elven
SQ agile feet, bit of luck, orisons, permanent *telepathic bond* with Meerthan, trapfinding
Combat Gear 2 *potions of invisibility* [translucent, clear, potion05], 2 *scrolls of cure light wounds* [scroll02]; **Other Gear** longsword, masterwork shortbow, 20 arrows, +1 *leather armor* [armor01], holy symbol of Fharlanghn, 13 gp, 15 sp
Special Abilities
Bit of Luck (Sp) 5/day –Fellian can touch a willing creature to grant it luck. For the next round, anytime the target rolls a d20 it may roll twice and take to more favorable result.
Agile Feet (Su) 5/day –As a free action Fellian can gain increased mobility for 1 round. For the next round he ignores all difficult terrain and takes no penalties for moving through it.

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Street Thugs CR 1/2
XP 200

human warrior 2
CN Medium humanoid (human)
Init +0; **Senses** none; Perception -1
Defense
AC 11, touch 10, flat-footed 11 (+1 armor)
hp 22 (2d10+5)
Fort +4, **Ref** +0, **Will** -1
Offense
Speed 30 ft. (30 ft. in armor)
Melee Short sword +2 (1d6+1/19-20/x2)
Statistics
Str 13, **Dex** 10, **Con** 12, **Int** 9, **Wis** 9, **Cha** 9
Base Atk +2; **CMB** +3; **CMD** 13
Feats Quick Draw, Toughness.
Skills Climb +5, Intimidate +3
Languages Common
Other Gear Short sword, padded armor, pouch containing 1d6 sp and 2d6 cp.

Jil CR 5
XP 1,600

female human rogue 5/assassin 1
NE Medium humanoid (human)
Init +6; **Senses** none; Perception +7
Defense
AC 15, touch 12, flat-footed 15 (+3 armor, +2 Dex)
hp 39 (6d8+11)
Fort +2, **Ref** +7, **Will** +0
Defensive Abilities Evasion, trap sense +1, uncanny dodge
Offense
Speed 30ft. (30ft. in armor)
Melee masterwork short sword +6 (1d6 plus poison/19-20/x2)
Ranged +1 *rope dart* +6 (1d4/x2)
masterwork short bow +6 (1d6/x3)
Special Attacks bleeding attack, death attack, sneak attack +4d6
Statistics
Str 11, **Dex** 14, **Con** 12, **Int** 16, **Wis** 9, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** +15
Feats Combat Expertise, Improved Initiative, Exotic Weapon Proficiency (rope dart), Weapon Finesse
Skills Acrobatics +11, Bluff +10 (+12 to feint with the rope dart), Climb +9, Diplomacy +9, Disable Device +10, Disguise +10, Escape Artist +11, Perception +7, Sense Motive +7, Stealth +11, Use Magic Device +10
Languages Common, Draconic, Elven, Gnome
SQ poison use, trapfinding
Combat Gear *potion of cure moderate wounds* [syrupy, red; potion 01], *scroll of undetectable alignment* [scroll 01], 3 doses of blue whinnis poison, *wand of silence* (15 charges) [wand 01]; **Other Gear** Masterwork studded leather, +1 *rope dart* [weapon 01], masterwork short sword, masterwork short bow, 20 arrows, sheath with poison reservoir (coats blade with blue whinnis poison when weapon is drawn, holds 3 doses), 30 gp (minted with jester face of the Last Laugh).
Special Abilities
Poison (Ex) Weapon – injury; *save* Fort DC 14; *frequency* 1/round for 2 rounds; *initial effect* 1 Con damage; *secondary effect* unconsciousness for 1d3 hours; *cure* 1 save
Bleeding Attack (Ex) Living creatures hit by Jil's sneak attack take 4 points of bleed damage each round until a DC 15 Heal check or the application of any effect that heals hit point damage.
Death Attack (Ex) If Jil studies a victim for 3 rounds (a standard action) and makes a successful sneak attack, the target must pass a DC 14 Fortitude save. If the target fails the save Jil can choose to kill them or paralyze them for 1d6+1 rounds. If the save passes the attack is a normal sneak attack.

THE SHACKLED CITY



Keygan Ghelve
XP 600

CR 2

male gnome expert 3/wizard1

LN Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +8

Defense

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 27 (3d8 plus 1d6+7)

Fort +4, **Ref** +2, **Will** +5 (+2 to save vs. illusion spells and effects)

Defensive Abilities Defensive training;

Offense

Speed 20 ft.

Melee dagger +2 (1d3-1/19-20/x2)

Ranged light crossbow +4 (1d6/19-20/x2)

Special Attacks blinding ray

Spell-Like Abilities (CL 4):

1/day *dancing lights*, *ghost sound* (DC 10), *prestidigitation* (DC 10), *speak with animals*

Spells Prepared (CL 1; illusion specialist, opposition schools: conjuration and necromancy):

1st *alarm*, *colour spray* (DC 13), *hold portal*

0 *detect magic*, *light*, *mage hand*

Statistics

Str 8, **Dex** 12, **Con** 12, **Int** 13, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +0; **CMD** 11

Feats Scribe Scroll, Skill Focus (craft, locksmithing), Skill Focus (disable device)

Skills Appraise +7, Craft (locksmithing) +13, Craft (alchemy) +7, Disable Device +11, Knowledge (local) +7, Perception +8, Profession (locksmith) +7.

Languages Common, Gnome, Undercommon

SQ empathic link with familiar, extended Illusions, hatred

Other Gear Dagger, light crossbow, 10 bolts, magnifying glass, stilts, vest sewn with pockets holding 12 keys (these open all locked doors windows and containers in Ghelve's Locks).

Special Abilities

Blinding Ray (Sp) 4/day – Keygan can fire a ray as a standard action at a creature within 30 feet as a ranged touch attack. Creatures with less than 4 HD are blinded for 1 round, all other creatures are dazzled for 1 round.

Skulk
XP 400

CR 1

CE Medium humanoid (skulk)

Init +6; **Senses** low-light vision; Perception +5

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 16 (3d8+3)

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

Offense

Speed 30 ft.

Melee rapier +2 (1d6/18-20/x2)

Ranged light crossbow +4 (1d8/19-20/x2)

Special Attacks sneak attack +1d6

Statistics

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 14

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +5, Stealth +16; Racial Modifiers Stealth +8

Languages Common, Undercommon

SQ camouflaged step, chameleon skin

Combat Gear 2 thunderstones; **Other Gear** rapier, light crossbow, 20 bolts

Special Abilities

Camouflaged Step (Ex) Add +10 to the DC to track a skulk in forest and subterranean settings.

Chameleon Skin (Ex) A skulk loses its racial bonus to Stealth checks if it wears any armor or if it wears clothing that covers more than one-quarter of its body.

Summoned Fiendish Dire Rat

CR 1/3

XP 135

NE Small animal (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +4

Defense

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

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

Resist cold 5, fire 5

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease, smite good

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

Special Abilities

Disease (Ex) *Filth Fever*: Bite – injury; save Fort DC 11; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves

Smite Good (Su) 1/day as a swift action the fiendish dire rat chooses a good aligned target. Until the target is dead or the rat rests it has +0 to hit and +1 to damage the target.

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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

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

Languages Undercommon

SQ quickness

Special Abilities

Grab (Ex) A choker can use its grab attack against a foe of up to Large size.

Strangle (Ex) A creature that is grappled by a choker cannot speak or cast spells with verbal components

Quickness (Su) A choker can take an extra move action during its turn each round

Adamantine Cobra CR 3
XP 800

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 25, touch 13, flat-footed 24 (+2 Dex, +12 natural, +1 size)

hp 20 (1d10+15)

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

DR 10/-; **Immune** construct traits; **SR** 13

Offense

Speed 40 ft.

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

Special Attacks poison

Statistics

Str 12, **Dex** 15, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Skills Stealth +12; Racial Modifiers Stealth +6

SQ find target

Special Abilities

Poison (Ex) The adamantine cobra's reservoir only holds enough poison for 3 doses, after which it needs to be refilled by its creator. *Black adder venom*: bite – injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

Find Target (Su) 1/day an adamantine cobra's creator can order it to kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to work.



Pulveriser CR 2
XP 600

Clockwork servant

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 16, touch 14, flat-footed 12 (+2 Dex, +2dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerable to electricity

Offense

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle)

Statistics

Str 19, **Dex** 14, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

SQ repair clockwork, self-winding, swift reactions

Special Abilities

Net (Ex) As a standard action the clockwork servant can launch a net from its shoulder. It holds 5 nets, and loading a folded net into the launcher is a standard action.

Repair Clockwork (Ex) As a standard action that does not provoke an attack of opportunity the clockwork servant can repair itself or an adjacent clockwork creature 1d10 hp.

Sewer Centipede CR 1/4
XP 100

N Small Vermin

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

Defense

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

hp 4 (1d8)

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

Immune mind-affecting effects

Offense

Speed 40 ft., climb 40 ft.

Melee bite +3 (1d4-3 plus poison)

Special Attacks poison

Statistics

Str 5, **Dex** 17, **Con** 10, **Int** -, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse

Skills Climb +8, Perception +4, Stealth +11; Racial Modifiers Perception +4, Stealth +8

Special Abilities

Poison (Ex) Bite – injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save

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Haunter of the Great Factory CR 3 XP 800

Grick
N Medium aberration
Init +2; **Senses** darkvision, scent; Perception +12
Defense
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 27 (5d8+5)
Fort +2, **Ref** +3, **Will** +6
DR 10/magic
Offense
Speed 30 ft., climb 20 ft.
Melee bite +4 (1d4+1), 4 tentacles -1 (1d4)
Statistics
Str 12, **Dex** 14, **Con** 13, **Int** 3, **Wis** 14, **Cha** 5
Base Atk +3; **CMB** +4; **CMD** 16 (can't be tripped)
Feats Combat Reflexes, Skill Focus (Perception), Stand Still
Skills Climb +9, Perception +12, Stealth +6 (+14 in rocky terrain); Racial Modifiers Stealth +8 (in rocky terrain)
Languages Undercommon (can't speak)

Dark Creeper CR 2 XP 600

CN Small humanoid (dark folk)
Init +3; **Senses** see in darkness; Perception +4
Defense
AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 19 (3d8+6)
Fort +3, **Ref** +6, **Will** +1
Weaknesses light blindness
Offense
Speed 30 ft. (30 ft. in armor)
Melee dagger +6 (1d3 plus poison/19-20/x2)
Ranged dagger +6 (1d3 plus poison/19-20/x2)
Special Attacks death throes, poison, sneak attack +1d6
Spell-Like Abilities (CL 3rd):
At will *darkness*, *detect magic*
Statistics
Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +1; **CMD** 14
Feats Skill Focus (Sleight of Hand), Weapon Finesse
Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers Climb +4, Perception +4, Stealth +4
Languages Dark Folk
SQ poison use, rag armor
Combat Gear 3 doses of black smear poison; **Other Gear** 4 daggers, rags, 1d6x10 cp, 1d6x5 sp.
Special Abilities
Death Throes (Su) A dark creeper who dies bursts into a flash of bright light. All creatures in a 10 ft. burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers in the radius are automatically blinded.
Poison (Ex) black smear – injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save
Rag Armor (Ex) A dark creeper's rags function as leather armor

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including *deeper darkness*

Yuathyb CR 4 XP 1,200

male dark stalker
CN Medium humanoid (dark folk)
Init +4; **Senses** see in darkness; Perception +8
Defense
AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)
hp 39 (6d8+12)
Fort +4, **Ref** +9, **Will** +2
Weaknesses light blindness
Offense
Speed 30 ft. (30 ft. in armor)
Melee 2 short swords +6/+6 (1d6+2 plus poison/19-20/x2)
Ranged javelin +8 (1d6+2 plus poison/x2)
Special Attacks death throes, poison, sneak attack +3d6
Spell-Like Abilities (CL 6th):
At will *deeper darkness*, *detect magic*, *fog cloud*
Statistics
Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13
Base Atk +4; **CMB** +6; **CMD** 20
Feats Double Slice, Two-Weapon Fighting, Weapon Finesse
Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8; Racial Modifiers Climb +4, Perception +4, Stealth +4
Languages Dark Folk, Undercommon
SQ poison use
Combat Gear 6 doses of black smear poison, *potion of cure light wounds* [syrupy, red, potion 02], *potion of remove paralysis* [milky, grey, potion 03]; **Other Gear** 2 short swords, 6 javelins, leather armor, key to all 'D' gear doors, 60 sp.
Special Abilities
Death Throes (Su) When a dark stalker is slain, it explodes dealing 3d6 points of fire damage to all creatures in a 20 ft. radius burst (DC 15 Reflex save for half).
Poison (Ex) black smear – injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save
See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including *deeper darkness*

Animated Suit of Armor CR 3 XP 800

Medium animated object
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5
Defense
AC 16, touch 10, flat-footed 16 (+6 natural)
hp 36 (3d10+20)
Fort +1, **Ref** +1, **Will** -4
Defensive Abilities hardness 10; **Immune** construct traits
Offense
Speed 30 ft.
Melee slam +5 (1d6+3)
Statistics
Str 14, **Dex** 10, **Con** -, **Int** -, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +5; **CMD** 15
SQ construction points (metal)

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Giant Spider CR 1 XP 400

N Medium vermin
Init +3; **Senses** darkvision 60ft. 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 Attacks poison, 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 (17 vs. trip)

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

Special Abilities

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

Young Giant Spider CR 1/2 XP 400

N Small vermin
Init +4; **Senses** darkvision 60ft. tremorsense 60 ft.; Perception +4

Defense

AC 16, touch 15, flat-footed 12 (+4 Dex, +1 natural, +1 size)

hp 9 (2d8)

Fort +3, **Ref** +4, **Will** +0

Immune mind-affecting effects

Offense

Speed 30 ft., climb 30 ft.

Melee bite +0 (1d4-2 plus poison)

Special Attacks poison, web (+5 ranged, DC 11, hp 2)

Statistics

Str 7, **Dex** 19, **Con** 10, **Int** -, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** -2; **CMD** 12 (14 vs. trip)

Skills Climb +14, Perception +4 (+8 in webs), Stealth +8 (+12 in webs); Racial Modifiers Perception +4, Stealth +4 (+8 in webs), +16 Climb

Special Abilities

Poison (Ex) Bite – injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save

Mimic CR 4 XP 1,200

N Medium aberration (shapechanger)
Init +5; **Senses** darkvision 60 ft.; Perception +14

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 adhesive, 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 +14 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; Racial Modifiers Disguise (+20 when mimicking objects)

Languages Undercommon

SQ mimic object

Special Abilities

Adhesive (Ex) A mimic automatically grapples any creature it hits with its slam attack. Opponents grappled cannot get free while the mimic is alive without removing the adhesive. Weapons that strike the mimic are stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to remove a stuck weapon. Strong alcohol, *universal solvent*, and waiting 5 rounds after the mimic dies all remove the adhesive.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object. A mimic cannot substantially alter its size and its body is always hard and has a rough texture no matter what shape it is in.

Starbrow CR 1/4 XP 100

Male rat familiar
LN Tiny magical beast

Init +2; **Senses** low-light vision, scent; Perception +7

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 13 (4d8)

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

Defensive Abilities improved evasion

Offense

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee bite +6 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 2, **Dex** 15, **Con** 11, **Int** 6, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 8 (+12 vs. trip)

Feats Weapon Finesse

Skills Appraise +1, Climb +10, Knowledge (local) +1, Perception +7, Stealth +18, Swim +10; Racial Modifiers Stealth +4

SQ empathic link, share spells

Special Abilities

Empathic Link (Su) Can communicate empathically with Keygan Ghelve up to a range of 1 mile.

Share Spells (Su) Keygan may cast spells with a target of "You" on Starbrow as a touch spell, instead of on himself. Spells Keygan casts on Starbrow affect him even if they do not normally work on magical beasts.

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Kazmogen's Hobgoblins XP 200

CR 1/2

LE Medium humanoid (goblinoid)

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

Defense

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)
hp 12 (1d10+7)

Fort +5, **Ref** +2, **Will** +1

Offense

Speed 30 ft. (20 ft. in armor)

Melee long sword +4 (1d8+2/19-20/x2)

Ranged javelin +3 (1d6+2)

Statistics

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (long sword)

Skills Perception +2, Stealth -2; Racial Modifiers Stealth +4

Languages Common, Goblin

Other Gear long sword, 4 javelins, banded mail, large steel shield, 50 cp, 50 sp.

Stone Spike XP 800

CR 3

Earth elemental

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

Defense

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune elemental traits

Offense

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

Melee slam +9 (1d8+7)

Special Attacks earth mastery

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (the planes) +2, Perception +7, Stealth +3

Languages Terran

Special Abilities

Earth Glide (Ex) An earth elemental can move through dirt and stone like a fish through water. A *move earth* spell cast on an area containing a burrowing elemental flings the creature back 30 ft., stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude check.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching the ground. If an opponent is airborne or waterborne the elemental suffers a -4 penalty to attack and damage. These modifiers apply to both Bull Rush and Overrun manoeuvres (initiating or resisting).

Xukasus XP 800

CR 3

Male ogre

NE 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 40 ft. (30 ft. in armor)

Melee falchion +7 (2d6+7/18-20)

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 Common

Other Gear large falchion, 4 javelins, hide armor, iron key to locked iron chest in area M4, iron key to all of the giant fire beetle cages in the Malachite Fortress

Mass of Chains XP 800

CR 3

N Medium construct

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

Defense

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

Offense

Speed 30 ft. .

Melee Slam +5 (1d6+3 plus grab)

Special Attacks constrict (slam, 1d6+3)

Statistics

Str 14, **Dex** 10, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points (constrict, grab)

Fire Beetle XP 135

CR 1/3

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

Special Abilities

Luminescence (Ex) A fire beetle's glands shed light in a 10-foot radius. A dead beetle's glands continue to glow for 1d6 days.

THE SHACKLED CITY



Hammerer CR 4 XP 1,200

Animated object fighter 1
N Medium construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 42 (4d10+21)

Fort +3, **Ref** +3, **Will** -3

Defensive Abilities hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

Offense

Speed 30 ft.

Melee masterwork warhammer +8 (1d8+4/x3), masterwork short sword +7 (1d6+2)

Statistics

Str 18, **Dex** 15, **Con** -, **Int** 13, **Wis** 3, **Cha** 1

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

Feats Power Attack, Two-Weapon Fighting, Weapon Focus (warhammer)

Skills Climb +11, Perception +3, Sense Motive +3

Languages Common, Goblin

SQ construction points (metal)

Other Gear masterwork warhammer, masterwork short sword

Special Abilities

Vulnerability to Critical Hits (Ex) Whenever a robot takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes the saving throw it is instead staggered for 1 round.

Zarkad CR 1 XP 400

Male hobgoblin fighter 2
LE Medium humanoid (goblinoid)

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

Defense

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 26 (2d10+11)

Fort +6, **Ref** +2, **Will** +1 (+1 on Will save vs. fear)

Offense

Speed 30 ft. (20 ft. in armor)

Melee long sword +5 (1d8+2/19-20/x2)

Ranged javelin +4 (1d6+2)

Statistics

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 16

Feats Intimidating Prowess, Toughness, Weapon Focus (long sword)

Skills Intimidate +6, Perception +2, Stealth +0; Racial Modifiers Stealth +4

Languages Common, Goblin

SQ bravery

Combat Gear 2 *potions of cure light wounds* [syrupy, red, potion 02]; **Other Gear** long sword, 4 javelins, banded mail, 88 sp, 15 gp.

Coryston Pike CR 2 XP 600

Female human rogue 1/sorcerer 2

NG Medium humanoid (human)

Init +2; **Senses** none; Perception +0

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 18 (1d8+1 plus 2d6+2)

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

Offense

Speed 30 ft.

Melee found melee weapon +0 (weapon damage -1)

Ranged elemental ray +3 (1d6+1 electricity)

Special Attacks elemental ray, sneak attack (+1d6)

Spells Known (CL 2; air elemental bloodline):

1st (5/day) *disguise self* (DC 13), *magic missile*

0 (-/day) *daze* (DC 12), *detect magic*, *mage hand*, *ray of frost*, *read magic*

Statistics

Str 8, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 12

Feats Eschew Materials, Great Fortitude, Point Blank Shot, Precise Shot

Skills Acrobatics +6, Bluff +6, Diplomacy +6, Disable Device +6, Disguise +6, Knowledge (arcana) +5, Knowledge (local) +5, Sense Motive +4, Spellcraft +6, Stealth +7

Languages Common, Elven

SQ bloodline arcana, cantrips, trapfinding

Special Abilities

Elemental Ray (Su) 5/day Coryston may fire a ray as a ranged touch attack with a range of 30 ft. that deals 1d6+1 points of electricity damage

Bloodline Arcana (Ex) Whenever Coryston casts a spell that deals energy damage, she can change the type of damage to electricity. This also changes the spell's type to air.

THE SHACKLED CITY

Pyllrak's Thralls CR 1 XP 400

Lemure
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; **Senses** darkvision 60 ft., see in darkness;
Perception +0

Defense
AC 14, touch 10, flat-footed 14 (+4 natural)
hp 13 (2d10+2)
Fort +4, **Ref** +3, **Will** +0
DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

Offense
Speed 20 ft.
Melee 2 claws +2 (1d4)

Statistics
Str 11, **Dex** 10, **Con** 12, **Int** -, **Wis** 11, **Cha** 5
Base Atk +2; **CMB** +2; **CMD** 12

Kazmogen's Servants 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. (30 ft. in armor)
Melee hand axe +2 (1d4/x3)
Ranged sling +4 (1d3)

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** Ride +4, Stealth +4
Languages Goblin
Other Gear hand axe, sling, 10 bullets, leather armor, light wooden shield

Maple CR 1/2 XP 200

Female halfling rogue 1
N Small humanoid (halfling)
Init +7; **Senses** none; Perception +5

Defense
AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 9 (1d8+1)
Fort +2, **Ref** +6, **Will** +0 (+2 on saves vs. fear)

Offense
Speed 20 ft.
Melee found weapon +0 (weapon damage -1)
Ranged found weapon +4 (weapon damage)
Special Attacks sneak attack (+1d6)

Statistics
Str 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14
Base Atk +0; **CMB** -2; **CMD** 11
Feats Improved Initiative
Skills Acrobatics +9, Appraise +5, Climb +5, Disable Device +7, Escape Artist +7, Knowledge (local) +5, Perception +5, Sleight of Hand +7, Stealth +7; **Racial Modifiers** Acrobatics +2, Climb +2
Languages Common, Goblin, Halfling
SQ trapfinding



Kazmogen CR 4 XP 1,200

Male half-troll/half-dwarf fighter 3
LE medium humanoid (dwarf, giant)
Init +1; **Senses** darkvision, low-light vision, scent;
Perception +1

Defense
AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 natural)
hp 39 (3d10+18); fast healing 5
Fort +9, **Ref** +2, **Will** +4 (+1 bonus on Will saves vs. fear; +2 bonus on saves vs. poison, spells, and spell-like abilities)
Defensive Abilities defensive training

Offense
Speed 20 ft. (20 ft. in armor)
Melee masterwork greatclub +10 (1d10+7)
Ranged throwing axe +4 (1d6+5)

Statistics
Str 20, **Dex** 12, **Con** 23, **Int** 8, **Wis** 13, **Cha** 4
Base Atk +3; **CMB** +8; **CMD** 19 (23 vs. trip)
Feats Cleave, Iron Will, Power Attack, Weapon Focus (greatclub)
Skills Intimidate +8, Linguistics +2, Perception +1 (+3 to notice unusual stonework; **Racial Modifiers** Appraise +2, Perception +2 to notice unusual stonework)
Languages Common, Dwarven, Giant, Undercommon
SQ armor training 1, hatred, stoneworking
Other Gear masterwork greatclub, 4 throwing axes, full plate, 180 gp, 3 keys to the chests in area M1

THE SHACKLED CITY



Prickles CR 2
XP 600

Young howler
CE Medium outsider (chaotic, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +13

Defense
AC 15, touch 11, flat-footed 13 (+2 Dex, +2 natural)
hp 27 (5d10)
Fort +4, **Ref** +8, **Will** +3
Defensive Abilities quill defense

Offense
Speed 60 ft.
Melee bite +6 (1d6+2), quills +1 (1d3+1 plus pain)
Special Attacks howl, pain, pandemonic strike

Statistics
Str 14, **Dex** 22, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11
Base Atk +5; **CMB** +7; **CMD** +21
Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)
Skills Acrobatics +12 (+24 to jump), Climb +10, Perception +13, Stealth +8
Languages Undercommon (can't speak)

Special Abilities
Pandemonic Strike (Ex) A howler's natural attacks are considered chaotic and evil for the purposes of overcoming damage reduction
Howl (Su) All beings other than outsiders within 120-feet of a howling howler must succeed at a DC 12 Will save or become cursed. One a creature is cursed, they cannot be further affected by a howler's howl until the curse is lifted. This is a sonic mind-affecting effect.
Curse – Howl; *save* Fort DC 12 negates; *frequency* 1/hour; *effect* 1 point of Wisdom damage; *cure* 1 save
Pain (Ex) Whenever a creature takes damage from a howler's quill attack or quill defense, that creature must make a DC 16 Reflex save or have the quill break off in the wound, causing the target to become sickened until it is removed. Removing 1 quill requires a DC 15 Heal check as a full-round action. For every 5 points by which the check succeeds, an additional quill is removed. On a failed check the quill is removed but it inflicts 1d3+1 points of damage.
Quill Defense (Ex) Any creature that strikes a howler with a non-reach weapon, unarmed strike or natural attack takes 1d3+1 points of piercing damage and suffers from the howler's pain attack.



Pyllrak Shyraat CR 3
XP 800

Male devil-bound duergar monk 2
LE Medium humanoid (dwarf, evil)
Init +3; **Senses** darkvision 120 ft., see in darkness; Perception +6

Defense
AC 17, touch 17, flat-footed 14 (+3 Dex, +1 dodge, +2 profane, +1 Wis)
hp 14 (2d8+2)
Fort +4, **Ref** +6, **Will** +1 (+2 vs. spells and spell-like abilities)
Defensive Abilities evasion; **Immune** fire, paralysis, phantasms, poison; **Resist** acid 10, cold 10
Weaknesses light sensitivity

Offense
Speed 20 ft.
Melee unarmed +3 (1d6+2 plus infernal wound), or 2 unarmed +1 (1d6+2 plus infernal wound)
Ranged light crossbow +4 (1d8/19-20)
Special Attacks beard, infernal wound
Spell-Like Abilities (CL 2):
1/day *enlarge person*, *invisibility*

Statistics
Str 15, **Dex** 17, **Con** 12, **Int** 12, **Wis** 12, **Cha** 4
Base Atk +1; **CMB** +3; **CMD** 17
Feats Combat Reflexes, Deflect Arrows, Dodge, Stunning Fist
Skills Acrobatics +8, Intimidate +2, Perception +6, Sense Motive +6, Stealth +8
Languages Common, Dwarven, Goblin, Undercommon
SQ contract bound
Combat Gear *potion of cure moderate wounds* [syrupy, red, potion01], *potion of alter self* [emulsion, purple and green, potion04]; **Other Gear** light crossbow, 20 bolts, small bone box with 180 gp, a *bag of holding type I* [misc.01] with 4 torches, 4 tindertwigs, and 50 ft. of hemp rope

Special Abilities
Beard (Ex) If Pyllrak hits with a melee attack while using the full attack action he rubs his wiry beard into the wound, inflicting 1d8 points of damage. The target must succeed at a DC 12 Fortitude save or contract devil chills.
Devil Chills: Disease – injury; *save* Fort DC 12; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves
Infernal Wound (Su) A creature damaged by Pyllrak's natural or weapon attacks suffers from persistent wounds that cause 2 points of bleed damage. A DC 12 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 12 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim.
See in Darkness (Ex) Pyllrak can see perfectly in darkness of any kind, including *deeper darkness*