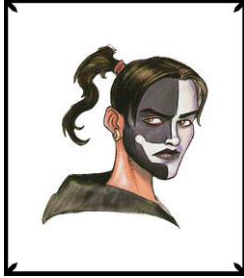


THE SHACKLED CITY

NPCs and Monsters from Chapter Two: Drakthar's Way



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), or 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.



Orak Stonehaven CR 3
XP 800

Male dwarf fighter 4
LN Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 42 (4d10+16)

Fort +7, **Ref** +2, **Will** +2 (+1 to saves vs. fear, +2 on saves vs. poison, spells and spell-like abilities)

Defensive Abilities defensive training

Offense

Speed 20 ft.

Melee handaxe +6 (1d6+2/x3)

Statistics

Str 14, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 17 (21 to resist bull-rush and trip attempts)

Feats Dodge, Mobility, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Intimidate +5, Perception +5; **Racial Modifiers** Appraise +2 (to determine the price of non-magical precious metals and gems), Perception +2 (to notice unusual stonework)

Languages Common, Dwarven, Orc

SQ armor training 1

Other Gear handaxe, eye-patch set with small ruby (200 gp)

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Wererat (human form) CR 2
XP 600

Human natural wererat rogue 2 (augmented humanoid)
LE Medium humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; Perception +8

Defense

AC 16, touch 12, flat-footed 12 (+3 armor, +2 Dex, +1 dodge)

hp 20 (2d8+8)

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

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee shortsword +3 (1d6+1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks sneak attack +1d6

Statistics

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talent (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Other Gear shortsword, light crossbow, 20 bolts, masterwork studded leather

Special Abilities

Lycanthropic Empathy (Ex) Natural lycanthropes can communicate and empathize with animals related to their form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Wererat (hybrid form) CR 2
XP 600

Human natural wererat rogue 2 (augmented humanoid)
LE Medium humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; Perception +8

Defense

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1dodge, +2 natural)

hp 22 (2d8+10)

Fort +3, **Ref** +6, **Will** +3

Defensive Abilities evasion; **DR** 10/silver

Offense

Speed 30 ft.

Melee shortsword +4 (1d6+2/19-20), bite -1 (1d4+1 plus disease plus curse of lycanthropy)

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

Special Attacks sneak attack +1d6

Statistics

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7

Languages Common

SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talent (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Other Gear shortsword, light crossbow, 20 bolts, masterwork studded leather

Special Abilities

Curse of Lycanthropy (Su) a natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within 1 size category of the lycanthrope, this ability has no effect.

Disease (Ex) *Filth Fever* – Bite – injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution based.

Lycanthropic Empathy (Ex) Natural lycanthropes can communicate and empathize with animals related to their form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

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Goblin Skirmisher CR 1/3 XP 135

goblin warrior 1
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense
AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +2 shield, +1 size)
hp 6 (1d10+1)
Fort +3, **Ref** +2, **Will** -1

Offense
Speed 30 ft.
Melee morningstar +2 (1d6)
Ranged javelin +4 (1d4)

Statistics
Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6
Base Atk +1; **CMB** +0; **CMD** 12
Feats Alertness
Skills Perception +1, Ride +10, Sense Motive +1, Stealth +10, Swim +4; **Racial Modifiers** Ride +4, Stealth +4
Languages Goblin
Other Gear small morningstar, 5 small javelins, small leather armor, small light wooden shield, pouch with 1d6 sp and 1d6 cp

Goblin Sneak CR 1 XP 400

goblin rogue 2
NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +5

Defense
AC 18, touch 16, flat-footed 13 (+2 armor, +4 Dex, +1 dodge, +1 size)
hp 14 (2d8+2)
Fort +0, **Ref** +7, **Will** +0

Defensive Abilities evasion

Offense
Speed 30 ft.
Melee shortsword +5 (1d4+2/19-20)
Ranged light crossbow +5 (1d6/19-20)
Special Attacks sneak attack +1d6

Statistics
Str 15, **Dex** 19, **Con** 10, **Int** 10, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 16
Feats Dodge, Weapon Finesse
Skills Acrobatics +9, Climb +7, Disable Device +9, Escape Artist +9, Perception +5, Ride +8, Sleight of Hand +9, Stealth +13, Swim +7; **Racial Modifiers** Ride +4, Stealth +4
Languages Goblin
SQ finesse rogue
Other Gear small shortsword, small light crossbow, 10 bolts, small leather armor, pouch with 2d6 gp and 2d6 sp



Goblin Adept CR 3 XP 800

goblin adept 5
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Perception +6

Defense
AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 22 (5d6+5)
Fort +2, **Ref** +3, **Will** +5

Offense
Speed 30ft.
Melee shortspear +3 (1d4)
Ranged shortspear +5 (1d4)
Spells Prepared (CL 5):
2nd *scorching ray* (4d6 fire, +5 ranged touch)
1st *bles*, *burning hands* (DC 12), *sleep* (DC 11)
0 *detect magic*, *ghost sound* (DC 11), *read magic*

Statistics
Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +1; **CMD** 13
Feats Alertness, Brew Potion, Combat Casting
Skills Perception +6, Ride +6, Sense Motive +3, Spellcraft +7, Stealth +9; **Racial Modifiers** Ride +4, Stealth +4
Languages Goblin
SQ summon familiar
Combat Gear *potion of cure light wounds* [syrupy, red; potion 02], *potion of aid* [oily, red; potion 09], *potion of invisibility* [translucent, clear; potion 05]; **Other Gear** shortspear

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Silent Wolf Goblin CR 3 XP 800

goblin ranger 2, rogue 2
NE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Perception +10

Defense
AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)
hp 34 (2d10 plus 2d8 +10)
Fort +5, **Ref** +10, **Will** +1

Defensive Abilities evasion

Offense
Speed 30 ft.
Melee masterwork longsword +5 (1d6+2/19-20), masterwork shortsword +5 (1d4+1/19-20)
Ranged light crossbow +8 (1d6/19-20)
Special Attacks favored enemy (humanoid, [dwarf], +2), rogue talent (surprise attack), sneak attack +1d6

Statistics
Str 15, **Dex** 19, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +4; **CMD** 18

Feats Alertness, Mounted Combat, Two-Weapon Fighting
Skills Acrobatics +11, Handle Animal +5, Knowledge (dungeoneering) +5, Perception +10, Ride +15, Sense Motive +3, Stealth +15, Survival +8, Swim +7; **Racial Modifiers** Ride +4, Stealth +4

Languages Goblin
SQ track, trapfinding, wild empathy
Combat Gear *potion of cure light wounds* [syrupy, red; potion 02], *potion of bull's strength* [cloudy, dark green; potion 10], *potion of cat's grace* [translucent, orange; potion 11]; **Other Gear** small masterwork longsword, small masterwork shortsword, small light crossbow, 10 bolts, small masterwork leather armor

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** Perception +2, Stealth +2, Survival +2
Languages Common, Goblin

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
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; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution based.



Ethereal Filcher CR 2 XP 600

N Medium aberration
Init +8; **Senses** darkvision 60 ft., magicsense 60 ft.; Perception +9

Defense
AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 22 (5d8)
Fort +1, **Ref** +5, **Will** +5

Offense
Speed 40 ft.
Melee bite +7 (1d6)

Statistics
Str 10, **Dex** 18, **Con** 11, **Int** 9, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 17 (21 vs. trip)
Feats Deft Hands, Improved Initiative, Weapon Finesse
Skills Disable Device +11, Perception +9, Sleight of Hand +11

Languages None
SQ ethereal escape

Special Abilities
Ethereal Escape (Su) The ethereal filcher is able to slip into the Ethereal Plane as a move action. It can remain in the Ethereal Plane for 2 rounds before it must use a move action to shift back to the Material Plane.
Magicsense (Su) Ethereal filchers can sense the presence of active magic spells and magic items (as *detect magic*) within 60 ft. This sense is always active but can be fooled by spells that disguise magic auras or by areas of dead magic.

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Stirge CR 1/2
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 1/2ft.; **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

Special Abilities

Attach (Ex) when a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. The stirge loses its Dex bonus to AC (12), but gains a +8 racial bonus to maintain the grapple. An attached stirge can be struck with a weapon or grappled itself – if its prey manages to win a grapple 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 Con damage. Once a stirge has inflicted 4 points of Con damage, it flies off to digest its meal.

Diseased (Ex) Any creature subject to a stirge's blood drain attack has a 10% chance of being exposed to blinding sickness, filth fever, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges may result in multiple diseases.

Bat Swarm CR 2
XP 600

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

Offense

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

Statistics

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

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

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** Perception +4 (when using blindsense)

Special Abilities

Wounding (Ex) any living creature damaged by a bat swarm continues to bleed, losing 1 hp/round. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or any healing magic.

Rat Swarm CR 2
XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8

Defense

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

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits (half damage from piercing and slashing)

Offense

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

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12)

Statistics

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

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

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

Special Abilities

Disease (Ex) *Filth Fever*: Swarm – injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves

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Drakthar the Bloodmonger CR 4
XP 1,200

Male bugbear vampire
CE Medium undead (augmented)
Init +7; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 26, touch 14, flat-footed 22 (+2 armor, +3 Dex, +1 Dodge, +9 natural, +1 shield)
hp 19 (3d8+6); fast healing 5
Fort +2, **Ref** +6, **Will** +2
Defensive Abilities channel resistance +4; **Immune** undead traits; **DR** 10/magic and silver; **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Offense

Speed 30 ft.
Melee morningstar +8 (1d8+6); or slam +8 (1d4+6 plus energy drain)
Ranged javelin +5 (1d6+6)
Special Attacks blood drain, children of the night, dominate, energy drain (1 level, DC12), putrefy corpse

Statistics

Str 22, **Dex** 17, **Con** -, **Int** 12, **Wis** 12, **Cha** 13
Base Atk +2; **CMB** +5; **CMD** 16
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception), Toughness
Skills Bluff +9, Intimidate +12, Perception +19, Sense Motive +11, Stealth +20; **Racial Modifiers** Bluff +8, Intimidate +4, Perception +8, Sense Motive +8, Stealth +12
Languages Common, Goblin
SQ change shape, gaseous form, shadowless, spider climb
Other Gear Morningstar, 3 javelins, leather armor, light wooden shield

Special Abilities

Blood Drain (Su) a vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it deals 1d4 points of constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour each round it drains blood.

Children of the Night (Su) Once/day, a vampire can call forth 1d4+1 bat swarms, or 1d6+1 rat swarms as a standard action. These creatures arrive in 1d6 rounds and serve the vampire for 1 hour.

Dominate (Su) a vampire can crush a humanoid's will as a standard action. The target must succeed at a DC 12 Will save or fall under a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

Energy Drain (Su) a creature hit by a vampire's slam gains a negative level. This ability only triggers once/round, no matter how many attacks the vampire makes.

Putrefy Corpse (Su) Any creature slain by Drakthar's energy drain or blood drain ability putrefies after 24 hours, becoming a wet heap of black, maggot ridden flesh. A body in this state cannot be raised. *Gentle repose* forestalls the putrefaction for the duration of the spell.

Change Shape (Su) A vampire can assume the form of a wolf, as *beast shape II*.

Gaseous Form (Su) as a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. with perfect maneuverability. A vampire reduced to 0 hit points automatically becomes gaseous and heads for its home coffin.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Drakthar the Bloodmonger (wolf form) CR 4
XP 1,200

Male bugbear vampire
CE Medium undead (augmented)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Defense

AC 25, touch 14, flat-footed 21 (+3 Dex, +1 Dodge, +11 natural)
hp 19 (3d8+6); fast healing 5
Fort +2, **Ref** +6, **Will** +2
Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits, **Resist** cold 10, electricity 10
Weaknesses vampire weaknesses

Offense

Speed 50 ft.
Melee bite +9 (1d6+10 plus trip)
Special Attacks blood drain, children of the night, dominate, energy drain (1 level, DC12), putrefy corpse

Statistics

Str 24, **Dex** 17, **Con** -, **Int** 12, **Wis** 12, **Cha** 13
Base Atk +2; **CMB** +5; **CMD** 16
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception), Toughness
Skills Bluff +9, Intimidate +12, Perception +19, Sense Motive +11, Stealth +20; **Racial Modifiers** Bluff +8, Intimidate +4, Perception +8, Sense Motive +8, Stealth +12
Languages Common, Goblin
SQ change shape, gaseous form, shadowless, spider climb
Other Gear Morningstar, 3 javelins, leather armor, light wooden shield

Special Abilities

Blood Drain (Su) a vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it deals 1d4 points of constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour each round it drains blood.

Children of the Night (Su) Once/day, a vampire can call forth 1d4+1 bat swarms, or 1d6+1 rat swarms as a standard action. These creatures arrive in 1d6 rounds and serve the vampire for 1 hour.

Dominate (Su) a vampire can crush a humanoid's will as a standard action. The target must succeed at a DC 12 Will save or fall under a *dominate person* spell (caster level 12th). This ability has a range of 30 ft.

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Gaseous Form (Su) as a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 ft. with perfect maneuverability. A vampire reduced to 0 hit points automatically becomes gaseous and heads for its home coffin.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

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Darkmantle CR 1 XP 400

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

Defense

AC 15, touch 13, flat-footed 13 (+2 Dex, +1 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**

Perception +4, Stealth +4

Chorlyndyr CR 4 XP 1,200

Male human sorcerer 5
NE Medium humanoid (human)
Init +6; Perception +6

Defense

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 29 (5d6+10)

Fort +3, **Ref** +4, **Will** +6

Offense

Speed 30 ft.

Melee masterwork dagger +3 (1d4/19-20)

Special Attacks touch of destiny

Spells Known (CL 5th):

2nd (5/day) *acid arrow* (+4 touch, 2d4 acid plus 1 extra round), *blur*, *glitterdust* (DC 15)

1st (7/day) *alarm*, *color spray* (DC 14), *mage armor*, *magic missile* (3 missiles, 1d4+1), *summon monster I*

0 *acid splash* (+4 touch, 1d3 acid), *detect magic*, *light*, *mage hand*, *ray of frost* (+4 touch, 1d3 cold), *read magic*

Bloodline destined

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 11, **Wis** 13, **Cha** 16

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

Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Still Spell

Skills Bluff +11, Perception +6, Spellcraft +8

Languages Common

SQ bloodline arcana, fated

Combat Gear *amulet of natural armor* +1 [misc. 07], *cloak of resistance* +1 [misc. 11]; **Other Gear** masterwork dagger

Special Abilities

Touch of Destiny (Sp) 6/day Chorlyndyr can touch a creature as a standard action, giving it a +2 insight bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round.

Bloodline Arcana (Ex) Whenever Chorlyndyr casts a spell with a range of personal, he gains a luck bonus equal to the spell's level on all saving throws for 1 round.

Fated (Su) Chorlyndyr gains a +1 luck bonus on all saving throws and AC during surprise rounds and when he is otherwise unaware of the attack.

Kallev CR 3 XP 800

Female Tiefling Fighter 4
CE Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1dodge)
hp 42 (4d10+16)

Fort +6, **Ref** +3, **Will** +1 (+1 on saves vs. fear)

Resist cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee halberd +8 (1d10+5/x3)

Spell-Like Abilities (CL 4th):

1/day *darkness*

Statistics

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** [CMB] ([modifiers and circumstances]);

CMD [CMD] ([modifiers and circumstances])

Feats Blind-Fight, Doge, Toughness, Weapon Focus

(halberd), Weapon Specialization (halberd)

Skills Bluff +2, Climb +7, Intimidate +7, Stealth +6; **Racial**

Modifiers Bluff +2, Stealth +2

Languages Common, Infernal

SQ armor training 1

Combat Gear +1 *studded leather* [armor 02], *brooch of shielding* (24 points remaining) [misc. 12], *potion of cure moderate wounds* [syrupy, red, potion 01]; **Other Gear** masterwork halberd

Shocker Lizard CR 2 XP 60

N Small magical beast
Init +6; **Senses** darkvision 60 ft., electricitysense, low-light vision; Perception +8

Defense

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 19 (3d10+3)

Fort +4, **Ref** +5, **Will** +2

Immune electricity

Offense

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

Melee bite +4 (1d4)

Special Attacks shock

Statistics

Str 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +8, Perception +8, Stealth +17, Swim +8;

Racial Modifiers Perception +2, Stealth +4

Special Abilities

Electricitysense (Ex) Shocker lizards automatically detect any electrical discharge within 100 ft.

Shock (Su) As a standard action a shocker lizards can deliver a shock to one opponent within 5 ft. that deals 1d8 points on nonlethal electricity damage (Reflex DC 12 half). If 2 or more shocker lizards are within 20 ft. they can work together to create a lethal shock every 1d4 rounds, affecting all creatures in a 20 ft. radius of one of the lizards for 2d8 points of electricity damage/lizard, to a maximum of 12d8 (Reflex DC 10 + the number of lizards for half).

THE SHACKLED CITY



Drakthar's Throne CR 3 XP 800

Modified skeleton
NE Medium undead
Init +6; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +0

Defense

AC 15, touch 12, flat-footed 13 (2 Dex, +3 natural)
hp 27 (6d8)

Fort +2, **Ref** +4, **Will** +5

DR 5/bludgeoning; **Immune** cold, undead traits

Offense

Speed 30 ft.

Melee 2 claws +6 (1d6+2)

Statistics

Str 15, **Dex** 15, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Improved Initiative

Dire Bat CR 2 XP 600

N Large animal
Init +2; **Senses** blindsense 40 ft.; Perception +12

Defense

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3

Offense

Speed 20 ft., 40 ft. (good)

Melee bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealth

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** Perception +4 (when using blindsense)

Xoden Nightshield CR 3 XP 800

Male dwarf expert 5

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield)

hp 23 (5d8+10)

Fort +1, **Ref** +1, **Will** +4 (+2 to save vs. poison, spells, and spell-like abilities)

Defensive Abilities defensive training;

Offense

Speed 20 ft.

Melee masterwork club +5 (1d6+1)

Statistics

Str 12, **Dex** 8, **Con** 14, **Int** 13, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 13 (17 vs. bull-rush and trip)

Feats Armor Proficiency (medium), Shield Proficiency, Skill Focus (Craft [blacksmithing])

Skills Appraise +9, Craft (blacksmithing) +11, Craft (stonemasonry) +9, Diplomacy +6, Knowledge (geography) +9, Knowledge (local) +9, Perception +8; **Racial Modifiers**

Appraise +2 (to determine the price of non-magical precious metals and gems), Perception +2 (to notice unusual stonework)

Languages Common, Dwarven, Goblin

SQ [list special qualities in alphabetical order]

Combat Gear +1 *scale mail* [armor 03], *potion of cure light wounds* [syrupy, red, potion 02]; **Other Gear** masterwork club, heavy steel shield

Half-Orc Mercenaries CR 2 XP 600

half-orc fighter 3

LN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +1 (+1 to saves vs. fear)

Offense

Speed 30 ft. (20 ft. in armor)

Melee masterwork halberd +8 (1d10+5/x3)

Ranged shortbow +4 (1d6/x3)

Statistics

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Alertness, Combat Reflexes, Stand Still, Weapon Focus (halberd),

Skills Intimidate +9, Perception +2, Sense Motive +2; **Racial Modifiers** Intimidate +2

Languages Common, Orc

SQ armor training 1

Combat Gear *potion of bull's strength* [cloudy, dark green, potion 10]; **Other Gear** masterwork halberd, shortbow, 20 arrows, breastplate, 2d4 gp