

**Lantern Archon** CR 2 (Augment)

LG Small Outsider (archon, extraplanar, good, lawful)

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

**Aura** aura of menace (DC 13)

**Defense**

**AC** 15, touch 11, flat-footed 15 (+4 natural +1 size +2 deflect vs. evil)

**HP** 17 (2d10+6)

**Fort** +6, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

**DR** 10/evil **Immune** electricity, petrification

**Offense**

**Speed** fly 60 ft. (perfect)

**Ranged** 2 x light rays +3 touch (1d6 ignores DR)

**Spell-Like Abilities** (CL 3rd):

At Will—aid, continual flame, detect evil

**Statistics**

**Str** 5, **Dex** 11, **Con** 16, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +2, **CMB** -2, **CMD** 8

**Feats** Improved Initiative

**Skills** Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5

**Languages** Celestial, Draconic, Infernal, Truespeech

**Special Abilities**

**Aura of Menace (Su)** Any hostile creature within a 20-foot radius of an archon must succeed on a Will save (DC 13) to resist its effects. The save DC is Charisma-based, and includes a +2 racial bonus.

Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Gestalt (Su)** Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

**Light Ray (Ex)** A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.

**Leopard (cat)** CR 2 (Augment, Celestial)

N Medium Animal

**Init** +4; **Senses** low-light vision, scent darkvision 60 ft. ; Perception +5

**Defense**

**AC** 15, touch 14, flat-footed 11 (+4 Dex +1 natural )

**HP** 25 (3d8+12)

**Fort** +7, **Ref** +7, **Will** +2

**Resist** cold 5, acid 5, electricity 5

**SR** 7

**Offense**

**Speed** 30 ft., climb 20 ft.

**Melee** Bite +7 (1d6+5 plus grab), 2 x Claws +7 (1d3+5)

**Special Attacks** pounce, rake, Smite Evil

**Statistics**

**Str** 20, **Dex** 19, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +2, **CMB** +7 (+11 grapple), **CMD** 21 (25 vs. trip)

**Feats** Skill Focus (Stealth), Weapon Finesse

**Skills** Acrobatics +8, Climb +13, Perception +5, Stealth +11 (+15 in undergrowth)

**Special Abilities**

**Pounce (Ex)** When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

**Rake (Ex)** Gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).

**Crocodile** CR 2 (Augment, Celestial)

N Large Animal

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

**Defense**

**AC** 14, touch 10, flat-footed 13 (+1 Dex +4 natural -1 size )

**HP** 28 (3d8+15)

**Fort** +8, **Ref** +4, **Will** +2

**Resist** cold 5, acid 5, electricity 5

**SR** 7

**Offense**

**Speed** 20 ft., swim 30 ft.; sprint

**Melee** Bite +7 (1d8+6 plus grab), Tail slap +2 (1d12+3)

**Special Attacks** death roll (1d8+9 plus trip), Smite Evil

**Statistics**

**Str** 23, **Dex** 12, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +2, **CMB** +9 (+13 grapple), **CMD** 20 (24 vs. trip)

**Feats** Skill Focus (Perception), Skill Focus (Stealth)

**Skills** Perception +8, Stealth +5 (+13 in water), Swim +14

**SQ** hold breath

**Special Abilities**

**Death Roll** (1d8+9 plus trip) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

**Hold Breath (Ex)** A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

**Sprint (Ex)** Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).

<b>Dire Bat</b>	<b>CR 2</b> (Augment, Celestial)
N Large Animal <b>Init</b> +2; <b>Senses</b> blindsense 40ft. darkvision 60 ft. ; Perception +12 (+16 when using blindsense)	
<b>Defense</b>	
<b>AC</b> 14, touch 11, flat-footed 12 (+2 Dex +3 natural -1 size ) <b>HP</b> 30 (4d8+12) <b>Fort</b> +7, <b>Ref</b> +6, <b>Will</b> +3 <b>Resist</b> cold 5, acid 5, electricity 5 <b>SR</b> 7	
<b>Offense</b>	
<b>Speed</b> 20 ft., fly 40 ft. (good) <b>Melee</b> Bite +7 (1d8+7) <b>Special Attacks</b> Smite Evil	
<b>Statistics</b>	
<b>Str</b> 21, <b>Dex</b> 15, <b>Con</b> 17, <b>Int</b> 2, <b>Wis</b> 14, <b>Cha</b> 6 <b>Base Atk</b> +3, <b>CMB</b> +9, <b>CMD</b> 21 <b>Feats</b> Alertness, Stealthy <b>Skills</b> Fly +9, Perception +12 (+16 when using blindsense), Stealth +4	
<b>Special Abilities</b>	
<b>Smite Evil</b> 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (4) against evil foes; smite persists until target is dead or the celestial creature rests).	

<b>Aurochs (herd animal)</b>	(Augment, Celestial)
<b>CR 2</b>	
N Large Animal <b>Init</b> +0; <b>Senses</b> low-light vision, scent darkvision 60 ft. ; Perception +9	
<b>Defense</b>	
<b>AC</b> 13, touch 9, flat-footed 13 (+4 natural -1 size ) <b>HP</b> 28 (3d8+15) <b>Fort</b> +8, <b>Ref</b> +3, <b>Will</b> +1 <b>Resist</b> cold 5, acid 5, electricity 5 <b>SR</b> 7	
<b>Offense</b>	
<b>Speed</b> 40 ft. <b>Melee</b> Gore +9 (1d8+12) <b>Space</b> 10 ft. <b>Reach</b> 5 ft. <b>Special Attacks</b> Stampede (Ex), trample (2d6+12, DC 19), Smite Evil	
<b>Statistics</b>	
<b>Str</b> 27, <b>Dex</b> 10, <b>Con</b> 21, <b>Int</b> 2, <b>Wis</b> 11, <b>Cha</b> 4 <b>Base Atk</b> +2, <b>CMB</b> +11, <b>CMD</b> 21(25 vs. trip) <b>Feats</b> Endurance, Skill Focus (Perception) <b>Skills</b> Perception +9	
<b>Special Abilities</b>	
<b>Stampede (Ex)</b> A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2. <b>Smite Evil</b> 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).	

<b>Dretch</b>	<b>CR 2</b> (Augment)
CE Small Outsider (chaotic, demon, evil, extraplanar) <b>Init</b> +0; <b>Senses</b> darkvision 60 ft.; Perception +5	
<b>Defense</b>	
<b>AC</b> 14, touch 11, flat-footed 14 (+3 natural +1 size ) <b>HP</b> 22 (2d10+11) <b>Fort</b> +7, <b>Ref</b> +0, <b>Will</b> +3 <b>DR</b> 5/cold iron or good <b>Immune</b> electricity, poison <b>Resist</b> acid 10, cold 10, fire 10	
<b>Offense</b>	
<b>Speed</b> 20 ft. <b>Melee</b> 2 x Claws +6 (1d4+3), Bite +6 (1d4+3) <b>Spell-Like Abilities</b> (CL 2nd) 1/day—cause fear (DC 11), stinking cloud (DC 13), summon (level 1, 1 dretch 35%)	
<b>Statistics</b>	
<b>Str</b> 16, <b>Dex</b> 10, <b>Con</b> 18, <b>Int</b> 5, <b>Wis</b> 11, <b>Cha</b> 11 <b>Base Atk</b> +2, <b>CMB</b> +4, <b>CMD</b> 14 <b>Feats</b> Toughness <b>Skills</b> Escape Artist +7, Perception +5, Stealth +9 <b>Languages</b> Abyssal (cannot speak), Telepathy 100ft. (limited to Abyssal-speaking targets)	

<b>Boar</b>	<b>CR 2</b> (Augment, Celestial)
N Medium Animal <b>Init</b> +0; <b>Senses</b> low-light vision, scent darkvision 60 ft. ; Perception +6	
<b>Defense</b>	
<b>AC</b> 14, touch 10, flat-footed 14 (+4 natural ) <b>HP</b> 22 (2d8+13) <b>Fort</b> +8, <b>Ref</b> +3, <b>Will</b> +1 <b>Resist</b> cold 5, acid 5, electricity 5 <b>SR</b> 7	
<b>Offense</b>	
<b>Speed</b> 40 ft. <b>Melee</b> Gore +6 (1d8+7) <b>Special Attacks</b> Ferocity (Ex), Smite Evil	
<b>Statistics</b>	
<b>Str</b> 21, <b>Dex</b> 10, <b>Con</b> 21, <b>Int</b> 2, <b>Wis</b> 13, <b>Cha</b> 4 <b>Base Atk</b> +1, <b>CMB</b> +6, <b>CMD</b> 16 <b>Feats</b> Toughness <b>Skills</b> Perception +6	
<b>Special Abilities</b>	
<b>Ferocity (Ex)</b> A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score. <b>Smite Evil</b> 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (2) against evil foes; smite persists until target is dead or the celestial creature rests).	

<b>Electric Eel</b>	<b>CR 2</b> (Augment, Celestial)
N Small Animal <b>Init</b> +6; <b>Senses</b> low-light vision darkvision 60 ft. ; Perception +4	
<b>Defense</b>	
<b>AC</b> 15, touch 13, flat-footed 13 (+2 Dex +2 natural +1 size ) <b>HP</b> 21 (2d8+12) <b>Fort</b> +9, <b>Ref</b> +5, <b>Will</b> +0 <b>Resist</b> cold 5, acid 5, electricity 5 <b>Resist</b> electricity 10 <b>SR</b> 7	
<b>Offense</b>	
<b>Speed</b> 5 ft., swim 30 ft. <b>Melee</b> Bite +5 (1d6+3), Tail +0 touch (1d6+1 electricity) <b>Special Attacks</b> Electricity (Ex), Smite Evil	
<b>Statistics</b>	
<b>Str</b> 17, <b>Dex</b> 14, <b>Con</b> 23, <b>Int</b> 1, <b>Wis</b> 10, <b>Cha</b> 6 <b>Base Atk</b> +1, <b>CMB</b> +3 (can't be tripped), <b>CMD</b> 15 <b>Feats</b> Improved Initiative <b>Skills</b> Escape Artist +12, Perception +4, Stealth +10, Swim +11	
<b>Special Abilities</b>	
<b>Electricity (Ex)</b> An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 17 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based. <b>Smite Evil</b> 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (2) against evil foes; smite persists until target is dead or the celestial creature rests).	

<b>Cheetah</b>	<b>CR 2</b> (Augment, Celestial)
N Medium Animal <b>Init</b> +8; <b>Senses</b> low-light vision, scent darkvision 60 ft. ; Perception +5	
<b>Defense</b>	
<b>AC</b> 15, touch 14, flat-footed 11 (+4 Dex +1 natural ) <b>HP</b> 25 (3d8+12) <b>Fort</b> +7, <b>Ref</b> +7, <b>Will</b> +2 <b>Resist</b> cold 5, acid 5, electricity 5 <b>SR</b> 7	
<b>Offense</b>	
<b>Speed</b> 50 ft., sprint <b>Melee</b> Bite +7 (1d6+5 plus trip), 2 x Claws +7 (1d3+5) <b>Special Attacks</b> Sprint (Ex), Smite Evil	
<b>Statistics</b>	
<b>Str</b> 21, <b>Dex</b> 19, <b>Con</b> 19, <b>Int</b> 2, <b>Wis</b> 12, <b>Cha</b> 6 <b>Base Atk</b> +2, <b>CMB</b> +7, <b>CMD</b> 21 (25 vs. trip) <b>Feats</b> Improved Initiative, Weapon Finesse <b>Skills</b> Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass)	
<b>Special Abilities</b>	
<b>Sprint (Ex)</b> Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge. <b>Smite Evil</b> 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).	

**Constrictor Snake CR 2** (Augment, Celestial)

N Medium Animal

**Init** +3; **Senses** scent darkvision 60 ft. ; Perception +12**Defense****AC** 15, touch 13, flat-footed 12 (+3 Dex +2 natural )  
**HP** 25 (3d8+12)**Fort** +6, **Ref** +6, **Will** +2**Resist** cold 5, acid 5, electricity 5**SR** 7**Offense****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** Bite +7 (1d4+7 plus grab)**Special Attacks** constrict (1d4+7), Smite Evil**Statistics****Str** 21, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2, **CMB** +7 (+11 grapple), **CMD** 20 (can't be tripped)**Feats** Skill Focus (Perception), Toughness**Skills** Acrobatics +15, Climb +13, Perception +12, Stealth +11, Swim +13**Special Abilities****Constrict (Ex)** (1d4+7) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).**Giant Ant (Soldier) CR 2** (Augment, Celestial)

N Medium Vermin

**Init** +0; **Senses** darkvision 60 ft., scent ; Perception +5**Defense****AC** 15, touch 10, flat-footed 15 (+5 natural )**HP** 22 (2d8+13)**Fort** +8, **Ref** +0, **Will** +1**Resist** cold 5, acid 5, electricity 5**Immune** mind-affecting effects **SR** 7**Offense****Speed** 50 ft., climb 20 ft.**Melee** Bite +5 (1d6+4 plus grab), Sting +5 (1d4+4 plus poison)**Special Attacks** Poison (Ex), Smite Evil**Statistics****Str** 18, **Dex** 10, **Con** 21, **Int** -, **Wis** 13, **Cha** 11**Base Atk** +1, **CMB** +5 (+9 grapple), **CMD** 15 (23 vs. trip)**Feats** Toughness**Skills** Climb +12, Perception +5, Survival +5**Special Abilities****Poison (Ex)** Sting - injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (2) against evil foes; smite persists until target is dead or the celestial creature rests).**Wolverine CR 2** (Augment, Celestial)

N Medium Animal

**Init** +2; **Senses** low-light vision, scent darkvision 60 ft. ; Perception +10**Defense****AC** 14, touch 12, flat-footed 12 (+2 Dex +2 natural )**HP** 28 (3d8+15)**Fort** +7, **Ref** +5, **Will** +2**Resist** cold 5, acid 5, electricity 5**SR** 7**Offense****Speed** 30 ft., burrow 10 ft., climb 10 ft.**Melee** 2 x Claws +6 (1d6+4), Bite +6 (1d4+4)**Special Attacks** Rage (Ex), Smite Evil**Statistics****Str** 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +2, **CMB** +6, **CMD** 18 (22 vs. trip)**Feats** Skill Focus (Perception), Toughness**Skills** Climb +12, Perception +10**Special Abilities****Rage (Ex)** Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).**Shark CR 2** (Augment, Celestial)

N Large Animal

**Init** +5; **Senses** blindsense 30 ft., keen scent darkvision 60 ft. ; Perception +8**Defense****AC** 14, touch 10, flat-footed 13 (+1 Dex +4 natural -1 size )**HP** 30 (4d8+12)**Fort** +9, **Ref** +5, **Will** +2**Resist** cold 5, acid 5, electricity 5**SR** 7**Offense****Speed** swim 60 ft.**Melee** Bite +7 (1d8+7)**Special Attacks** Smite Evil**Statistics****Str** 21, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +3, **CMB** +9, **CMD** 20**Feats** Great Fortitude, Improved Initiative**Skills** Perception +8, Swim +13**Special Abilities****Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (4) against evil foes; smite persists until target is dead or the celestial creature rests).**Ape CR 2** (Augment, Celestial)

N Large Animal

**Init** +2; **Senses** low-light vision, scent darkvision 60 ft. ; Perception +8**Defense****AC** 14, touch 11, flat-footed 12 (+2 Dex +3 natural -1 size )**HP** 25 (3d8+12)**Fort** +9, **Ref** +5, **Will** +2**Resist** cold 5, acid 5, electricity 5**SR** 7**Offense****Speed** 30 ft., climb 30 ft.**Melee** 2 x Slam +5 (1d6+4)**Space** 10 ft. **Reach** 10 ft.**Special Attacks** Smite Evil**Statistics****Str** 19, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +2, **CMB** +7, **CMD** 19**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +16, Perception +8**Special Abilities****Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).**Monitor Lizard CR 2** (Augment, Celestial)

N Medium Animal

**Init** +2; **Senses** low-light vision, scent darkvision 60 ft. ; Perception +8**Defense****AC** 15, touch 12, flat-footed 13 (+2 Dex +3 natural )**HP** 28 (3d8+15)**Fort** +10, **Ref** +5, **Will** +2**Resist** cold 5, acid 5, electricity 5**SR** 7**Offense****Speed** 30 ft., swim 30 ft.**Melee** Bite +7 (1d8+7 plus grab and poison)**Special Attacks** Smite Evil**Statistics****Str** 21, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2, **CMB** +7 (+11 grapple), **CMD** 19 (23 vs. trip)**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Climb +9, Perception +8, Stealth +10 (+10 in undergrowth), Swim +13**Special Abilities****Poison (Ex)** Bite—injury; save Fort DC 16; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.**Smite Evil** 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (3) against evil foes; smite persists until target is dead or the celestial creature rests).

