

Gressfall Skeleton (M)(CR $\frac{1}{3}$): XP 135

NE Medium [undead](#); **Init** +6; **Senses** [darkvision](#) 60ft.; [Perception](#) +0

DEFENSE

AC 16, [touch](#) 12, [flat-footed](#) 14 (+2 [armor](#), +2 [Dex](#), +2 [natural](#)), **hp** 4 (1d8), **Fort** +0, **Ref** +2, **Will** +2
DR 5/bludgeoning; **Immune** cold, [undead traits](#)

OFFENSE

Speed 30 ft.

Melee [broken](#) scythe +0 (2d4-2/20x2), or hoe (+0 1d8-2/20x2)

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 14

Feats [Improved Initiative](#)^B

Gear [broken](#) chain shirt, [broken](#) scythe or hoe.

Bear (M)(CR $\frac{1}{2}$): XP 200

N Small [vermin](#), **Init** +2; **Senses** [darkvision](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 18, [touch](#) 13, [flat-footed](#) 16 (+2 [Dex](#), +5 [natural](#), +1 size), **hp** 5 (1d8+1), **Fort** +3, **Ref** +1, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +0 (1d3 plus [grab](#))

Special Attacks [constrict](#) (1d3) (done on grapple success)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1 (+3 grapple); **CMD** 10 (22 vs. trip)

Skills [Perception](#) +4; **Racial Modifiers** +4 [Perception](#), +8 [Climb](#)

GRAB: Roll CMB vs static CMD, on success, perform 1d3 constrict. Next turn, +5 bonus to CMB vs CMD - success is 1d3 claw plus 1d3 constrict.

Player must roll CMB vs CMD static to escape, or roll escape artist (DC of CMD). May attack with -2 penalty on one-handed weapon. Casting concentration DC is: (10 + attacker's CMB + spell level)

Large Bear (M)(CR1): XP 400

N Medium [vermin](#), **Init** +0; **Senses** [darkvision](#) 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +4

DEFENSE

AC 12, [touch](#) 10, [flat-footed](#) 12 (+2 [natural](#))
hp 16 (3d8+3), **Fort** +4, **Ref** +1, **Will** +1,
Immune mind-affecting effects

OFFENSE

Speed 60 ft., climb 40 ft.

Melee 2 claws +2 (1d4), bite +2 (1d4)

Special Attacks [rend](#) (2 claws, 2d4)

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 12 (24 vs. [trip](#))

Skills [Climb](#) +8, [Perception](#) +4, [Stealth](#) +0 (+12 in caves); **Racial Modifiers** +8 [Climb](#), +4 [Perception](#), +12 [Stealth](#) in caves