

Unliving Fire Elf (MR)(CR½): XP 200**Elf Adept 2**NE Medium [humanoid](#) ([human](#), [Elf](#))Init -1; **Senses** [darkvision](#) 60 ft.; [Perception](#) +2**DEFENSE****AC** 11, [touch](#) 9, [flat-footed](#) 11 (+2 [armor](#), -1 [Dex](#)), **hp** 11 (2d6+4), **Fort** +1, **Ref** +1, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** [dagger](#) +0 (1d4-1/19-20)**Adept Spells Prepared** (CL 2nd; [concentration](#) +4)1st— 2 x [burning hands](#) (reflex DC 13)0th (at will)— [touch of fatigue](#) (fortitude DC 12)**STATISTICS****Str** 9, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +1; **CMB** +0; **CMD** 9**Feats** [Combat Casting](#)**Skills** [Heal](#) +9, [Intimidate](#) +2, [Knowledge](#) (religion) +5**Languages** Common, [Elf](#)**Combat Gear** [scroll of bless](#), [scrolls of cure light wounds](#) (2)**Burning Hands:** VS 14ft cone, 2d4 fire, reflex DC13/half.**Touch of Fatigue:** VSM(sweat) touch, fortitude DC 12; can neither run nor [charge](#), -2 penalty to [Strength](#) and [Dexterity](#).**Unliving Magic Missile Elf (MR)(CR½): XP 200****Elf Adept 2**NE Medium [humanoid](#) ([human](#), [Elf](#))Init -1; **Senses** [darkvision](#) 60 ft.; [Perception](#) +2**DEFENSE****AC** 11, [touch](#) 9, [flat-footed](#) 11 (+2 [armor](#), -1 [Dex](#)), **hp** 11 (2d6+4), **Fort** +1, **Ref** +1, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** [dagger](#) +0 (1d4-1/19-20)**Adept Spells Prepared** (CL 2nd; [concentration](#) +4)1st—2 x [magic missile](#)0th (at will)— [touch of fatigue](#) (fortitude DC 12)**STATISTICS****Str** 9, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +1; **CMB** +0; **CMD** 9**Feats** [Combat Casting](#)**Skills** [Heal](#) +9, [Intimidate](#) +2, [Knowledge](#) (religion) +5**Languages** Common, [Elf](#)**Combat Gear** [scrolls of cure light wounds](#) (1)**Magic Missile:** 120ft 1d4+1 force.**Touch of Fatigue:** VSM(sweat) touch, fortitude DC 12; can neither run nor [charge](#), -2 penalty to [Strength](#) and [Dexterity](#).**Unliving Summoning Elf (MR)(CR½): XP 200****Elf Adept 2**NE Medium [humanoid](#) ([human](#), [Elf](#))Init -1; **Senses** [darkvision](#) 60 ft.; [Perception](#) +2**DEFENSE****AC** 11, [touch](#) 9, [flat-footed](#) 11 (+2 [armor](#), -1 [Dex](#)), **hp** 11 (2d6+4), **Fort** +1, **Ref** +1, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** [dagger](#) +0 (1d4-1/19-20)**Adept Spells Prepared** (CL 2nd; [concentration](#) +4)1st— 2 x [summon monster 1](#) (lasts 2 rounds)0th (at will)— [touch of fatigue](#) (fortitude DC 12)**STATISTICS****Str** 9, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +1; **CMB** +0; **CMD** 9**Feats** [Combat Casting](#)**Skills** [Heal](#) +9, [Intimidate](#) +2, [Knowledge](#) (religion) +5**Languages** Common, [Elf](#)**Combat Gear** [scroll of bless](#), alchemist's fire (2)**Summon Monster 1:** VSF, 1 full round, Fire Beetle.

Concentration = 11 + damage dealt, lasts 2 rounds

Touch of Fatigue: VSM(sweat) touch, fortitude DC 12; can neither run nor [charge](#), -2 penalty to [Strength](#) and [Dexterity](#).**Summoned Fire Beetle (M)(CR½):**N Small [celestial](#)/[fiendish vermin](#) Init +0; **Senses** [darkvision](#) 60 ft.; [Perception](#) +0**DEFENSES****AC** 12, **touch** 11, **flat-footed** 12 (+1 natural, +1 size), **hp** 4 (1d8), **Fort** +2, **Ref** +0, **Will** +0**SR 5 (1d20 + caster level DC5)**

Celestial – Resist Acid, Cold, and Electricity 5

Fiendish – Resist Cold and Fire 5

Immune mind-affecting effects

OFFENSE**Speed** 30 ft., fly 30 ft. (poor)**Melee** bite +1 (1d4)**Special Attacks** Smite evil/good**STATISTICS****Str** 10 [14], **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7**Base Atk** +0; **CMB** -1; **CMD** 9 (17 vs. trip)**Skills** [Fly](#) +2**SQ** luminescence**Smite evil/good:** 1/day as a swift action (adds +1)

against evil/good foes; smite persists until target is dead or the celestial/fiendish creature rests).

Unliving Rabbit (M)(CR½): XP 200

N Medium [animal](#), **Init** +3; **Senses** [low-light vision](#), [scent](#); [Perception](#) +4

DEFENSE

AC 15, [touch](#) 13, [flat-footed](#) 12 (+3 [Dex](#), +2 [natural](#))
hp 6 (1d8+2)
Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 50 ft.
Melee ankle bite +1 (1d6+1 plus [trip](#))

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7
Base Atk +0; **CMB** +1; **CMD** 14
Feats [Skill Focus](#) ([Acrobatics](#))
Skills [Acrobatics](#) +14 (+18 when jumping), [Perception](#) +4

Unliving Cat (M)(CR½): XP 135

N Tiny [animal](#), **Init** +3; **Senses** low-light vision; [Perception](#) +10

DEFENSE

AC 15, [touch](#) 15, [flat-footed](#) 12 (+3 [Dex](#), +2 [size](#)), **hp** 4 (1d8), **Fort** +2, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6
Base Atk +0; **CMB** +1; **CMD** 9
Feats [Weapon Finesse](#)
Skills [Fly](#) +7, [Perception](#) +10, [Stealth](#) +15; **Racial Modifiers** +4 [Perception](#), +4 [Stealth](#)

Unliving Rat (M)(CR¼): XP 100

N Tiny [animal](#), **Init** +1; **Senses** [low-light vision](#); [Perception](#) -1

DEFENSE

AC 13, [touch](#) 13, [flat-footed](#) 12 (+1 [Dex](#), +2 [size](#))
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.
Melee tail slap +2 (1d3)

STATISTICS

Str 11, **Dex** 12, **Con** 12, **Int** 2, **Wis** 9, **Cha** 5
Base Atk +0; **CMB** -1; **CMD** 9 (13 vs. [trip](#))
Feats [Lightning Reflexes](#)
Skills [Climb](#) +4, [Stealth](#) +9 (+13 in grass); **Racial Modifiers** +4 [Stealth](#) in grass

Unliving Alchemist (MR)(CR2): XP 600

[Elf cleric](#) 3, NE Medium [humanoid](#), **Init** +0; **Senses**, [Perception](#) +6, **Aura** [evil](#)

DEFENSE

AC 17, [touch](#) 10, [flat-footed](#) 17 (+7 [armor](#)), **hp** 26 (3d8+9)
Fort +7, **Ref** +1, **Will** +6

OFFENSE

Speed 20 ft.
Melee mwk scythe +5 (2d4+1/x4)
Special: 2x [channel negative energy](#) ([Will](#) DC10 half 2d6)
Spell-Like Abilities (CL 3rd; [concentration](#) +6)
6/day— [bleeding touch](#) (touch 1d6 +1 rnd, DC15 heal)
Cleric Spells Known (CL 3rd; [concentration](#) +6)
1x 2nd— [cure mod wounds](#) (2d8+3), [spiritual weapon](#)
2x 1st— [cure light wounds](#) (1d8+3)

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 17, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 13
Feats [Combat Casting](#), [Great Fortitude](#), [Weapon Focus](#)
Skills [Heal](#) +9, [Knowledge](#) (religion) +7, [Perception](#) +6, [Spellcraft](#) +7
Languages Common, Elvish
Combat Gear [potion](#) of [cure moderate wounds](#); **Other Gear** mwk scythe, +1 [breastplate](#)

Spiritual Weapon: Ghostly scythe +5 (1d8+1), 3-rounds, can attack, or move and attack once per round.