**MOON SPIDER**

**XP 600**

NE Medium magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +10

**DEFENSE**

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

**hp** 22 (3d10+6)

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

**OFFENSE**

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

**Melee** bite +4 (1d6+1 plus poison)

**Special Attacks** poison, web (+11 ranged touch, DC 19, 10 hp, DR 5/slashing)

**Spell-Like Abilities** (CL 5th; concentration +3)

3/day—*obscuring mist*

1/day—*gaseous form*

**STATISTICS**

**Str** 12, **Dex** 15, **Con** 14, **Int** 5, **Wis** 14, **Cha** 7

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Ability Focus (poison), Improved Initiative

**Skills** Climb +21, Perception +10, Stealth +10; **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth

**Languages** Common (can’t speak)

**SQ** moon spider webs

**SPECIAL ABILITIES**

**Moon Spider Webs (Ex)** The webs created by a moon spider are especially strong and sticky, and the creatures weave net-like snares to trap their enemies. A moon spider’s web attack is a ranged touch attack with a +6 racial bonus to the save DC needed to burst or escape the web. The spider also holds a trailing tether that prevents an entangled creature from moving away from the spider until it gets free.

Moon spiders frequently set web traps throughout areas where they live. Anyone who enters a square of moon spider web must succeed at a **Reflex save (DC 13)** or become entangled as though it had been hit by a web attack (though the spider doesn’t have a tether to it). If a creature that is already entangled enters a square of moon spider web, it must save again or become grappled. The save DC is Constitution-based.

A moon spider’s webs have **10 hit points and DR 5/ slashing**. A web that’s set on fire takes an additional 1d6 points of fire damage each round until it’s destroyed.

**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 5 rounds; *effect* 1d3 Str; *cure* 1 save.

**SPIKED PIT TRAP**

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** location; **Reset** moon spider webbing

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area)

When a pit trap is triggered, the moon spider rushes out of its alcove, pushes the pit trap door into the closed position, and webs the trap shut again. This is a full-round action for the spider, and because it’s underneath the door, it has cover from any PCs in the hallway above. The webbing won’t hold the pit trap shut against a determined attack. A single creature can force the trap door open with a successful DC 15 Strength check. Of course, if a character stands on the trap door to force it open, she falls into the pit when she succeeds. Once the doors are open, quick-thinking PCs can wedge them in that position with a successful DC 10 Disable Device check.

**HUMAN SKELETON**

**XP 135**

NE Medium [undead](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#undead)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#undead-traits)

OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

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

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

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative)B

**Gear** broken chain shirt, broken scimitar

**BONE PRIEST (Gorloth)**

**XP 1,200**

LE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 37 (5d8+15)

**Fort** +4, **Ref** +3, **Will** +7

**Defensive Abilities** channel resistance +2; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk bastard sword +7 (1d10+3/19–20) or

slam +5 (1d4+3)

**Special Attacks** death drink, unnerving gaze

**Spells Prepared** (CL 3rd; concentration +6)

2nd—*hold person* (DC 15), *spiritual weapon*, *touch of idiocy* D (DC 15)

1st—*cause fear* (DC 14), *command* (DC 14), *lesser confusion* D (DC 14), *protection from good*

0—*detect magic*, *guidance*, *read magic*, *resistance*

**D** domain spell; **Domain** Madness

**Spiritual weapon (spell):** +6 (1d8+1/19-20)

**STATISTICS**

**Str** 14, **Dex** 15, **Con** —, **Int** 11, **Wis** 16, **Cha** 17

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Combat Casting, Improved Initiative, Weapon Focus (bastard sword)

**Skills** Intimidate +11, Knowledge (religion) +8, Perception +11, Stealth +10

**Languages** Common, Undercommon

**SPECIAL ABILITIES**

**Death Drink (Su)** When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn’t need to be touching the creature to use this ability.

**Spells** A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

**Unnerving Gaze (Su)** A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30- foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**HOLD PERSON**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, F/DF (a small, straight piece of iron)

**Range**medium (100 ft. + 10 ft./level)

**Target** one humanoid creature

**Duration** 1 round/level (D); see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) negates; **DC15**; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

The subject becomes [paralyzed](http://paizo.com/pathfinderRPG/prd/glossary.html#paralyzed) and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is [paralyzed](http://paizo.com/pathfinderRPG/prd/glossary.html#paralyzed) cannot flap its wings and falls. A swimmer can't swim and may drown.

**TOUCH OF IDIOCY**

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 10 min./level

**Saving Throw** no; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's [Intelligence](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#intelligence), [Wisdom](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#wisdom), and [Charisma](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#charisma-new) scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

**SPIRITUAL WEAPON**

**School** evocation [force]; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range**medium (100 ft. + 10 ft./level)

**Effect**magic weapon of force

**Duration** 1 round/level (D)

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your [Wisdom](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#wisdom) modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have [damage reduction](http://paizo.com/pathfinderRPG/prd/glossary.html#damage-reduction). As a force effect, it can strike [incorporeal](http://paizo.com/pathfinderRPG/prd/glossary.html#incorporeal) creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon*is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon*cannot be attacked or harmed by physical attacks, but [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#dispel-magic), [*disintegrate*](http://paizo.com/pathfinderRPG/prd/spells/disintegrate.html#disintegrate), a [*sphere of annihilation*](http://paizo.com/pathfinderRPG/prd/magicItems/artifacts.html#sphere-of-annihilation), or a [*rod of cancellation*](http://paizo.com/pathfinderRPG/prd/magicItems/rods.html#rod-of-cancellation)affects it. A *spiritual weapon*'s [AC](http://paizo.com/pathfinderRPG/prd/combat.html#armor-class) against touch attacks is 12 (10 + size bonus for Tiny object).

**CAUSE FEAR**

**School** necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature with 5 or fewer HD

**Duration** 1d4 rounds or 1 round; see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) partial; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

The affected creature becomes [frightened](http://paizo.com/pathfinderRPG/prd/glossary.html#frightened). If the subject succeeds on a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save, it is [shaken](http://paizo.com/pathfinderRPG/prd/glossary.html#shaken) for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear*counters and dispels *remove fear*.

**SPIDER SWARM**

**XP 400**

N Diminutive [vermin](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#vermin) ([swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype))

**Init** +3; **Senses** darkvision 60 ft., [tremorsense](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html" \l "tremorsense) 30 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +4

DEFENSE

**AC**17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 9 (2d8)

**Fort** +3, **Ref** +3, **Will** +0

**Defensive Abilities** [swarm traits](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#swarm-subtype); **Immune** mind-affecting effects, weapon damage

OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** swarm (1d6 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison) and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#distraction) (DC 11)

STATISTICS

**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk**+1; **CMB** —; **CMD** —

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +11, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +4; **Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception); uses Dexterity for [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) checks

ECOLOGY

**Environment** any

**Organization**solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

**Treasure**none

SPECIAL ABILITIES

**Poison (Ex)**Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

**Distraction (Ex)** A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.