

The Enigma Vaults

Constrictor Snakes (2)

XP 800 each

N Advanced Medium animal

Init +5; **Senses** scent; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)**hp** 25 (3d8+12)**Fort** +6, **Ref** +8, **Will** +4

OFFENSE

Speed 20 ft., climbing 20 ft., swimming 20 ft.**Melee** bite +7 (1d4+7 plus grab)**Special Attacks** constrict (1d4+7)

STATISTICS

Str 21, **Dex** 21, **Con** 16, **Int** 1, **Wis** 16, **Cha** 6**Base Atk** +2; **CMB** +7 (+11 Grappling); **CMD** 22 (can't be Tripped)**Feats** Skill Focus (Perception), Toughness +3**Skills** Acrobatics +17 (+13 jump), Climb +13, Perception +14, Stealth +13, Swim +13**Alien Deinonychus Skeletons (2)**

XP 800 each

Advanced variant deinonychus skeleton

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 18 each (4d8)**Fort** +1, **Ref** +4, **Will** +4**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 60 ft.**Melee** 2 bites +5 (1d6+2), foreclaws +0 (1d4+1), 2 talons +5 (1d8+2)

STATISTICS

Str 15, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Improved Initiative

Mercenary Thugs (4)

XP 200 each

Tiefling rogue 1

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 10 (1d8+2)**Fort** +2, **Ref** +5, **Will** +1**Resist** cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** short sword +3 (1d6+1/19–20)**Ranged** light crossbow +3 (1d8/19–20)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 1st); 1/day—*darkness***STATISTICS****Str** 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +1; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth**Languages** Abyssal, Common, Infernal**SQ** fiendish sorcery, trapfinding**Other Gear** studded leather armor, short sword, light crossbow with 20 bolts**Hungry Eyes of Melos (Leech Swarm)**

XP 1,200

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +6, **Will** +2**Immune** mind-affecting effects, swarm traits, weapon damage**Weaknesses** susceptible to salt (see giant leech)**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 15)**STATISTICS****Str** 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +4; **CMB** —; **CMD** —**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8
Stealth in swamps, uses Dexterity to modify Swim checks**SPECIAL ABILITIES****Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.

Advanced Akatas (3)

XP 600 each

N Medium aberration

Init +8; **Senses** darkvision 120ft., scent; Perception +3**DEFENSE****AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)**hp** 19 (2d8+10)**Fort** +5, **Ref** +4, **Will** +6**Defensive Abilities** no breath; **Immune** cold, disease, poison; **Resist** fire 30**Weakness** deaf, salt water vulnerability**OFFENSE****Speed** 40 ft., climbing (20 feet)**Melee** bite +2 (1d6+3 and void bite) and
2 tentacles -1 (1d3+1)**STATISTICS****Str** 16, **Dex** 19, **Con** 20, **Int** 7, **Wis** 16, **Cha** 15**Base Atk** +1; **CMB** +4; **CMD** 18 (22 vs. Trip)**Feats** Improved Initiative**Skills** Acrobatics +8 (+12 jump), Climb +11, Stealth +12 **Racial Modifiers** +4 Stealth, acrobatics (jump) +4**SQ** hibernation**SPECIAL ABILITIES****Deaf (Ex)** Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.**Hibernation (Ex)** Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.**Salt Water Vulnerability (Ex)** Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.**Void Bite (Ex)** Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.**Disease (Ex)** *Void Death*: Bite - injury; save Fort DC 14; onset 1 hour; frequency 1/day; effect 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); cure 2 consecutive saves.

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Cerebric Fungi (2)

XP 800 each

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12**Aura** unsettling appearance (60 ft., DC 14)**DEFENSE****AC** 15, touch 10, flat-footed 15 (+5 natural)**hp** 30 (4d8+12); fast healing 2**Fort** +7, **Ref** +1, **Will** +6**Defensive Abilities** otherworldly mind; **Immune** plant traits, **Resist** cold 5**Weaknesses** vulnerable to sonic**OFFENSE****Speed** 30 ft.**Melee** bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)**Special Attacks** pull (tendrils, 5 ft.), star-shriek**Spell-Like Abilities** (CL 4th; concentration +6)Constant—*detect thoughts* (DC 14)

At will—touch of madness (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)**STATISTICS****Str** 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15**Base Atk** +3; **CMB** +5; **CMD** 15 (21 vs. trip)**Feats** Improved Initiative, Multiattack**Skills** Bluff +6, Diplomacy +6, Perception +12, Stealth +7**Languages** telepathy 100 ft.**SPECIAL ABILITIES****Otherworldly Mind (Ex)** Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.**Star-Shriek (Ex)** Once per day as a full-round action, a cerebric fungus can unleash a shrill scream of madness. All creatures (except other cerebric fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.**Touch of Madness (Sp)** The cerebric fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebric fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.**Unsettling Appearance (Su)** A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

Allips (2)

XP 800 each

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Ochre Jelly

XP 1,600

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 63 (6d8+36)

Fort +8, **Ref** –3, **Will** –3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

The Visitant

XP 4,800

Mi-go cleric of Shub-Niggurath 3

CE Medium plant

Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +17

DEFENSE

AC 22, touch 18, flat-footed 14 (+7 Dex, +1 dodge, +4 natural)

hp 107 (10d8+63)

Fort +14, **Ref** +10, **Will** +9

DR 5/slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +14 (1d4+4 plus grab)

Special Attacks channel negative energy 5/day (DC 13, 2d6), evisceration, sneak attack +2d6, wooden fist (+1, 7 rounds/day)

Spell-Like Ability (CL 3rd; concentration +5)

7/day—touch of chaos

Cleric Spells Prepared (CL 3rd; concentration +7)

2nd—*barkskin*^D, *cure moderate wounds* (DC 16), *hold person* (DC 16)

1st—*cure light wounds* (3), *protection from law*^P

0 (at will)—*bleed* (DC 14), *create water*, *mending*, *stabilize*

D Domain spell; **Domains** Chaos, Plant

TACTICS

During Combat The Visitant starts combat by using its *wand of invisibility* (via Use Magic Device). It then proceeds to use its *summon monster* scrolls. Once it has summoned several allies, it casts *protection from law* and moves to a flanking position—PCs with healing capacities are its preferred targets.

Morale If reduced to fewer than 30 hit points, the Visitant attempts to flee, making for area C14 so it can escape into the woods to the north. If it manages to do so, it can become a harrowing recurring villain.

STATISTICS

Str 18, **Dex** 24, **Con** 23, **Int** 23, **Wis** 18, **Cha** 15

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 29 (37 vs. trip)

Feats Combat Reflexes, Dodge, Selective Channeling, Skill Focus (Use Magic Device), Weapon Finesse

Skills Bluff +19, Disguise +19, Fly +24, Heal +17, Knowledge (religion) +19, Perception +17, Spellcraft +19, Use Magic Device +18

Languages Aklo, Azlanti, Mi-Go; cannot speak

SQ deceptive, item creation, no breath, starflight

Gear *scroll of summon monster III*, *scroll of summon monster IV*, *wand of charm monster* (10 charges), *wand of invisibility* (15 charges), *wand of sound burst* (15 charges)

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception, and gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or creatures it has grappled. When a mi-go succeeds at a grapple check (in addition to any other effects caused by a successful check), it deals its sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take an additional 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) All mi-go possess the ability to create strange items that blur the line between magic and technology, given time and resources. But this mi-go doesn't have time to take advantage of this ability during this adventure.

Starflight (Su) A mi-go can survive in the void of outer space, and flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months while a trip beyond should take 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.