

Mimicry (Ex) **Doppelganger**

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

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Magic Circle against Evil (Su) **Neutral Unicorn**

This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

Magical Strike (Ex) **Neutral Unicorn**

A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su) +17 **Neutral Unicorn**

This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

Powerful Charge (Ex) (Gore 2d8+8) **Neutral Unicorn**

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description. *Format:* powerful charge (gore, 4d8+24); *Location:* Special Attacks.

Aura of Sobs (Su) **Attic Whisperer**

All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) **Attic Whisperer**

A creature bit by an attic whisperer must make a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using *dispel magic*, *remove curse*, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) **Attic Whisperer**

Any creature hit by an attic whisperer's touch must make a DC 16 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

Mark Quarry (Su) **Crawling Hand**

A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Locate Creature **Crawling Hand**

School divination; **Level** bard 4, sorcerer/wizard 4

Components: V, S, M (fur from a bloodhound)

Duration 10 min./level

This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *non-detection*, and *polymorph* spells.

Locate Object

School divination; **Level** bard 2, cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F/DF (a forked twig)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* and *non-detection* fool it.

Strangle (Ex) **Crawling Hand**

An opponent grappled by the creature cannot speak or cast spells with verbal components. *Format:* strangle; *Location:* Special Attacks.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Crawling Hand**Blood-Freezing Howl (Su)**

As a standard action, a voonith can unleash a bloodcurdling howl. All creatures within a 30-foot-radius burst must succeed at a DC 15 Will save or become dazed for 1 round and then shaken for an additional 1d6 rounds. Any creature that makes a successful save against a voonith's howl is immune to the same voonith's howl for 24 hours. This is a sonic mind-affecting fear effect. The save DC is Charisma-based.

Voonith**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). *Format:* pounce; *Location:* Special Attacks.

Voonith**Otherworldly Touch (Ex)**

A zoog's natural attacks can strike incorporeal creatures as if they were *ghost touch* weapons.

Zoog**Spell Sight (Su)**

A zoog's eyes radiate normal light in a 15-foot cone and increase the light level by one step for an additional 15 feet beyond that area. Any magic effect in this area glows faintly. This glow does not reveal the magic effect's school or strength. A zoog can quell or renew this light as a swift action.

Zoog**Bewildering Assault (Su)**

If an esipil makes a successful critical hit with one of its natural attacks, the target is confused for 1 round.

Esipil Sakhil**Beast Shape II (Tiny cat or dog)**

School transmutation (polymorph); **Level** sorcerer/wizard 4

Esipil Sakhil

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

Beast Shape I

School transmutation (polymorph); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Easy to Call (Ex):

Sakhils count as having 4 fewer Hit Dice (minimum 2) for purposes of spells or effects that call outsiders, such as *planar binding*. However, they receive a racial bonus equal to 1/2 their Hit Dice on Charisma checks to break free of *planar binding* spells and similar effects, and their spell resistance counts as if it were 5 higher for the purpose of breaking free of *planar binding* spells and similar effects.

Esipil Sakhil**Skip Between (Su):**

Many sakhils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt* (CL 15th).

Esipil Sakhil**Spirit Touch (Ex):**

A sakhil's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Esipil Sakhil**Emotional Focus (Ex):**

Whenever a sakhil casts a spell or uses a spell-like ability or effect with the emotionUM or fear descriptors that allows a saving throw, the DC is increased by 2.

Esipil Sakhil**Look of Fear (Su): 30' DC 14. 1 rd.**

All sakhils have a gaze attack that instills dread in those they look upon. This gaze attack has a range of 30 feet (though when a sakhil is on the Ethereal Plane, it functions against creatures on the Material Plane that can see ethereal creatures), and can be negated by a Will save—the exact effects caused by a particular sakhil's look of fear depend on the type of sakhil. All sakhils are immune to their own look of fear and that of other sakhils. This is a mind-affecting fear effect. The save DC is Charisma-based and includes the +2 bonus from the sakhil's emotional focus ability.

Esipil Sakhil

Gaze (Su)**Esipil Sakhil**

A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC = 10 + 1/2 the gazing creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to attempt the saving throw by not looking at the creature in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to attempt a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (this is also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to attempt a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Grab (Ex) (Small)**Esipil Sakhil**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Night Terrors (Su): (DC 17)**The Tatterman**

Once a nightmare creature enters a target's mind with its *dream* or *nightmare* spell-like ability, it can attempt to control the target's dream. If the target fails a Will saving throw, it remains asleep and trapped in the dream world with the nightmare creature. Thereafter, the nightmare creature controls all aspects of the dream. Each hour that passes, the target can attempt another saving throw to try to awaken (it automatically awakens after 8 hours or if the nightmare creature releases it). The target takes 1d4 points of Charisma damage each hour it is trapped in the dream; if it takes any Charisma damage, it is fatigued and unable to regain arcane spells for the next 24 hours. The target dies if this Charisma damage equals or exceeds its actual Charisma score.

Fear Aura (Su) (60 feet, DC 17)**The Tatterman**

The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Frightful Presence (Ex) (30 feet, DC 17)**The Tatterman**

This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Anchored to Consciousness (Su)**The Tatterman**

The Tatterman is directly tied to Ulver Zandalus and his consciousness. For the most part, the Tatterman is locked away in the Dimension of Dreams, and can influence only Zandalus's thoughts. The Tatterman can't manifest on the Material Plane while Zandalus is conscious, but when the cult leader sleeps, the Tatterman can haunt the halls of Briarstone Asylum. If Zandalus is killed, the Tatterman can freely walk the waking world.

Nightmare Transformation (Su)**The Tatterman**

Any humanoid slain by the Tatterman's *nightmare* spell-like ability returns to life 1 hour later as a vile creature. If the creature's Charisma score is equal to or higher than its Constitution score, it transforms into a doppelganger. If its Charisma score is lower than its Constitution score, it transforms into a ghoul. A humanoid who becomes a doppelganger or ghoul in this way retains none of the abilities it had in life. The creature is not under the control of the Tatterman, but its alignment changes to evil and it behaves like a normal doppelganger or ghoul in all respects.

Mimicry (Ex)**The Tatterman**

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su)**The Tatterman**

When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Feign Death (Ex): (DC 17)**The Tatterman**

Whenever a nightmare creature is unconscious, it appears dead. A conscious nightmare creature can also make itself appear dead as an immediate action. Any creature that physically interacts with a nightmare creature feigning death must succeed at a Heal check or Will saving throw (DC 10 + 1/2 the nightmare creature's Hit Dice + the nightmare creature's Intelligence or Charisma modifier, whichever is higher) to recognize it is actually alive.

Illusion Resistance (Ex):**The Tatterman**

A nightmare creature automatically disbelieves illusions (no saving throw required) and has a +4 bonus on saving throws to resist illusion effects.

Indescribable Swarm (Ex)**Pallid Wiggler Swarm**

The horror of discovering a swarm that seems normal at first holds a bloodcurdling secret can drive sane folk mad. The first time an intelligent creature encounters a given variety of swarm with this ability, it must succeed at a Will saving throw against the swarm's distraction ability save DC or become shaken for 1 hour or until the swarm is defeated, whichever comes first.

Snort (Ex)**Pallid Wiggler Swarm**

The swarm's strange noises increase the DC of its distraction ability by 2. Additionally, if the swarm spends a full-round action sniffing and searching for targets, the range of its blindsense increases to 60 feet until the end of its next round.

Blind-Fight (Combat)**Oneirogen**

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Obscuring Fog (Sp) 10'**Oneirogen**

An oneirogen is constantly surrounded by strangely colored fog that moves with it. Treat this as *obscuring mist* that fills the area within 10 feet of an oneirogen. A creature 5 feet away in the mist has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). An oneirogen cannot suppress this effect, and its vision is impeded the same as that of any other creature. If the fog is blown or burned away, it reforms in 1d4 rounds.

Planar Split (Ex)**Oneirogen**

An oneirogen is trapped between two planes, effectively harboring an active portal within its failing body. Having connections to multiple planes at once, an oneirogen is always affected by spells like *dismissal* and *banishment*, which force it to the plane to which its portal connects. Additionally, effects like *dimensional anchor* cut off an oneirogen's connection to another plane. Such effects suppress the oneirogen's obscuring fog and veil of mists abilities and make the oneirogen staggered.

Veil of Mists (Su) 5' DC 12**Oneirogen**

Within the obscuring fog that cloaks an oneirogen lie denser eddies of planar potentiality. This fog is charged with extraplanar energies that manifest in a variety of ways depending on the plane to which the oneirogen is linked. While an oneirogen is immune to the effects of these vapors, any creature that enters the mists within 5 feet of the oneirogen is affected (see below). These fumes don't impede vision any more than the oneirogen's obscuring fog ability already does. They can also be blown or burnt away (and recover) in the same manner.

Many oneirogens are linked to the Dimension of Dreams—they spew a sour, yellow fog. Creatures that enter this fog must succeed at a DC 12 Will save or fall asleep. Additionally, they do not receive natural healing from resting for the next 24 hours. The creature can attempt another Will save every round to wake up and can be woken up as if it had been affected by the spell *sleep*. Creatures that succeed at the save to resist this effect are immune to that oneirogen's veil of mists for 24 hours. The save DC is Charisma-based.

Attach (Ex)**Pickled Punk**

When a pickled punk hits with a bite attack, it automatically grapples its foe, though the target is not considered to be grappling the punk. Each round the pickled punk is grappling its foe, it automatically deals bite damage each round.

Death Throes (Ex)**Pickled Punk**

When a pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a DC 12 Fortitude save or be nauseated for 1 round.

Irritant (Ex)**Pickled Punk**

The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 24 hours (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Charisma-based.

Opportune (Ex)**Pickled Punk**

Though Tiny, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.

Briarstone Library

XP 1,200

Complexity 15

Languages Common

Research Check Knowledge (local), Knowledge (history), Knowledge (religion); **Knowledge Bonus +2**

kp 35

Research Thresholds

kp 30 **(Briarstone Asylum)**

Located on Briarstone Isle, Briarstone Asylum was founded in 4585 with the support of Count Haserton Lowls I and Rozenport's Sincomakti School of Sciences. The asylum devotes itself to the treatment of patients with mental diseases and those in need of psychological care. Its staff also pursues humane, nonmagical treatments of such disorders. With the exception of restraints, most physical and surgical treatment methods were phased out at Briarstone over a century ago.

kp 25 **(Briarstone Isle)**

Briarstone was originally intended to be a fort, positioned to protect Thrushmoor and trade along the Danver River from pirates sailing Lake Encarthan. The fort's construction began in 4315 and was plagued by accidents, culminating in the death of its overseer, Captain Anoch Atherton. Construction on the fort was halted and rumors spread that Briarstone Isle was haunted. To expunge the taint of urban legends, Count Haserton Lowls I convinced the church of Pharamasma to perform a successful, island-wide exorcism in 4584.

kp 20 **(Briarstone Isle)**

Captain Anoch Atherton didn't die in a construction accident. The overseer of Fort Briar's construction disappeared, only to be discovered a week later, his entrails strewn across the site. After Atherton's death, work halted on the fort's construction, but locals still reported seeing lights in the deserted, half-constructed structure. Rumors attributed the tragedy to the Briarstone Witch and claimed that she'd curse or kill any who trespassed upon her home.

kp 15 **(Briarstone Witch)**

Folklore attributes many disappearances and spates of bad luck in the Thrushmoor region to the Briarstone Witch, an elusive crone said to inhabit Briarstone Isle. The first reports of the Briarstone Witch date to the early 4000s, soon after the founding of Thrushmoor by a congregation of psychopomp-worshiping homesteaders. These tales attribute many good works to the witch and present her as a figure who helped the settlers survive their hard early years. Some tales refer to the witch's servant, called the Tatterman.

kp 10 **(Briarstone Witch)**

The Briarstone Witch was not a legend. She was a Kellid interested in lesser-known cults and occult knowledge. As she shared her esoteric knowledge with Thrushmoor's settlers, she joined them, and as she exhibited her power, she eventually came to lead them. However, in 4050, the report of a Pharasmin inquisitor accused the people of Thrushmoor of engaging in "perverted rites in mockery of Pharamasma and her servants' names."

kp 5 **(Briarstone Witch)**

Encouraged by the Briarstone Witch, the people of Thrushmoor split from both the church and the national government. When emissaries of the state marched to retake control of the town, they found the entire population had disappeared. Although a few gruesome stains marked buildings across the empty town, no other evidence of the people was ever found. The unsettling event became known as the Thrushmoor Vanishing and hundreds of years passed before Thrushmoor was resettled.

kp 0

The partial journal of the daughter of one of Thrushmoor's homesteaders holds an account of life in the town. She refers to the Briarstone Witch as Mother Ariadnah and notes her sitting in council with other town leaders: Father Gierde, Father Weavewood, and Mother Zandalus. The precocious youth directly asks about the Tatterman. While her parents fearfully hush her, Ariadnah tells her not to be afraid, saying that "The Tatterman is only a dream, and a dream can't hurt a good girl like you."

Release Nightmare

School conjuration (creation); **Level 6**

Casting Time 60 minutes

Components V, S, M, F (a candle flame flickering in a darkened room), SC (up to 12)

Skill Checks Heal DC 28, 4 successes; Knowledge (planes) DC 28, 2 successes

Range touch

Duration instantaneous

Saving Throw Will save; **SR** yes

Backlash The primary caster is targeted by the spell *nightmare* every day for the next 1d6 days. The effect has the same DC as this ritual.

Failure The target takes 2d10 points of damage. If this kills the target, the target becomes an oneirogen rather than dying.

EFFECT

This ritual creates a small rift between the Dimension of Dreams and the target's mind. If the target suffers from natural, reoccurring nightmares, the ritual conjures them into a viscous, physical substance that boils forth from the target's mouth and nose, then congeals into an inert, coal-like lump of dead dreamstuff. After this, the target has no natural nightmares for a year and never has those specific nightmares again. This ritual dispels the effect of the *nightmare* spell and makes the target immune to that spell for 1 week.

If the target is the victim of an outsider that can cast *nightmare* as a supernatural or spell-like ability, this ritual attempts to conjure that outsider. The target must have been affected by the outsider's *nightmare* ability within the last 3 days. In this case, upon the ritual's completion, the outsider must succeed at a Will saving throw or be summoned into a space adjacent to the target. If the target has been affected by multiple outsiders' *nightmare* ability, the outsider with the lowest Hit Dice is conjured. The outsider is in no way controlled by the target or the ritual's casters, and likely either attacks those who conjured it or attempts to flee. Outsiders having an ability similar to *nightmare*—such as a night hag with its dream haunting ability—might also be conjured by this effect.

Release Nightmare**School** conjuration (creation); **Level** 6**Casting Time** 60 minutes**Components** V, S, M, F (a candle flame flickering in a darkened room), SC (up to 12)**Skill Checks** Heal DC 28, 4 successes; Knowledge (planes) DC 28, 2 successes**Range** touch**Duration** instantaneous**Saving Throw** Will save; **SR** yes**Backlash** The primary caster is targeted by the spell *nightmare* every day for the next 1d6 days. The effect has the same DC as this ritual.**Failure** The target takes 2d10 points of damage. If this kills the target, the target becomes an oneirogen rather than dying.**EFFECT**

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Scroll Use (Ex)

A ratling can cast spells from any magic scroll as if it had the spell on its spell list.

Ratling**Scroll Use (Ex)**

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Ratch Mamby**Breath Weapon (Su)**

Once every minute, a bhole can expel a prodigious amount of thick slime from its gullet. This breath weapon has a range of 900 feet, and creates a 40-foot-diameter spread of slime in its targeted area. Any creature within this area must succeed at a DC 29 Fortitude save or be stunned for 1d4 rounds. The slime transforms the area it coats into difficult terrain. Furthermore, any creature that is in the area (or that attempts to enter the area) must succeed at a DC 29 Reflex save or be entangled by the slime. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty. The save DC is Constitution-based.

Bhole**Immune to Magical Control (Ex)**

A bhole is immune to nearly all forms of mind control, including all charm, *suggestion*, and dominate spells. It is similarly immune to *magic jar* and possession attempts. *Confusion* and other mind-affecting effects that don't allow another creature to directly control a bhole work normally. Rare effects that allow a creature to manipulate the exact effects of *confusion* on a creature provide one of the few ways to magically control a bhole. Other methods, particularly those tied to strange and powerful artifacts, may work as well.

Bhole**Overwhelming Strength (Ex)**

A bhole always applies 1-1/2 times its Strength modifier on all natural weapon attacks.

Bhole**Awesome Blow (Combat)**

This creature can send opponents flying.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Bhole**Critical Focus (Combat)**

You are trained in the art of causing pain.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.**Bhole****Staggering Critical (Combat, Critical)**

Your critical hits cause opponents to slow down.

Benefit: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Bhole**Vital Strike (Combat)**

You make a single attack that deals significantly more damage than normal.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Bhole**Trample (Ex) (DC 37)**

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to attempt a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Bhole

Swallow Whole (Ex) (20d6 acid damage, AC 26, 29 hp)**Bhore**

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab on page 295), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Death Throes (Su)**Boilborn**

When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 Reflex half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract leprosy.

Disease (Ex)**Hungry Flesh**

Tumor Infestation: Injury; save Fort DC 17; onset 1 minute; frequency 1/day; effect 1d2 Con and 1d2 Cha; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex)**Hungry Flesh**

A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex)**Hungry Flesh**

Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex)**Hungry Flesh**

A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

Amorphous (Ex)**Hungry Flesh**

The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits. *Format:* amorphous; *Location:* Defensive Abilities.

Compression (Ex)**Hungry Flesh**

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Constrict (Ex)**Hungry Flesh**

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). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Grab (Ex)**Hungry Flesh**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Clutches (Ex)**Nightgaunt**

A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Faceless (Ex)**Nightgaunt**

A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Tickle (Ex)**Nightgaunt**

As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Dexterity-based.

All-Around Vision (Ex)**Nightgaunt**

The creature sees in all directions at once. It cannot be flanked. *Format:* all-around vision; *Location:* senses.

No Breath (Ex)

The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Nightgaunt**Grab (Ex)**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Nightgaunt**Dark Half (Su): (3 rounds/day, 1 bleed)**

By allowing the dark forces to overcome you, you can enter a state of instinctual cruelty as a swift action. While you're manifesting your dark half, you increase the DCs of your psychic spells by 1, gain a +2 morale bonus on Will saves, and become immune to fear effects. Whenever you cast a spell that deals damage while manifesting your dark half, you can cause one creature that took damage from the spell to also take 1 point of bleed damage. The amount of bleed damage increases to 2 points at 5th level and to 1d6 points at 13th level. While manifesting your dark half, you can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. You can attempt to return to your normal self as a free action, but must succeed at a concentration check with a DC equal to 10 + your caster level. If you fail, you continue to manifest your dark half and can't attempt to change back for 1 round. You can manifest your dark half for a number of rounds per day equal to 3 + 1/2 your psychic level + your Charisma modifier; when these rounds are expended, you return to your normal self without requiring a concentration check.

Ulver Zandalus**Defensive Prognostication (Su):**

When casting a divination spell, the psychic sees a glimmer of her future. By spending 1 point from her phrenic pool as she casts a divination spell, she gains a +2 insight bonus to AC for a number of rounds equal to the linked spell's level. She can instead spend 2 points to increase the bonus to +4. This amplification can be linked only to divination spells.

Ulver Zandalus**Overpowering Mind (Ex):**

The psychic can spend 2 points from her phrenic pool to increase the Will save DC of the linked spell by 1. At 8th level, she can choose to instead spend 4 points to increase the DC by 2. At 15th level, she can choose to instead spend 6 points to increase the DC by 3. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Ulver Zandalus**Martial Flexibility (Ex): (4/day)**

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Aggra 'Bag Lady' Loomis**Levitate (Will12)**

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a leather loop or golden wire bent into a cup shape)

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

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Taxidermic Wings Haunt**Hydraulic Push (Bull Rush +14)**

School evocation [water]; **Level** druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. *Hydraulic push* extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Hemorrhagic Road Haunt

Animate Rope

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one rope-like object, length up to 50 ft. + 5 ft./level; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

Imprisoned Viscera Haunt

Entangle (Ref 14)

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text; **Spell Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition.

Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Imprisoned Viscera Haunt

Hide From Undead

(*vulnerable to*)

Deadly Dream Haunt

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one touched creature/level

Duration 10 min./level (D)

Saving Throw Will negates (harmless); see text; **Spell Resistance** yes

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.