

### MALNOURISHED DREAM-THING CR 7

Dreamspawn hungry fog (see page 62)  
*A miasma of swirling, nightmarish shapes spill forth from the torn-asunder jaws of a corpse the mists drag in their wake.*

### DREAMSPAWN HUNGRY FOG CR 7

NE Huge outsider (extraplanar) (Bestiary 3 152)  
**Init** -1; Senses blindsight 60 ft., darkvision 60 ft., thoughtsense 60 ft.; **Perception** -5  
**Aura bewitching brume (10 ft., DC 9), discordant feedback (10 ft., DC 9)**

#### DEFENSE

**AC** 7, touch 7, flat-footed 7 (-1 Dex, -2 size)  
**hp** 59 (7d8+28)  
**Fort** +6, **Ref** +1, **Will** -3

Defensive Abilities gaseous, negative energy affinity, span planes; **DR** 10/magic and **DR** 5/good or silver; **Immune acid, electricity, mind-affecting effects, sonic; Resist cold 10**  
Weaknesses vulnerable to wind

#### OFFENSE

Speed 0 ft., fly 15 ft. (perfect)  
Melee **+3 touch (6d6 negative energy)**  
Space 15 ft.; Reach 15 ft.  
Special Attacks **enveloping mists (DC 17, 3d6 negative energy and staggered)**

#### STATISTICS

Str —, Dex 8, Con 18, Int —, Wis 1, Cha 3  
Base Atk +5; **CMB** +7; **CMD** 16 (can't be tripped)

**Skills** Fly +3  
SQ sleepwalker

#### SPECIAL ABILITIES

**Bewitching Brume** (Su) Any creature within 10 feet of a dreamspawn hungry fog or currently being affected by its enveloping mists must succeed at a **DC 9 Will** save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Enveloping Mists** (Ex) A dreamspawn hungry fog can engulf foes as the universal monster rule. A creature engulfed by the fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

**Gaseous** (Ex) A dreamspawn hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

**Vulnerable to Wind** (Ex) A dreamspawn hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

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### DREAM HAUNT CR 8

CE persistent vaporous haunt (30-ft. radius)  
Caster Level 8th  
Notice **Perception DC 20** (to detect warped reality)  
**hp** 36; Trigger proximity; Reset none

Unlike normal haunts, dream haunts are subject to damage from some corporeal sources, though their vaporous nature grants them the incorporeal quality.

They are thus:

**immune to all nonmagical attack forms,**

**take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects (including channeled positive energy),**

**and take full damage from force effects and other incorporeal creatures and effects.**

**Effect** When triggered, dream haunts can produce a wide variety of supernatural, ethereal effects. These versatile effects replicate the reality-warping abilities of a *limited wish* (DC 20 for all effects that allow a save).

Such effects include, but are not limited to the following.

- A dark room or hallway exhibits a menacing presence that taps into a creature's worst nightmares, manifesting as an aversionOA spell in the mind of a single target.
- A single affected target suddenly appears totally naked for 8 rounds and imagines the gaping jeers of an assembled audience. All of the creature's equipment temporarily vanishes for as long as the dream haunt persists, and the character falls under the effects of a crushing despair spell.
- Affected creatures perceive their flesh being devoured by swarms of chittering, hairless rodents and taking damage as if affected by an acid fog spell.
- An inanimate object such as a statue, chest, or tree eerily animates and whispers a dire warning to passersby, as per the magic mouth spell.
- The bloody teeth of creatures in the area quickly fall out and violently fly around the location, dealing 2d6 points of bludgeoning damage to creatures in the room and making the entire area difficult terrain, similar to the stone callAPG spell.
- Whispering shades overwhelm an affected creature with guilt and rage. The creature then begins slicing and tearing at its own flesh, as the terrible remorseUM spell.

## FEVER DREAM ALLEY DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** The addicts' current intoxication and the vivid memories of their shared nightmare conjure an aspect of their fears into the waking world.

All those affected become engulfed in webs, as per *phantasmal web* APG (DC 20). One round later, Langston's body twitches violently as he vomits forth a swarm of spiders (Bestiary 258) that immediately attack PCs, as per the *vomit swarm* APG spell. Anyone affected by the *phantasmal web's* nausea vomits up an additional spider swarm 1 round later that also attacks PCs. These effects last for 8 rounds before the swarms and webs disappear and reality returns to normal. Damaging the webs or the swarms also damages the haunt.

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### PHANTASMAL WEB

School illusion (phantasm) [mind-affecting]; Level bard 5, sorcerer/wizard 5  
Casting Time 1 standard action  
Components V, S  
Range medium (100 ft. + 10 ft./level)  
Target one creature/level, no two of which may be more than 30 ft. apart  
Duration 1 round/level (D)  
Saving Throw Will disbelief, then Fortitude partial; see text; Spell Resistance yes  
You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the phantasmal web are treated as if in a web spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the phantasmal web exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the phantasmal web by moving, even by teleportation. Freedom of movement allows unobstructed movement but does not negate the concealment or nausea effects. Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

*An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.*

## SPIDER SWARM CR 1

N Diminutive vermin (swarm)

**Init +3**; Senses darkvision 60 ft., tremorsense 30 ft.; **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; **Immune mind-affecting effects, weapon damage**

### OFFENSE

Speed 20 ft., climb 20 ft.

Melee **swarm (1d6 plus poison and distraction)**

Space 10 ft.; Reach 0 ft.

Special Attacks **distraction (DC 11)**

### STATISTICS

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

Base Atk +1; **CMB —; CMD —**

Skills Climb +11, Perception +4; Racial Modifiers +4 Perception; uses Dexterity for Climb checks

### 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.

*This floating creature has long brown fur. Its face features a pair of long tusks and a curious elongated trunk for a snout.*

## BAKU CR 8

N Medium magical beast

**Init +9**; Senses darkvision 60 ft., low-light vision;  
**Perception +16**

### DEFENSE

**AC 15**, touch 15, flat-footed 10 (+5 Dex)

**hp 95** (10d10+40)

**Fort +11, Ref +12, Will +8**

**DR 10/cold iron**; Immune mind-affecting effects, sleep; **SR 19**

### OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee **2 claws +15 (1d4+2)**, gore **+15 (1d6+2)**

Special Attacks mental drain

### SPELL-LIKE (CL 10TH; CONC +17)

At will—*invisibility, lullaby, sleep* (DC 18)

3/day—*deep slumber* (DC 20), *dream*

1/day—*ethereal jaunt, modify memory* (DC 21)

### STATISTICS

Str 14, Dex 21, Con 18, Int 15, Wis 16, Cha 25

Base Atk +10; **CMB +12; CMD 27 (31 vs. trip)**

**Feats** Alertness, Flyby Attack, Improved Initiative, Iron Will, Weapon Finesse

**Skills** Diplomacy +15, Fly +18, Perception +16,

Sense Motive +13, Spellcraft +8, Stealth +16

Languages Aklo, Celestial, Common

SQ dream claws

*Bizarre creatures that feed on thoughts, bakus stay hidden from humanoids and feed on their creativity and dreams as well as their fears and nightmares. Bakus rarely encounter others of their kind, living largely solitary lives. Some sages speculate the creatures are not born, but rather spontaneously manifest as if spun from dreams, nightmares, and creative thoughts. Bakus are about 5 feet long and weigh 100 pounds.*

*Bakus dislike feeding on thoughts concerning themselves, and tend to cease when their target begins thinking of the baku. For this reason, bakus keep hidden in settlements, floating in the evening air above bedrooms and boarding houses, siphoning sustenance from the dreaming populace. Bakus themselves do not sleep.*

*Given their connection to dreams and nightmares, bakus are mortal enemies of night hags. Though usually calm and gentle creatures, bakus that encounter night hags dedicate themselves to hunting them down and ridding the world of their dark influence. A baku uses its ethereal jaunt spell-like ability to fight night hags as they inflict nightmares on their victims.*

### SPECIAL ABILITIES

**Dream Claws** (Ex) A baku's claws are treated as cold iron and magic for purposes of overcoming damage reduction.

**Dream Eating** (Su) A baku can feed upon the dreams of any single sleeping creature within 100 feet. Alternatively, the baku can feed upon the dreams of a creature that it manages to contact with its dream spell-like ability. A creature can resist this effect with a **DC 22 Will** save. When a baku feeds in this way, **it can elect to consume only nightmares** or all dreams. If it only consumes nightmares, **the target creature is immune to the effects of the nightmare spell, the dream haunting ability of the night hag, and other similar attacks for that period of sleep.** If the baku instead feeds on all of the creature's dreams, that creature is fatigued upon waking and does not gain any benefits it would have received from sleep, such as natural healing or the ability to regain spells after resting. This is a mind-affecting sleep effect. The save DC is Charisma-based.

**Mental Drain** (Su) When a baku attacks with a claw, it can choose, as a swift action, to deal **1d4 points of Intelligence** damage on that attack. A **DC 22 Will** save negates this ability damage. The save DC is Charisma-based.

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## CULT DEACON CR 4

Human cleric of Mog-Lathar 3/rogue 2  
CE Medium humanoid (human)

**Init +7**; Senses **Perception +10**

### DEFENSE

**AC 16**, touch 14, flat-footed 12  
(+2 armor, +3 Dex, +1 dodge)

**hp 41** (5d8+15)

**Fort +5, Ref +7, Will +5**

Defensive Abilities evasion

### OFFENSE

Speed 30 ft.

Melee **mwk spider-leg sickle +7 (1d6+1)**

Special Attacks **channel negative energy 3/day (DC 11, 2d6)**, **sneak attack +1d6**

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—**copycat** (3 rounds), **touch of evil** (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—**cure moderate wounds**, **grace**APG, **invisibility**D

1st—**disguise self**D, **divine favor**,

**entropic shield**, **protection from good**

0 (at will)—**bleed** (DC 12), **detect magic**, **light**, **resistance**

D Domain spell; Domains Evil, Trickery

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### TACTICS

**Before Combat** If given time to prepare, the cult deacon casts **protection from evil** and **divine favor**.

**During Combat** The cult deacon uses the **copycat** domain ability to provide additional protection, and then moves to flank opponents, using grace if necessary to avoid attacks of opportunity.

**Morale** The fanatical cultist fights to the death.

### STATISTICS

Str 13, Dex 16, Con 14, Int 8, Wis 14, Cha 10  
Base Atk +3; **CMB +4; CMD 18**

**Feats** Deceitful, Dodge, Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +8, Craft (alchemy) +3, Disable Device +8, Disguise +8, Intimidate +4, Knowledge (religion) +5, Perception +10, Sense Motive +6, Stealth +11

Languages Common

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** **potion of invisibility**, **scrolls of cure moderate wounds** (3), antitoxin, doses of blue whinnis poison (3), vermin repellent (2);

**Other Gear** leather armor, masterwork spider-leg sickle, amulet of natural armor +1, silver holy symbol of Mog-Lathar, 18 gp

## BARVASI'S BAND (4) CR 3

F1 F2 F4 G12

Dealers (Pathfinder GameMastery Guide 301)

DEALER CR 3 Human expert 1/rogue 3

N Medium humanoid

**Init +2**; Senses **Perception +6**

### DEFENSE

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

**hp 22** (4d8+4)

**Fort +2, Ref +5, Will +2**

Defensive Abilities evasion, trap sense +1

### OFFENSE

Speed 30 ft.

Melee **mwk dagger +5 (1d4+1/19–20)**

or **mwk sap +5 (1d6+1 nonlethal)**

Ranged **mwk hand crossbow +5 (1d4/19–20)**

Special Attacks **sneak attack +2d6**

### TACTICS

**During Combat** The rogues attack with bolts and daggers poisoned with bloodroot, and they attempt to flank their opponents.

**Morale** The boys flee if reduced to one-quarter of their hit points.

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### STATISTICS

Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14  
Base Atk +2; **CMB +3; CMD 15**

**Feats** Deceitful, Quick Draw, Skill Focus (Craft [alchemy]), Weapon Finesse

**Skills** Appraise +6, Bluff +11, Craft (alchemy) +12, Disable Device +6, Disguise +12, Escape Artist +9, Intimidate +9, Knowledge (local) +9, Perception +6, Profession (herbalist) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9  
Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** bloodroot posion (2 doses), oil of taggit (2 doses),

striped toadstool poison (2 doses);

**Other Gear** leather armor, masterwork hand crossbow with 10 bolts, masterwork dagger, sap, alchemy kit, disguise kit, thieves' tools

### BLOODROOT

Type poison, injury; Save **Fortitude DC 12**

Onset 1 round; Frequency 1/round for 4 rounds

Effect **1 Con damage and 1 Wis damage**;

Cure 1 save

## SHIVER ADDICTS (4) CR 1/2

Brigands (NPC Codex 266) Human warrior 2  
NE Medium humanoid (human)

**Init +1**; Senses **Perception +0**

### DEFENSE

**AC 13**, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp 15** (2d10+4)

**Fort +4, Ref +1, Will +0**

### OFFENSE

Speed 30 ft.

Melee **longsword +3 (1d8+1/19–20)**

or **sap +3 (1d6+1 nonlethal)**

Ranged **longbow +3 (1d8/×3)**

### TACTICS

**During Combat** The warrior snipes with arrows until her foes are close, then uses her sword. She hurls thunderstones at spellcasters, and tanglefoot bags at foes wearing heavy armor.

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### STATISTICS

Str 13, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Base Atk +2; **CMB +3; CMD 14**

**Feats** Point-Blank Shot, Skill Focus (Stealth)

**Skills** Intimidate +4, Stealth +6

Languages Common

**Combat Gear** *potion of cure light wounds*,

masterwork arrows (5), tanglefoot bags (2),

thunderstone (2);

**Other Gear** leather armor, longbow with 20 arrows,

longsword, sap, 48 gp

## LARGE WATER ELEMENTAL CR 5

(Bestiary 126)

N Large outsider (elemental, extraplanar, water)

**Init +2**; Senses darkvision 60 ft.; **Perception +9**

### DEFENSE

**AC 18**, touch 12, flat-footed 15

(+2 Dex, +1 dodge, +6 natural, –1 size)

**hp 68** (8d10+24)

**Fort +9, Ref +8, Will +2**

**DR 5/—**; Immune elemental traits

### OFFENSE

Speed 20 ft., swim 90 ft.

Melee **2 slams +12 (1d8+5)**

Space 10 ft.; Reach 10 ft.

Special Attacks drench,

**vortex (DC 19)**, water mastery

### STATISTICS

Str 20, Dex 14, Con 17, Int 6, Wis 11, Cha 11

Base Atk +8; **CMB +14; CMD 27**

**Feats** Cleave, Dodge, Great Cleave, Power Attack

**Skills** Acrobatics +9, Escape Artist +11,

Knowledge (planes) +5, Perception +9, Stealth

+5, Swim +24

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**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Size	Ht	Wt	Save DC	Vortex Ht
Large	16 ft.	2,250 lbs.	19	10–40 ft.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

## GUTTERMAW CR 8

Bestiary 2 67) Daemon, Hydrodaemon  
*The skin on this frog-like fiend is clammy and its eyes look dead and milky; its wide face is split by a fanged maw. While at first glance these creatures seem like enormous and foul boggards, their dangerous gait, dead eyes, and wicked claws give away their fiendish nature.*

NE Large outsider (aquatic, daemon, evil, extraplanar)

**Init +2**; Senses darkvision 60 ft., detect magic;

**Perception +15**

### DEFENSE

**AC 20**, touch 11, flat-footed 18

(+2 Dex, +9 natural, -1 size)

**hp 95** (10d10+40)

**Fort +11, Ref +9, Will +3**

**DR 10/cold iron or silver**; Immune acid, death effects, disease, poison, waters of the River Styx;

**Resist cold 10, electricity 10, fire 10; SR 19**

### OFFENSE

Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.

Melee **bite +13 (1d8+4 plus grab),**

**2 claws +13 (1d6+4)**

Ranged **sleep spittle +11 (sleep)**

Space 10 ft.; Reach 10 ft.

Special Attacks **rake (2 claws +13, 1d6+4)**

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### SPELL-LIKE (CL 9TH; CONC +11)

Constant—*detect magic, water walk*

At will—*acid arrow, deeper darkness*

3/day—*control water, greater teleport* (self plus 50 lbs. of objects only),

*summon monster V* (Large water elemental only)

1/day—*desecrate,*

*summon* (level 3, 1 hydrodaemon 50%)

### STATISTICS

Str 18, Dex 15, Con 18, Int 9, Wis 11, Cha 14

Base Atk +10; **CMB +15 (+9 grapple); CMD 27**

**Feats** Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception)

**Skills** Fly +0, Intimidate +14, Knowledge (planes) +10, Perception +15, Sense Motive +12, Stealth +10, Swim +21

Languages Abyssal, Infernal; telepathy 100 ft.

SQ amphibious, glide

### SPECIAL ABILITIES

**Glide** (Ex) A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

**Sleep Spittle** (Su) A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a **DC 19 Will** save or **fall asleep** for 6 rounds. The save DC is Constitution-based.

## DRUG-ADDLED RABBLE CR 6

CN Medium humanoid (troop, human)

**Init +3**; Senses **Perception +15**

### DEFENSE

**AC 18**, touch 14, flat-footed 14

(+3 Dex, +1 dodge, +4 natural)

**hp 65** (10d8+20)

**Fort +5, Ref +12, Will +4**

Defensive Abilities troop traits

### OFFENSE

Speed 30 ft.

Melee troop **(3d6+4)**

Space 20 ft.; Reach 5 ft.

Special Attacks garbage barrage

### STATISTICS

Str 19, Dex 16, Con 14, Int 11, Wis 13, Cha 10

Base Atk +7; **CMB +11; CMD 25**

**Feats** Ability Focus (garbage barrage), Alertness, Combat Reflexes, Dodge, Lightning Reflexes

**Skills** Intimidate +10, Perception +15, Sense Motive +3

Languages Common

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### SPECIAL ABILITIES

**Garbage Barrage** (Ex) The rabble can unleash a fusillade of broken bottles and improvised projectiles as a standard action. This attack takes the form of up to two lines with a range increment of 20 feet. These lines can start from the corner of any square in the troop's space. All creatures in each of these lines' areas of effect are hit for **4d4+4 points** of bludgeoning damage each (**Reflex DC 20 half**). The save DC is Dexterity-based, and includes the bonus from the troop's Ability Focus feat.

## BEGGAR CR 1

Human commoner 1/rogue 1  
N Medium humanoid

**Init +3**; Senses **Perception +6**

### DEFENSE

**AC 13**, touch 13, flat-footed 10 (+3 Dex)

**hp 13** (2 HD; 1d8+1d6+5)

**Fort +2, Ref +5, Will +1**

### OFFENSE

Speed 30 ft.

Melee **club +1 (1d6+1)**

Ranged **club +3 (1d6+1)**

Special Attacks **sneak attack +1d6**

### STATISTICS

Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 8

Base Atk +0; **CMB +1; CMD 14**

**Feats** Endurance, Skill Focus (Survival)

**Skills** Climb +6, Knowledge (local) +5, Perception +6, Sleight of Hand +8, Stealth +8, Survival +6

Languages Common

SQ trapfinding +1

**Gear** club, begging bowl

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F1, F2, F4, G12

## BARVASI'S BAND (4) CR 3

(GameMastery Guide 301)

DEALER CR 3 Human expert 1/rogue 3

N Medium humanoid

**Init +2**; Senses **Perception +6**

### DEFENSE

**AC 14**, touch 12, flat-footed 12

(+2 armor, +2 Dex)

**hp 22** (4d8+4)

**Fort +2, Ref +5, Will +2**

Defensive Abilities evasion, trap sense +1

### OFFENSE

Speed 30 ft.

Melee **mwk dagger +5 (1d4+1/19-20)**

or **mwk sap +5 (1d6+1 nonlethal)**

Ranged **mwk hand crossbow +5 (1d4/19-20)**

Special Attacks **sneak attack +2d6**

### TACTICS

**During Combat** The rogues attack with crossbows and daggers, each poisoned with bloodroot. They attempt to flank and bottleneck opponents in the doorway to restrict entry.

**Morale** The bodyguards fight until reduced to one-quarter of their hit points, then attempt to climb over the wall and flee.

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### STATISTICS

Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14

Base Atk +2; **CMB +3; CMD 15**

**Feats** Deceitful, Quick Draw, Skill Focus (Craft [alchemy]), Weapon Finesse

**Skills** Appraise +6, Bluff +11, Craft (alchemy) +12, Disable Device +6, Disguise +12, Escape Artist +9, Intimidate +9, Knowledge (local) +9, Perception +6, Profession (herbalist) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9

Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** bloodroot posion (2 doses),

oil of taggit (2 doses),

striped toadstool poison (2 doses);

**Other Gear** leather armor, masterwork hand crossbow with 10 bolts, masterwork dagger, sap, alchemy kit, disguise kit, thieves' tools

### BLOODROOT

Type poison, injury; Save **Fortitude DC 12**

Onset 1 round; Frequency 1/round for 4 rounds

Effect **1 Con damage and 1 Wis damage**;

Cure 1 save

## MOSES GREELEY CR 4

Human cleric of Mog-Lathar 3/rogue 2  
CE Medium humanoid (human)

Init +7; Senses Perception +10

### DEFENSE

AC 16, touch 14, flat-footed 12  
(+2 armor, +3 Dex, +1 dodge)

hp 32 (5d8+15)

Fort +5, Ref +7, Will +5

Defensive Abilities evasion

### OFFENSE

Speed 30 ft.

Melee **mwk spider-leg sickle +7 (1d6+1)**

Special Attacks **channel negative energy 3/day**  
**(DC 11, 2d6), sneak attack +1d6**

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—*copycat* (3 rounds), *touch of evil* (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—*cure moderate wounds*, *grace*APG,  
*invisibility*D

1st—*disguise self*D, *divine favor*,

*entropic shield*, *protection from good*

0 (at will)—*bleed* (DC 12), *detect magic*, *light*,  
*resistance*

D Domain spell; Domains Evil, Trickery

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### TACTICS

**Before Combat** Greeley casts *protection from good*, *divine favor*, and *invisibility*.

**During Combat** After casting *invisibility*, Greeley attempts to escape, but if noticed he begins desperately channeling negative energy to damage all in the room, including his bodyguards.

**Morale** Greeley fights to the death, screaming prophetic warnings about the foul spirits that inhabit his cult's temple the whole time.

### STATISTICS

Str 13, Dex 16, Con 14, Int 8, Wis 14, Cha 10  
Base Atk +3; **CMB +4; CMD 18**

**Feats** Deceitful, Dodge, Improved Initiative,  
Toughness, Weapon Finesse

**Skills** Bluff +8, Craft (alchemy) +3, Disable Device +8, Disguise +8, Intimidate +4, Knowledge (religion) +5, Perception +10, Sense Motive +6, Stealth +11

Languages Common

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** *potion of invisibility*, *scrolls of cure moderate wounds* (3), antitoxin, doses of blue whinnis poison (3), vermin repellent (2);

**Other Gear** leather armor, masterwork spider-leg sickle, amulet of natural armor +1, silver holy symbol of Mog-Lathar, 18 gp

The House on Hook Street

# END OF ROUND

## SPIKED PIT TRAP CR 6

Type mechanical;  
**Perception DC 25; Disable Device DC 20**

### EFFECTS

Trigger location; Reset manual  
Effect 30-ft.-deep pit (**3d6 falling damage**);  
pit spikes (**Atk + 15 melee, 1d6 spikes per  
target for 1d6+5 damage each**);  
**DC 20 Reflex negates**;  
multiple targets (all targets in a 5-ft.-square area)

## OGRE SPIDERS (2) CR 5

(Pathfinder RPG Bestiary 3 254) Spider, Ogre  
*This towering spider is the size of an elephant. Its  
legs have spiky joints and its face looks vaguely,  
but disturbingly, humanoid.*

N Huge vermin

**Init +2**; Senses darkvision 60 ft.,  
tremorsense 60 ft.; **Perception +5**

### DEFENSE

**AC 18**, touch 10, flat-footed 16  
(+2 Dex, +8 natural, -2 size)

**hp 52** (7d8+21)

**Fort +8, Ref +4, Will +3**

Immune mind-affecting effects

### OFFENSE

Speed 40 ft., climb 40 ft.

Melee **bite +8 (2d8+7 plus poison)**

Space 15 ft.; Reach 15 ft.

Special Attacks **web (+5 ranged, DC 16, hp 7)**

### STATISTICS

Str 21, Dex 15, Con 16, Int —, Wis 12, Cha 2  
Base Atk +5; **CMB +12; CMD 24 (36 vs. trip)**  
**Skills** Climb +29, Perception +5, Stealth -2;  
Racial Modifiers +16 Climb, +4 Perception, +4  
Stealth  
SQ compression

### SPECIAL ABILITIES

**Poison** (Ex) Bite—injury;  
save **Fort DC 18** (includes +2 racial bonus);  
frequency 1/round for 6 rounds;  
effect **1d4 Str and 1d4 Dex**;  
cure 1 save.

## SUMMON MONSTER VI TRAP CR 7

Type magic; **Perception DC 31**;  
**Disable Device DC 31**

### EFFECTS

Trigger proximity (alarm); Reset none  
**Effect** Spell effect (summon monster VI, summons 1d3 kytons)

*Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.*

## KYTONS (1d3) CR 6

LE Medium outsider (evil, extraplanar, kyton, lawful)  
**Init +7**; Senses darkvision 60 ft.; **Perception +14**

### DEFENSE

**AC 21**, touch 13, flat-footed 18  
(+4 armor, +3 Dex, +4 natural)  
**hp 60** (8d10+16); **regeneration 2 (good weapons and spells, silver weapons)**  
**Fort +8, Ref +9, Will +3**  
**DR 5/silver or good; Immune cold; SR 17**

### OFFENSE

Speed 30 ft.  
Melee **4 chains +11 (2d4+2)**  
Space 5 ft; Reach 5 ft. (10 ft. with chains)  
Special Attacks dancing chains, unnerving gaze

60                      60                      60

### STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 12  
Base Atk +8; **CMB +10; CMD 23**  
**Feats** Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)  
**Skills** Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14  
Languages Common, Infernal  
SQ chain armor

### SPECIAL ABILITIES

**Unnerving Gaze** (Su) Range 30 ft., **Will DC 15** negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become **shaken for 1d3 rounds**. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Chain Armor** (Ex) The chains that adorn a kyton grant it a +4 armor bonus.

**Dancing Chains** (Su) A kyton can control up to 4 chains within 20 feet as a standard action. It can increase these chains' length by up to 15 feet and cause them to sprout barbs. These chains attack as effectively as the kyton itself. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

## DREAM SPIDERS (6) CR 1/2

Pathfinder Adventure Path #7 82  
N Small vermin

**Init +2**; Senses darkvision 60 ft.; **Perception +5**

### DEFENSE

**AC 13**, touch 13, flat-footed 11  
(+2 Dex, +1 size)  
**hp 5** each (1d8+1)  
**Fort +3, Ref +2, Will +1**  
Immune mind-affecting effects

### OFFENSE

Speed 30 ft., climb 20 ft.  
Melee **bite +1 (1d4 plus poison)**  
Special Attacks **dream web, poison, web (+3 ranged, DC 11, 1 hp)**

### STATISTICS

Str 10, Dex 15, Con 12, Int —, Wis 12, Cha 11  
Base Atk +0; **CMB -1; CMD 11**  
**Skills** Climb +8, Perception +5, Stealth +6 (+10 when in its webs); Racial Modifiers +4 Perception, +4 Stealth when in its webs

5                      5                      5

5                      5                      5

### SPECIAL ABILITIES

**Dream Web** (Ex) A dream spider has the web ability (Bestiary 305) but its webs carry an iridescent hue, making them easy to notice (**Perception DC 15**). Any animal, humanoid, or monstrous humanoid that comes in contact with these webs experiences strange hallucinations, taking **1d6 points of Wisdom damage per round of contact**. A successful **DC 11 Fortitude** save negates this damage. If the webs of a dream spider are burned, they create a spread of poisonous gas in a 10-foot radius. This gas deals **1d8 points of Wisdom damage** to all creatures in the area (not just to those in contact with the webs). A successful **DC 11 Fortitude** save halves this damage. The cloud of colorful vapor remains for only a single round before dissipating harmlessly. The save DC is Constitution-based.

**Poison** (Ex) Bite—injury; save **Fort DC 11**; frequency 1/round for 4 rounds; effect **1d4 Wis**; cure 1 save.

**Dream Haunt:** If the PCs enter the room, a chorus of whispers and flitting arcane symbols erupts throughout the chamber.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** A successful **DC 21 Spellcraft** check identifies the sounds and images as components of a conjuration (creation) incantation. All those in the area must succeed at a **DC 20 Will save** or fall under the effects of a *babble* spell as they begin gibbering along with the profane chorus and become **nauseated**. Creatures within 30 feet of affected subjects must succeed at a **DC 20 Will save** or become **fascinated** for as long as the babble persists (**8 rounds**), even if they were unaffected by the initial effect.

## CULT DEACONS (3) CR 4

Human cleric of Mog-Lathar 3/rogue 2  
CE Medium humanoid (human)

**Init +7**; Senses **Perception +10**

### DEFENSE

**AC 16**, touch 14, flat-footed 12  
(+2 armor, +3 Dex, +1 dodge)

**hp 41** (5d8+15)

**Fort +5, Ref +7, Will +5**

Defensive Abilities evasion

### OFFENSE

Speed 30 ft.

Melee **mwk spider-leg sickle +7 (1d6+1)**

Special Attacks **channel negative energy 3/day (DC 11, 2d6)**, **sneak attack +1d6**

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—*copycat* (3 rounds), *touch of evil* (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—*cure moderate wounds*, *grace*APG, *invisibility*D

1st—*disguise self*D, *divine favor*,

*entropic shield*, *protection from good*

0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*

D Domain spell; Domains Evil, Trickery

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### TACTICS

**Before Combat** If given time to prepare, the cult deacon casts *protection from evil* and *divine favor*.  
**During Combat** The cult deacon uses the *copycat* domain ability to provide additional protection, and then moves to flank opponents, using grace if necessary to avoid attacks of opportunity.

**Morale** The fanatical cultist fights to the death.

### STATISTICS

Str 13, Dex 16, Con 14, Int 8, Wis 14, Cha 10  
Base Atk +3; **CMB +4; CMD 18**

**Feats** Deceitful, Dodge, Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +8, Craft (alchemy) +3, Disable Device +8, Disguise +8, Intimidate +4, Knowledge (religion) +5, Perception +10, Sense Motive +6, Stealth +11

Languages Common

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** *potion of invisibility*, *scrolls of cure moderate wounds* (3), antitoxin, doses of blue whinnis poison (3), vermin repellent (2);

**Other Gear** leather armor, masterwork spider-leg sickle, amulet of natural armor +1, silver holy symbol of Mog-Lathar, 18 gp

## RAIZEL CR 4 Aranea (Bestiary 2 30)

*Raizel looks like a humanoid with spidery fangs and spinnerets, with the latter located at the small of its back. She retains bite attack, webs, and poison in this form, and can wield weapons and wear armor.*

N Medium magical beast (shapechanger)  
**Init +7**; Senses darkvision 60 ft., low-light vision;  
**Perception +9**

### DEFENSE

**AC 20**, touch 13, flat-footed 17  
(+4 armor, +3 Dex, +3 natural)

**hp 37** (5d10+10)

**Fort +6, Ref +7, Will +4**

Immune poison

### OFFENSE

Speed 50 ft., (climb 30 ft. in spider form only)

Melee **bite +8 (1d6 plus poison)**

Special Attacks **web (+8 ranged, DC 14, hp 5)**

### SORCERER SPELLS (CL 5TH; CONC +8)

2nd (5/day)—*ghoul touch* (DC 15), *spectral hand*

1st (7/day)—*chill touch* (DC 14), *mage armor*,

*shocking grasp*,

*touch of gracelessness*APG (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost*

*sound* (DC 13), *mage hand*, *message*, *resistance*

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### TACTICS

**Before Combat** Raizel has cast *mage armor*. If suspicious of intruders, Raizel retreats to the cover of the webs in area G3, and casts *spectral hand* and *ghoul touch*, holding the charge until targets come into sight.

**During Combat** Raizel uses other touch attacks through her *spectral hand* from her hiding place.

**Morale** The aranea offers and expects no quarter.

### STATISTICS

Str 11, Dex 17, Con 14, Int 14, Wis 13, Cha 16

Base Atk +5; **CMB +5; CMD 18**

**Feats** Eschew MaterialsB, Improved Initiative, Iron Will, Weapon Finesse

**Skills** Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8, Knowledge (arcana) +7, Perception +9, Stealth +9; Racial Modifiers +2 Acrobatics, +2 Perception

Languages Common, Sylvan

SQ change shape (humanoid; alter self)

### SPECIAL ABILITIES

**Change Shape** (Su) In **humanoid form**, an aranea cannot use its bite, web, or poison. In **spider-humanoid hybrid** form, an aranea looks like a humanoid with spidery fangs and spinnerets, located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor.

**Poison** (Ex) Bite—injury; save **Fort DC 14**; frequency 1/round for 6 rounds; effect 1d3

**Strength**; cure 1 save.

## GUELA CR 4

Aranea (Bestiary 2 30)

*Guela looks like a humanoid with spidery fangs and spinnerets, with the latter located at the small of its back. She retains bite attack, webs, and poison in this form, and can wield weapons and wear armor.*

N Medium magical beast (shapechanger)  
**Init +7**; Senses darkvision 60 ft., low-light vision;  
**Perception +9**

### DEFENSE

**AC 20**, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

**hp 37** (5d10+10)

**Fort +6, Ref +7, Will +4**

Immune poison

### OFFENSE

Speed 50 ft., climb 30 ft.

Melee **bite +8 (1d6 plus poison)**

Special Attacks **web (+8 ranged, DC 14, hp 5)**

### SORCERER SPELLS (CL 5TH; CONC +8)

2nd (5/day)—*hideous laughter* (DC 15), *invisibility*

1st (7/day)—*charm person* (DC 14), *mage armor*,

*magic missile*, *shield*

0 (at will)—*bleed* (DC 13), *detect magic*, *light*,

*mending*, *message*, *open/close*

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### TACTICS

**Before Combat** Guela casts *mage armor* every day.

**During Combat** Guela targets melee-focused combatants with *hideous laughter* and attempts to interrupt spellcasters with *magic missile* or shifts to her terrifying hybrid form to target creatures with webs.

**Morale** The aranea offers and expects no quarter.

### STATISTICS

Str 11, Dex 17, Con 14, Int 14, Wis 13, Cha 16

Base Atk +5; **CMB +5; CMD 18**

**Feats** Eschew MaterialsB, Improved Initiative, Iron Will, Weapon Finesse

**Skills** Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8, Knowledge (arcana) +7, Perception +9, Stealth +9; Racial Modifiers +2 Acrobatics, +2 Perception

Languages Common, Sylvan

SQ change shape (humanoid; alter self)

### SPECIAL ABILITIES

**Change Shape** (Su) In **humanoid form**, an aranea cannot use its bite, web, or poison. In **spider-humanoid hybrid** form, an aranea looks like a humanoid with spidery fangs and spinnerets, located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor.

**Poison** (Ex) Bite—injury; save **Fort DC 14**; frequency 1/round for 6 rounds; effect 1d3

**Strength**; cure 1 save.

## POISONED WALL SCYTHER TRAP CR 5

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

### EFFECTS

Trigger location; Reset automatic reset  
Effect **Atk +20 melee**  
**(2d4+6 plus blue whinnis poison/x4)**

## SPIDER EATER CR 5

(Bestiary 3 255)  
*This strange beast resembles a wasp the size of a horse, but with the head of a spider and two long appendages ending in pincers.*

N Large magical beast

**Init +2;** Senses darkvision 60 ft.,  
low-light vision, scent; **Perception +15**

### DEFENSE

**AC 18,** touch 12, flat-footed 15  
(+2 Dex, +1 dodge, +6 natural, -1 size)

**hp 52** (5d10+25)

**Fort +9, Ref +6, Will +2**

Defensive Abilities *freedom of movement*

### OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee **bite +9 (1d8+5), 2 pincers +4 (1d6+2),**  
**sting +9 (1d6+5 plus poison)**

Space 10 ft.; Reach 5 ft.

Special Attacks implant

### SPELL-LIKE (CL 10TH; CONC +10)

Constant—*freedom of movement*

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### STATISTICS

Str 21, Dex 14, Con 21, Int 3, Wis 12, Cha 10

Base Atk +5; **CMB +11; CMD 24**

**Feats** Dodge, Hover, Skill Focus (Perception)

**Skills** Fly +8, Perception +15; Racial Modifiers +4  
Perception

Languages Aklo (cannot speak)

### SPECIAL ABILITIES

**Implant (Ex)** A spider eater grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

**Poison (Ex)** Sting—injury; save **Fort DC 17;**  
frequency 1/minute for 6 minutes; effect **paralysis**  
**for 1 minute;** cure 1 save. The save DC is  
Constitution-based.

## YOUNG SPIDER EATER CR 4

(Pathfinder RPG Bestiary 3 255, 291) Spider Eater  
*This strange beast resembles a wasp the size of a horse, but with the head of a spider and two long appendages ending in pincers.*

N Large magical beast

**Init +2;** Senses darkvision 60 ft., low-light vision, scent; **Perception +15**

### DEFENSE

**AC 18**, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

**hp 42** (5d10+25)

**Fort +9, Ref +6, Will +2**

Defensive Abilities *freedom of movement*

### OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee **bite +9 (1d8+5)**, **2 pincers +4 (1d6+2)**, **sting +9 (1d6+5 plus poison)**

Space 10 ft.; Reach 5 ft.

Special Attacks implant

### SPELL-LIKE (CL 10TH; CONC +10)

Constant—*freedom of movement*

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### STATISTICS

Str 21, Dex 14, Con 21, Int 3, Wis 12, Cha 10

Base Atk +5; **CMB +11; CMD 24**

**Feats** Dodge, Hover, Skill Focus (Perception)

**Skills** Fly +8, Perception +15; Racial Modifiers +4 Perception

Languages Aklo (cannot speak)

### SPECIAL ABILITIES

**Implant** (Ex) A spider eater grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

**Poison** (Ex) Sting—injury; save **Fort DC 17**; frequency 1/minute for 6 minutes; effect **paralysis for 1 minute**; cure 1 save. The save DC is Constitution-based.

**Dream Haunt:** Barely discernable shades of strangely pacing shadows flutter through this chamber.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** PCs inside the room fall into the path of these quickly wandering shades, which manifest a *deep slumber* effect (**DC 20**). Those who fall asleep as a result of this spell suffer an additional effect: in their brief, near-lucid slumber their dream-forms pass near Nahum Caligaro as he paces this room's counterpart in his dream-realm abode. The PCs see the nightmare lord's warped form, a demonic quasit perched on his shoulder. Both creatures sneer at the ethereal intrusion, and when the affected PCs awaken they immediately fall under the effects of a *fear* spell (**DC 20**).

## CHITTERSNAP CR 4

Nightmare ettercap (Bestiary 4 204)  
*This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.*

*This strange humanoid looks like a gangly, distorted caricature of an ettercap, with spiderlike fingers and an enormous wicked grin.*

NE Medium aberration

**Init +9**; Senses darkvision 120 ft., low-light vision; **Perception +9**

**Aura fear (60 ft., DC 13), frightful presence (30 ft., DC 13)**

### DEFENSE

**AC 17**, touch 15, flat-footed 12 (+5 Dex, +2 natural)

**hp 30** (4d8+12); **regeneration 5 (good spells and weapons, silver)**

**Fort +6, Ref +6, Will +6**

Defensive Abilities illusion resistance, **protection from good**; **DR 5/good or silver**

### OFFENSE

Speed 30 ft., climb 30 ft., fly 10 ft. (perfect)

Melee **bite +5 (1d6+2 plus poison), 2 claws +5 (1d4+2)**

Special Attacks night terrors (DC 13), poison, traps, **web (+8 ranged, DC 15, 4 hp) 30**

### SPECIAL ABILITIES

**Poison** (Ex) Bite—injury; save **Fort DC 15**; frequency 1/round for 10 rounds; effect **1d2 Dex**;

cure 2 consecutive saves. The save DC is Constitution-based.

**Spider Empathy** (Ex) This ability functions as a druid's wild empathy, except that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts to them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

**Traps** (Ex) An ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

### SPELL-LIKE (CL 4TH; CONC +5)

Constant—*protection from good*  
3/day—*detect thoughts* (DC 13), *dream* (DC 16), *nightmare* (DC 16), *suggestion* (DC 14)  
1/day—*shadow walk*

### TACTICS

**During Combat** Chittersnap hides behind the cover of webbing high in the chamber's ceiling, setting off the deadfall trap to make opponents more susceptible to his frightful aura and to draw the adepts from area G15 to attack. Only then does the creature use his ranged webs to disable opponents and command his dream spiders to attack. As a last resort, Chittersnap charges into combat to trigger his frightful presence.

**Morale** If he is reduced to half his hit points, Chittersnap withdraws from combat by flying or climbing to the dim light of his alcove in area G3. He then retrieves and drinks one of his potions of *cure serious wounds*, and uses *shadow walk* to escape the fray.

### STATISTICS

Str 14, Dex 21, Con 17, Int 8, Wis 15, Cha 12  
Base Atk +3; **CMB +5; CMD 20**

**Feats** Great Fortitude, Improved Initiative

**Skills** Climb +14, Craft (trapmaking) +11, Fly +13, Intimidate +5, Perception +9, Stealth +15;  
Racial Modifiers +8 Craft (trapmaking), +4

Intimidate, +4 Stealth

Languages Common

SQ **feign death (DC 13)**, spider empathy +7

## DEADFALL TRAP CR 5

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

### EFFECTS

Trigger location; Reset manual  
Effect **Atk + 15 melee (6d6)**;  
multiple targets (all targets in a 10-ft. square)

## INVISIBLE STALKER CR 7

(Bestiary 181)  
*No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.*

N Medium outsider (air, elemental, extraplanar)  
**Init +8**; Senses darkvision 60 ft.; **Perception +12**

### DEFENSE

**AC 20**, touch 14, flat-footed 16  
(+4 Dex, +6 natural)

**hp 80** (7d10+42)

**Fort +11, Ref +11, Will +4**

Defensive Abilities **natural invisibility**;  
Immune elemental traits

### OFFENSE

Speed 30 ft., fly 30 (perfect)  
Melee **2 slams +12 (2d6+4)**

### STATISTICS

Str 18, Dex 19, Con 22, Int 14, Wis 15, Cha 11  
Base Atk +7; **CMB +11; CMD 25**

**Feats** Combat Reflexes, Improved Initiative,  
Lightning Reflexes, Weapon Focus (slam)

**Skills** Acrobatics +14, Bluff +10, Fly +22,  
Knowledge (planes) +12, Perception +12, Sense  
Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

**80**

### SPECIAL ABILITIES

**Improved Tracking** (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

**Natural Invisibility** (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a **+20 bonus on Stealth checks when moving, or +40 when standing still**—these bonuses are not included in the statistics above.

**Dream Haunt:** During combat, a strange and powerful presence bleeds through from the dream realm, for Sally Scrabblebones often lurks in this room's dream-realm counterpart (area H10).

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** The hag's cackling laughter echoes eerily through the chamber, manifesting as a dream haunt that affects all within the area with *hideous laughter* (**DC 16 negates**) for 8 rounds.

## BARVASI'S BAND (4) CR 3

F1 F2 F4 G12

(GameMastery Guide 301)

DEALER CR 3 Human expert 1/rogue 3

N Medium humanoid

**Init +2; Senses Perception +6**

### DEFENSE

**AC 14**, touch 12, flat-footed 12

(+2 armor, +2 Dex)

**hp 22** (4d8+4)

**Fort +2, Ref +5, Will +2**

Defensive Abilities evasion, trap sense +1

### OFFENSE

Speed 30 ft.

Melee **mwk dagger +5 (1d4+1/19–20)**

or **mwk sap +5 (1d6+1 nonlethal)**

Ranged **mwk hand crossbow +5 (1d4/19–20)**

Special Attacks **sneak attack +2d6**

### TACTICS

**Before Combat** The gang members all apply a dose of bloodroot poison to their hand crossbow bolts and their daggers. They also attempt Stealth checks to hide in order to surprise intruders.

**During Combat** The rogues fire their hand crossbows and then draw their poisoned daggers, moving to flank opponents.

**Morale** If reduced to 10 hp or fewer and if half or more of the gang is dead or disabled, any surviving rogues drop their weapons and surrender.

### STATISTICS

Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14

Base Atk +2; **CMB +3; CMD 15**

**Feats** Deceitful, Quick Draw, Skill Focus (Craft [alchemy]), Weapon Finesse

**Skills** Appraise +6, Bluff +11, Craft (alchemy) +12, Disable Device +6, Disguise +12, Escape Artist +9, Intimidate +9, Knowledge (local) +9, Perception +6, Profession (herbalist) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9

Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** bloodroot posion (2 doses),

oil of taggit (2 doses),

striped toadstool poison (2 doses);

**Other Gear** leather armor, masterwork hand crossbow with 10 bolts, masterwork dagger, sap, alchemy kit, disguise kit, thieves' tools

### BLOODROOT

Type poison, injury; Save **Fortitude DC 12**

Onset 1 round; Frequency 1/round for 4 rounds

Effect **1 Con damage and 1 Wis damage;**

Cure 1 save

**22**>10

**22**>10

**22**>10

**22**>10

**Dream Haunt:** Something strange has been happening in the dream realm counterpart to this closet (area H6), and its nightmarish effects bleed through to the waking world.

## DREAM HAUNT CR 5

**hp 36** (see page 8)

**Effect** Opening the door triggers a dream haunt. A bloody, spidery script begins to scratch itself into the torsos of the corpses within, similar to the effects of *blood biography*APG.

The script reveals names (“**Mattie**,” “**Fen**,” etc.), professions (“**baker**,” “**bookseller**,” and “**palm reader**” among them), **times of death** (all within the last 2 weeks), and brief descriptions of their terrible ends (“**I dreamt of a shadowy figure**,” “**I thought I could fly**,” “**Mother spider caught me**,” and “**Sally Scrabblebones shucked my marrow**,” among others).

Affected creatures must make a successful **DC 20 Fortitude** save when the haunt triggers or become **nauseated** for 1 round.

**Development:** A successful **DC 15 Perception** check reveals the topmost corpse, that of an attractive, white-haired half-elf, does not display the same information. Instead, the bloody scrawl on his body reads: “**I’m not supposed to be here! Can you hear me? Hello?**” This refers to the monstrosity that resides in this same room in the dream realm version of the house (area H6).

## BROTHERHOOD ACOLYTES (4) CR 1

Doomsayer (GameMastery Guide 298 with the following changes)

Human adept 3

N Medium humanoid

**Init** -1; Senses **Perception +5**

### DEFENSE

**AC 11**, touch 9, flat-footed 11

(+2 armor, -1 Dex)

**hp 10** (3d6)

**Fort +1, Ref +0, Will +5**

### OFFENSE

Speed 30 ft.

Melee **sickle +1 (1d6)** and **Shiver poison**

Ranged **dart +0 (1d4)**

### ADEPT SPELLS (CL 3RD; CONG +5)

1st—*bless*, *burning hands* (DC 13),

*obscuring mist*

0—*ghost sound* (DC 12), *guidance*,

*touch of fatigue* (DC 12)

10

10

10

10

### TACTICS

**During Combat** Two acolytes attack intruders with *burning hands*, while the other two dose their spider-leg sickles with shiver before charging PCs.

**Morale** The acolytes fight to the death.

### STATISTICS

Str 11, Dex 9, Con 10, Int 8, Wis 15, Cha 12

Base Atk +1; **CMB +1; CMD 10**

**Feats** Persuasive, Scribe Scroll, Skill Focus (Intimidate)

**Skills** Diplomacy +4, Heal +6, Intimidate +7, Knowledge (religion) +3, Perception +5, Perform (oratory) +2, Profession (scribe) +6, Sense Motive +4, Spellcraft +3, Survival +6

Languages Common

SQ summon familiar (toad)

SQ summon familiar (scarlet spider)

**Combat Gear** *scrolls of cure light wounds* (2), *scroll of delay poison*

**Other Gear** leather armor, sickle, darts (4)

### SHIVER

Type injury or ingested; Addiction major,

**Fortitude DC 18**

Effects variable; **50% chance to sleep for 1d4**

**hours or gain immunity to fear for 1d4 minutes**

**Damage 1d2 Con damage**

## CULT DEACON CR 4

Human cleric of Mog-Lathar 3/rogue 2  
CE Medium humanoid (human)

**Init** +7; Senses **Perception** +10

### DEFENSE

**AC** 16, touch 14, flat-footed 12  
(+2 armor, +3 Dex, +1 dodge)

**hp** 41 (5d8+15)

**Fort** +5, **Ref** +7, **Will** +5

Defensive Abilities evasion

### OFFENSE

Speed 30 ft.

Melee **mwk spider-leg sickle** +7 (1d6+1)

Special Attacks **channel negative energy** 3/day  
(**DC** 11, **2d6**), **sneak attack** +1d6

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—**copycat** (3 rounds), **touch of evil** (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—**cure moderate wounds**, **grace**APG,  
**invisibility**D

1st—**disguise self**D, **divine favor**,  
**entropic shield**, **protection from good**

0 (at will)—**bleed** (DC 12), **detect magic**, **light**,  
**resistance**

D Domain spell; Domains Evil, Trickery

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### TACTICS

**Before Combat** If given time to prepare, the cult deacon casts **protection from evil** and **divine favor**.

**During Combat** The cult deacon uses the **copycat** domain ability to provide additional protection, and then moves to flank opponents, using grace if necessary to avoid attacks of opportunity.

**Morale** If reduced to half his hit points, the deacon casts **invisibility** and attempts to warn Myra in area G21.

### STATISTICS

Str 13, Dex 16, Con 14, Int 8, Wis 14, Cha 10  
Base Atk +3; **CMB** +4; **CMD** 18

**Feats** Deceitful, Dodge, Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +8, Craft (alchemy) +3, Disable Device +8, Disguise +8, Intimidate +4, Knowledge (religion) +5, Perception +10, Sense Motive +6, Stealth +11

Languages Common

SQ rogue talent (finesse rogue), trapfinding +1

**Combat Gear** **potion of invisibility**, **scrolls of cure moderate wounds** (3), antitoxin, doses of blue whinnis poison (3), vermin repellent (2);

**Other Gear** leather armor, masterwork spider-leg sickle, amulet of natural armor +1, silver holy symbol of Mog-Lathar, 18 gp

**Dream Haunt:** As the PCs explore the room, the distant sounds of harps—their strings severely out of tune—begin faintly plucking in a disturbing melody.

## DREAM HAUNT CR 8

**hp** 36 (see page 8)

**Effect** This dream haunt manifests as a **mass cacophonous call**APG (**DC** 20), its discordant song reaching out across the planar boundary from a similar effect at this location in the dream realm (area H4).

After this effect completes, the man's face in the painting changes to a wretched sneer.

**Development:** The painting depicts a younger Nahum in a finely appointed alchemy lab, posing stoically with a large flask before a mantle covered in glass-domed relics. PCs who inspected the hypnotist's locket or were affected by the dream haunt in area G9 recognize this man as the same person. If any of the people here are cured of their ailments, they remember only time spent in the Night Market, blackness, and terrible dreams.

## DEATHWEB CR 6 (Bestiary 3 65)

*This animated husk from an enormous spider seems filled with thousands of living spiders that fall from its body like drops of blood.*

N Large undead

**Init +6**; Senses darkvision 60 ft.; **Perception +15**  
**Aura infestation (5 ft., 1d6 plus poison)**

### DEFENSE

**AC 19**, touch 11, flat-footed 17

(+2 Dex, +8 natural, -1 size)

**hp 71** (11d8+22)

**Fort +5, Ref +5, Will +8**

Immune undead traits

### OFFENSE

Speed 30 ft., climb 20 ft.

Melee **bite +15 (2d8+12)**

Space 10 ft.; Reach 10 ft.

Special Attacks **web (+9 ranged, DC 15, 11 hp)**

### STATISTICS

Str 26, Dex 14, Con —, Int 7, Wis 13, Cha 15

Base Atk +8; **CMB +17; CMD 29 (41 vs. trip)**

**Feats** Awesome Blow, Cleave, Improved Bull Rush,  
Improved Initiative, Power Attack, Vital Strike

**Skills** Climb +16, Perception +15, Stealth +16;

Racial Modifiers +4 Stealth

SQ compression

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### SPECIAL ABILITIES

**Poison** (Ex) Infestation—injury; save **Fort DC 17**; frequency 1/round for 6 rounds; effect **1d4 Str damage**; cure 2 consecutive saves. The save DC is Charisma-based.

**Infestation** (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes **1d6 points of damage** at the end of each round it remains in the area. A creature that takes this damage must make a **DC 17 Fortitude** save or be **nauseated for 1 round**. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

**Dream Haunt:** When the cap that cover the shaft is unsealed, a wave of nausea flows throughout the chamber and a piercing psychic shriek howls from the shaft.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** All creatures within the cavern that fail a **DC 20 Fortitude** save are overwhelmed with vertigo and become **nauseated for 1d4 rounds**.

Nightmarish images swirl all around the cave: the dark expanse of space and the faint echoes of some conjuring call; a gutwrenching impact and visions of entire cities swept away by searing blasts; leering, chanting monks; fantastic, roiling landscapes; people gripped by madness as they gnaw their own bloody tongues; and, finally, a closing gate followed by darkness.

Creatures descending the shaft are subject to this same realitywarping effect unless they succeed at a **DC 15 Fortitude** save each round; failure means they must succeed at an additional **DC 20 Reflex save or fall** from any unsecured current position to the bottom of the 60-foot shaft, where nothing waits for them beyond the empty lead coffer.

## PHASE SPIDERS (2) CR 5

(Bestiary 226)

*This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.*  
N Large magical beast

**Init +7**; Senses darkvision 60 ft., low-light vision;  
**Perception +6**

### DEFENSE

**AC 17**, touch 12, flat-footed 14

(+3 Dex, +5 natural, -1 size)

**hp 51** >15 (6d10+18)

**Fort +8, Ref +8, Will +3**

Defensive Abilities ethereal jaunt

### OFFENSE

Speed 40 ft., climb 20 ft.

Melee **bite +10 (2d6+7 plus poison and grab)**

Space 10 ft.; Reach 5 ft.

Special Attacks **ethereal ambush**

### TACTICS

**During Combat** The phase spiders wait on the Ethereal Plane to ambush intruders. When targets enter the hallway, the spiders move to each end of the tunnel to block escape. They then shift to the Material Plane to attack and retreat back to the Ethereal Plane, being careful to keep victims in reach in order to repeat the tactic the following round. Barring this, the spiders move while ethereal to prepare an attack on an available target, reserving a move action for an escape. The spiders avoid area G21, where they can't shift to the

Ethereal Plane.

**Morale** The phase spiders retreat to the Ethereal Plane if both are reduced to 15 hit points or fewer.

### STATISTICS

Str 20, Dex 17, Con 16, Int 7, Wis 13, Cha 10

Base Atk +6; **CMB +12 (+16 grapple)**; **CMD 25 (37 vs. trip)**

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

**Skills** Climb +18, Perception +6, Stealth +7  
Languages Aklo

### SPECIAL ABILITIES

**Ethereal Ambush** (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

**Ethereal Jaunt** (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).

**Poison** (Ex) Bite—injury; save **Fort DC 18**; frequency 1/round for 8 rounds; effect **1d2**

**Constitution** damage; cure 2 consecutive saves. The save DC is Constitution-based.

**51** >15

**51** >15

## CULT RABBLE CR 6

CE Medium humanoid (troop, human)

**Init +3**; Senses **Perception +15**

### DEFENSE

**AC 19**, touch 14, flat-footed 15

(+1 armor, +3 Dex, +1 dodge, +4 natural)

**hp 65** (10d8+20)

**Fort +5, Ref +8, Will +8**

Defensive Abilities troop traits

### OFFENSE

Speed 30 ft.

Melee **troop (3d6+4)**

Space 20 ft.; Reach 5 ft.

Special Attacks **chant, dart barrage**

### TACTICS

**During Combat** The rabble begins chanting as a free action and unleashing dart barrages before closing in to melee combat with the PCs.

**Morale** The ecstatic initiates fight to the death.

**65**

### STATISTICS

Str 19, Dex 16, Con 14, Int 11, Wis 13, Cha 10

Base Atk +7; **CMB +11**; **CMD 25**

**Feats** Ability Focus (chant), Alertness, Combat Reflexes, Dodge, Lightning Reflexes

**Skills** Intimidate +10, Perception +15, Sense Motive +3

Languages Common

### SPECIAL ABILITIES

**Chant** (Ex) The rabble chants ominously as a free action while attacking. The effect of this chanting grants the troop the benefits of a bless spell.

Opponents within 30 feet must succeed at a **DC 18 Will** save or take a **-1 penalty on attack rolls** and a **-1 penalty on saving throws against fear** effects for 1 minute. The save DC is Wisdom-based and includes the bonus from the troop's Ability Focus feat.

**Dart Barrage** (Ex) The rabble can unleash a fusillade of sharp darts as a standard action. This attack takes the form of up to two lines with a range increment of 20 feet. These lines can start from the corner of any square in the troop's space. All creatures in each of the lines are hit by **1d4 darts** and take **1d3+4 points of piercing damage for each dart (Reflex DC 18 half)**. The save DC is Dexterity-based.

## Myra Lombroso

Female human cleric of Mog-Lathar 8/rogue 1  
CE Medium humanoid (human)

Init +5; Senses Perception +14

### DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 62 > 31 (9d8+17)

Fort +9, Ref +7, Will +13

### OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee **mwk spider-leg sickle +6/+1 (1d6–1)**

Special Attacks

**channel negative energy 5/day (DC 18, 4d6)**,

scythe of evil (4 rounds, 1/day),

**sneak attack +1d6**

62 > 31

### DOMAIN SPELL-LIKE (CL 8TH; CONC +13)

At will—*master's illusion* (8 rounds/day)

8/day—*copycat* (8 rounds),

*touch of evil* (4 rounds)

### CLERIC SPELLS (CL 8TH; CONC +13)

4th—*chaos hammer* (DC 19),

*confusion*D (DC 19),

*freedom of movement*,

*unholy blight* (DC 19)

3rd—*bestow curse* (DC 18),

*blindness/deafness* (DC 18),

*cure serious wounds*,

*dispel magic*,

*magic circle against good*D

2nd—*bear's endurance*,

*cure moderate wounds*,

*death knell* (DC 17), *hold person* (DC 17),

*invisibility*D

1st—*bless*,

*command* (DC 16),

*cure light wounds*,

*doom* (DC 16),

*protection from good*D,

*ray of sickening*UM (DC 16),

*shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*,

*detect poison*, *read magic*

D Domain spell; Domains Evil, Trickery

### TACTICS

**Before Combat** Given time to prepare, Myra casts

*freedom of movement* and *protection from good*.

If she is aware of intruders approaching, she uses her *master's illusion* ability to make herself and the cult **look like pitiful, starving refugees** to lure intruders into complacency.

**During Combat** Myra avoids melee and debilitates opponents with *chaos hammer*, *confusion*, *unholy blight*, and *channel negative energy*. She relies on the cultists to stay between her and the PCs.

**Morale** If Myra is reduced to half her hit points or fewer, she tries to bargain for her life and the lives of her followers. She offers what she believes the PCs are after—the Clavis Somnus—by hoisting the key aloft and saying, **“Just take the key! It opens the door we locked behind them!”** If this gambit fails, Myra fights until killed.

### STATISTICS

Str 8, Dex 12, Con 13, Int 10, Wis 21, Cha 14

Base Atk +6; **CMB +5; CMD 16**

**Feats** Brew Potion, Combat Casting, Extra Channel, Improved Channel, Improved Initiative, Selective Channeling

**Skills** Bluff +8, Diplomacy +6, Knowledge (local) +8, Knowledge (religion) +8, Perception +14, Sense Motive +13, Spellcraft +5, Stealth +5, Use Magic Device +6

Languages Common

SQ immortal promise (idol-granted ability),

trapfinding +1

**Combat Gear** *potions of cure serious wounds* (2);

**Other Gear** breastplate, mwk sickle,

**Clavis Somnus** (see page 33),

cloak of resistance +2, headband of inspired

wisdom +2, silver dust (worth 25 gp), 52 gp

## MOG-LATHAR CR 8

CE Huge construct  
**Init +2**; Senses darkvision 60 ft., low-light vision;  
**Perception +8**

### DEFENSE

**AC 16**, touch 6, flat-footed 16  
(-2 Dex, +10 natural, -2 size)

**hp 78** (7d10+40)

**Fort +2, Ref +0, Will +5**

Defensive Abilities **hardness 8**; Immune construct traits

### OFFENSE

Speed 30 ft., climb 30 ft.

Melee **2 slams +15 (2d6+10)**

Space 15 ft.; Reach 15 ft.

Special Attacks **trample (2d6+15, DC 23)**

### STATISTICS

Str 30, Dex 6, Con —, Int 14, Wis 16, Cha 18

Base Atk +7; **CMB +19; CMD 27**

**Feats** Cleave, Great Cleave, Improved Initiative, Power Attack

**Skills** Bluff +10, Climb +18, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Sense Motive +8

Languages Abyssal, Aklo, Common

SQ construction points (additional attack, additional movement, improved attack, stone, trample)

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## MOG-LATHAR, THE PETRIFIED SPIDER

AURA strong (all schools) CL 20th

WEIGHT 6,000 lbs.

Alignment chaotic evil

Senses 120 ft., darkvision

Intelligence 14 Wisdom 16 Charisma 18 Ego 20

Language speech (Abyssal, Aklo, Common)

Despite its imposing petrified bulk, the fossil is relatively brittle for a stone object of its size, with **hardness 8, 78 hp, and break DC 35**.

The Huge idol can animate at will, as the spell animate object, and can grant divine spells to worshipers up to 5th level with access to the Chaos, Evil, and Trickery domains as a result of selecting the divine source idol ability twice. Its immortal promise ability grants a limited immortality to up to 20 favored worshipers. They do not age; do not need to eat, drink, or breathe; and do not suffer ill effects from extreme heat or cold.

### DESTRUCTION

Mog-Lathar must be physically transported to the Dimension of Dreams and encased in the webbing of its Leng spider brethren. Once cocooned, a single blow from a silver hammer will turn the idol to dust.

## Flooding Effects

Round	Water Depth	Effect
0	0 ft.	Slippery floor: +5 DC on Acrobatics checks
1–2	1 ft.	Ankle-deep: +5 DC on Acrobatics checks, +2 DC on Stealth checks
3–4	2 ft.	Knee-deep: 2 squares movement, +5 DC on Acrobatics and Stealth*
5–6	3 ft.	Thigh-deep: +7 DC on Acrobatics checks, +5 DC on Stealth
7–8	4 ft.	Waist-deep: 4 squares movement, DC 10 Swim checks, +10 on Acrobatics checks, tumble impossible
9–10	5 ft.	Chest-deep: DC 15 Swim checks, underwater combat conditions apply (Pathfinder RPG Core Rulebook 432)**

\* Effects are noncumulative. Small characters treat penalties as two water levels higher.

\*\* The depth of the water increases 1 additional foot for every round beyond the 10th round. The raised tunnel (area G20) begins flooding at the 5-foot mark, at the rate of 1 foot every 5 rounds.

## Clavis Somnus

This magical key is crucial to solving the strange deaths in Bridgefront.

PRICE 10,300 GP  
SLOT none CL 10th WEIGHT —  
AURA moderate transmutation and divination

The Clavis Somnus is a large, ornate, silver and mithral key. It is very cold to the touch and always gives off a faint vapor of condensation.

Its construction and value satisfy the focus component of the *breach the veil of dreams* occult ritual (Pathfinder RPG Occult Adventures 209) and grants a +5 competence bonus on the primary caster's skill checks to perform the ceremony.

The key also grants its wielder a +4 bonus on saving throws to resist illusion effects, as well as on Charisma checks made in the Dimension of Dreams. But the key imposes a –2 penalty on saving throws against *sleep* effects, and its holder is considered to have 2 fewer Hit Dice for the purpose of determining the number of Hit Dice used in *sleep* effects and the number of creatures affected. The key's holder is always counted first when determining which creatures are affected.

## Paginarum Lethargica

The Paginarum Lethargica is the accumulated history of the dreamstone—centuries of mismatched parchments and scrawled sheets of ragged vellum in a hundred different languages, all roughly bound between two hinged darkwood slats.

The book itself is not inherently magical, but scrolls for sleep-related spells such as *cloak of dreams*APG, *lullaby*, *restful sleep*APG, *sleep*, *sleepwalk*APG, and *symbol of sleep* are occasionally found between its covers.

Its pages recount centuries of study by the church of Desna into the dreamstone's properties. Referencing the book for 1 hour grants a +5 bonus on the reader's next Knowledge (planes) check if it relates to the Dimension of Dreams or the Ethereal Plane. Studying the book reveals most of the dreamstone's history, as well as the reasons for its eventual imprisonment by Desna's clergy: no matter their good intentions, nightmares always crept into the reality created by the tainted dreamstone.

## P36

The tome also contains a very important ritual: *breach the veil of dreams* (Occult Adventures 209).

Performing a ritual properly allows PCs to physically enter the dream realm as a group to confront their antagonists while sidestepping the random appearances normally associated with travel to the realm. More importantly, they can use specified variants of this ritual found in the Paginarum Lethargica as a fail-safe: in the event that the dreamstone's powers should grow out of control, readers can use the ritual to return it to the Dimension of Dreams or a dreamscape and then perform the ritual again while there, using the Clavis Somnus key to open a deeper door within the Dimension of Dreams. Placing the dreamstone within that portal will destroy the artifact forever.

## DREAMSPAWN BLOOD GOLEM CR 7

Advanced dreamspawn blood golem  
(Bestiary 294, see page 62, Bestiary 4 130)  
N Medium outsider (extraplanar)

**Init +8**; Senses blindsight 60 ft.,  
thoughtsense 60 ft.; **Perception +4**

**Aura discordant feedback (10 ft., DC 12, 10  
rounds)**

### DEFENSE

**AC 26**, touch 18, flat-footed 18  
(+8 Dex, +8 natural)

**hp 44** (8d10)

**Fort +2, Ref +10, Will +6**

Defensive Abilities **amorphous, span planes**;

**DR 5/ bludgeoning, 5/good or silver**;

**Immune magic, mindaffecting effects**

Weaknesses vulnerable to bleed

### OFFENSE

Speed 10 ft., fly 10 ft. (perfect)

Melee **2 slams +12 (2d6+4 plus bleed and  
grab)**

Special Attacks **bleed (1d6)**,  
**blood drain (1d2 Constitution)**,  
**constrict (2d6+2 plus bleed)**

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### STATISTICS

Str 18, Dex 27, Con —, Int —, Wis 18, Cha 7

Base Atk +8; **CMB +12; CMD 30**

**Skills** Fly +16

SQ clotted skin, compression, sleepwalker

## BREACH THE VEIL OF DREAMS

School conjuration (creation); Level 6

Casting Time 60 minutes

Components V, S, M (incenses burned in a bowl  
filled with grave earth, a bottle of wormwood wine  
for each caster), F (an ornate silver and mithral key  
worth 5,000 gp), SC (up to the Intelligence modifier  
of the primary caster)

### Skill Checks

**Knowledge (arcana) DC 32, 3 successes**;

**Knowledge (planes) DC 32, 3 successes**

Range touch

Duration instantaneous; see text

Saving Throw none; SR no

**Backlash** The primary caster takes 2d6 points of  
damage and becomes exhausted.

**Failure** An animate dream appears at the site of  
the ritual and attacks the casters. At the GM's  
discretion, the animate dream may have the  
advanced template, be accompanied by fellow  
animate dreams, or both.

### EFFECT

This ritual must be cast at night on the Material  
Plane. The casters drink the wormwood wine and  
begin chanting the incantation as the incense  
burns. The casters mix the ashes with the grave  
earth and use the mixture to draw a threshold with a  
keyhole. They then insert the key into this door as  
the incantation is completed. Success indicates the  
casters pass through the portal and enter a random  
location on the Dimension of Dreams.

If the casters wish to return to the Material Plane  
from the Dimension of Dreams, each must succeed  
at a **DC 35 concentration** check to do so. This is a  
full-round action that doesn't provoke attacks of  
opportunity. **The DC of this check is reduced by  
1 for every 2d6 points of damage the traveler  
willingly takes** from psychic and physical trauma  
as part of the full-round action (this damage can't  
be reduced in any way). If successful, the caster is  
transported back to the site of the ritual's casting of  
the Material Plane. The casters can try again if they  
fail their concentration checks. A caster can use her  
character level + her Charisma modifier as her  
bonus on the concentration check if she isn't a  
spellcaster or if that value is higher than her usual  
concentration bonus.

## EXCOMMUNICATE CR6

Nightmare human cleric of Mog-Lathar 3/rogue 3  
(Bestiary 4 204)

CE Medium humanoid (human)

**Init +9**; Senses darkvision 120 ft.; **Perception +8**

**Aura fear (60 ft., DC 14),**

**frightful presence (30 ft., DC 14)**

### DEFENSE

**AC 19**, touch 16, flat-footed 14

(+3 armor, +1 deflection, +5 Dex)

**hp 39** > 15 (6d8+9);

**regeneration 5 (good spells and weapons, silver)**

**Fort +4, Ref +9, Will +6; +4 vs. illusion effects**

Defensive Abilities evasion, illusion resistance,

**protection from good**, trap sense +1;

**DR 5/good or silver**

### OFFENSE

Speed 30 ft., fly 10 ft. (perfect)

Melee **mwk spider-leg sickle +8 (1d6+1),**

**mwk spider-leg sickle +8 (1d6)**

Special Attacks

**channel negative energy 7/day (DC 15, 2d6),**

**night terrors (DC 14),**

**sneak attack +2d6**

**39** > 15

### STATISTICS

Str 13, Dex 20, Con 10, Int 10, Wis 14, Cha 18

Base Atk +4; **CMB +5; CMD 21**

**Feats** Improved Initiative, Toughness, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +12, Bluff +12, Craft (alchemy)

+5, Disable Device +8, Disguise +8, Fly +14,

Intimidate +14, Knowledge (religion) +9,

Perception +8, Sense Motive +8, Sleight of Hand

+9, Spellcraft +8, Stealth +13; Racial Modifiers

+4 Intimidate, +4 Stealth

Languages Common

SQ feign death (DC 14), rogue talent (fast stealth),

trapfinding +1

**Combat Gear**

*scrolls of cure moderate wounds* (3),

*scroll of invisibility*;

**Other Gear** +1 leather armor, mwk spider-leg

sickles (2), ring of protection +1, 38 gp

### SPELL-LIKE (CL 6TH; CONC +10)

Constant—*protection from good*

3/day—*detect thoughts* (DC 16),

*dream, nightmare* (DC 19),

*suggestion* (DC 16)

1/day—*shadow walk* (DC 19)

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—*copycat* (3 rounds), *touch of evil* (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—*cure moderate wounds*, *grace*APG,

*invisibility*D

1st—*disguise self* D, *divine favor*,

*magic weapon*,

*shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*,

*guidance*, *resistance*

D Domain spell; Domains Evil, Trickery

### TACTICS

**Before Combat** The excommunicate casts *divine favor* and *magic weapon*, then drinks a potion of *invisibility* to attack unaware opponents.

**During Combat** The excommunicate opens combat with a blast of *channeled negative energy*, then charges in order to trigger her **frightful presence** while moving to flank opponents to take advantage of sneak attack. She uses *grace* to avoid attacks of opportunity if necessary.

**Morale** The cultist flees to dim light if possible, using her *shadow walk* spell-like ability to retreat if reduced to 15 hit points or fewer.

## HOUND OF TINDALOS CR 7

(Bestiary 2 158)

*This gaunt, long-limbed quadruped has huge, soulless eyes and a toothy maw. The lean creature moves with a predatory grace.*

NE Medium outsider (evil, extraplanar)

**Init +9:** Senses darkvision 120 ft.;

**Perception +18**

### DEFENSE

**AC 20**, touch 15, flat-footed 15

(+5 Dex, +5 natural)

**hp 85** >20 (10d10+30)

**Fort +10, Ref +12, Will +8**

**DR 10/magic;** Immune mind-affecting effects, poison

### OFFENSE

Speed 40 ft.

Melee **bite +15 (2d6+3)**,

**2 claws +15 (1d8+3)**

Special Attacks **ripping gaze 5d6 slashing damage**, 30 feet, **Fortitude DC 18** negates

### SPELL-LIKE (CL 10TH; CONC +13)

Constant—*air walk*

At will—*fog cloud*, *invisibility*, *locate creature*

3/day—*dimensional anchor*, *discern location*, *greater scrying* (DC 20), *haste*, *slow* (DC 16)

**85** >20

### TACTICS

**Before Combat** The hound lurks *invisibly* nearby and waits for the excommunicate to attack first before launching into combat.

**During Combat** The creature casts *haste* to affect himself and the excommunicate and disables opponents with ripping gazes before coordinating its movements to flank with the cultist, using angled entry to stay mobile.

**Morale** If reduced to 20 hit points, the hound uses angled entry to escape.

### STATISTICS

Str 17, Dex 21, Con 16, Int 16, Wis 21, Cha 16

Base Atk +10; **CMB +13; CMD 28 (32 vs. trip)**

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse

**Skills** Acrobatics +18 (+22 jump), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18  
Languages Aklo  
SQ angled entry, otherworldly mind

### SPECIAL ABILITIES

**Angled Entry** (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

**Otherworldly Mind** (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes **5d6 points of nonlethal damage** and must make a **DC 18 Will** save or become **confused for 2d4 rounds**. This is a mind-affecting effect. The save DC is Charisma-based.

**Ripping Gaze** (Su) **5d6 slashing damage**, 30 feet, **Fortitude DC 18** negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

## MAYNARD COLVILLE CR 6

Male human rogue 7  
N Medium humanoid (human)

**Init +4**; Senses **Perception +11**

### DEFENSE

**AC 18**, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)

**hp 52** >26 (7d8+14)

**Fort +4, Ref +10, Will +4**

Defensive Abilities evasion, trap sense +2, uncanny dodge

### OFFENSE

Speed 30 ft.

Melee **+1 short sword +11 (1d6+3/19–20)**

Special Attacks **sneak attack +4d6**

### TACTICS

**Before Combat** Maynard drinks his *potion of invisibility*.

**During Combat** Maynard flanks with the attacking xtabay plants to make use of his **sneak attack** ability.

**Morale** When reduced to half his hit points, Maynard visibly sobs at the realization of his actions, though he continues to attack unless subdued or destroyed.

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### STATISTICS

Str 14, Dex 18, Con 13, Int 8, Wis 12, Cha 10

Base Atk +5; **CMB +7; CMD 22**

**Feats** Combat Reflexes, Dodge, Mobility, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Acrobatics +14, Bluff +10, Diplomacy +10, Escape Artist +14, Perception +11, Sense Motive +11, Sleight of Hand +14, Stealth +14  
Languages Common

SQ rogue talents (black market connections, bleeding attack +4, fast stealth), trapfinding +3

**Combat Gear** *potion of invisibility*;

**Other Gear** +1 leather armor, +1 short sword, cloak of resistance +1

## XTABAYS (4) CR 1/2

(Bestiary 2 289)

*This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.*

N Small plant

**Init +1**; Senses low-light vision, tremorsense 30 ft.;

**Perception +1**

### DEFENSE

**AC 12**, touch 12, flat-footed 10 (+1 Dex, +1 size)

**hp 8** (1d8+4)

**Fort +6, Ref +1, Will +1**

Immune acid, plant traits

### OFFENSE

Speed 5 ft.

Melee **2 stings +0 (1d3–1 plus 1d2 acid)**

Special Attacks devour, soporific pollen

### STATISTICS

Str 8, Dex 13, Con 19, Int —, Wis 12, Cha 11

Base Atk +0; **CMB –2; CMD 9 (can't be tripped)**

8

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8

### SPECIAL ABILITIES

**Devour (Ex)** While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a **DC 14 Fortitude** save or take **1d2 Con damage**. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new **DC 14 Will** save to awaken. This save DC is Constitution-based.

**Soporific Pollen (Ex)** As a standard action, a xtabay can release sleep-inducing pollen into the air around it. Each creature within a **10-ft.-radius burst** centered on the xtabay must make a **DC 14 Will** save or fall **asleep for 1d3 minutes**. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

## ADVANCED ASSASSIN VINE CR 4

(Bestiary 22, 294) *Advanced Creature* (CR +1)  
*This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.*

N Large plant

**Init +2**; Senses blindsight 30 ft., low-light vision;

**Perception +3**

### DEFENSE

**AC 19**, touch 9, flat-footed 15 (+6 natural, -1 size)

**hp 38** (4d8+12)

**Fort +9, Ref +3, Will +4**

**Immune electricity, plant traits; Resist cold 10 and fire 10**

### OFFENSE

Speed 5 ft.

Melee **slam +9 (1d8+9 plus grab)**

Space 10 ft.; Reach 10 ft.

Special Attacks **constrict (1d8+7), entangle**

### STATISTICS

Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9

Base Atk +3; **CMB +11 (+15 grapple); CMD 21**

**(can't be tripped)**

SQ camouflage

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### SPECIAL ABILITIES

**Camouflage** (Ex) Since an assassin vine looks like a normal plant when at rest, a **DC 20 Perception** check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those Skills instead of Perception to notice the plant.

**Entangle** (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

## QUICKWOOD CR 8

*This looks like a ragged oak tree with a sinister face peeking out from its dark gray bark.*

N Huge plant (Bestiary 2 228)

**Init +3**; Senses darkvision 120 ft., low-light vision, oaksight; **Perception +21**

**Aura fear aura (variable distance, DC 20)**

### DEFENSE

**AC 19**, touch 7, flat-footed 19

(-1 Dex, +12 natural, -2 size)

**hp 95** (10d8+50)

**Fort +12, Ref +2, Will +5**

Defensive Abilities **spell absorption**;

**Immune electricity, fire, plant traits**;

**SR 19 (see spell absorption)**

### OFFENSE

Speed 10 ft.

Melee **bite +14 (2d6+9)**,

**3 roots +12 (1d6+4 plus pull)**

Space 5 ft.; Reach 15 ft. (60 ft. with root)

Special Attacks pull (root, 10 ft.)

### STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

Base Atk +7; **CMB +18; CMD 27 (can't be**

**tripped)**

**Feats** Improved Initiative, Lunge, Multiattack,

Power Attack, Skill Focus (Perception)

**Skills** Knowledge (nature) +11, Perception +21,

Stealth +4 (+8 in forests); Racial Modifiers +4

Stealth in forests

Languages Common, Sylvan

### SPECIAL ABILITIES

**Fear Aura** (Su) A quickwood with stored magical energy can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (**Will DC 20 negates**). Creatures that fail their saving throws become **panicked for 1 minute**. The DC is Charisma-based and includes a +4 racial bonus.

**Oaksight** (Su) A quickwood may observe the area surrounding any oak tree within 360 feet as if using *clairaudience* / *clairvoyance*. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

**Roots** (Ex) A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

**Spell Absorption** (Su) If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura ability. While the plant is storing a spell, its SR decreases by 5. It can only store one spell at a time.

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## STAINED GLASS GOLEM CR 8

(Bestiary 2 138) Golem, Glass  
*This jagged construct of glass appears as an amalgamation of spider and butterfly*  
N Large construct

**Init** -1; Senses darkvision 60 ft., low-light vision;  
**Perception** +0

### DEFENSE

**AC** 21, touch 8, flat-footed 21  
(-1 Dex, +13 natural, -1 size)

**hp** 96 (12d10+30)

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

Defensive Abilities reflect spells;

**DR** 5/adamantine;

**Immune** magic, **construct** traits

### OFFENSE

Speed 30 ft.

Melee **2 slams** +16 (2d8+5 plus bleed)

Space 10 ft.; Reach 10 ft.

Special Attacks **bleed** (1d8),  
**dazzling brightness**

### STATISTICS

Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +12; **CMB** +18; **CMD** 27

**Skills**: Stealth +8

### SPECIAL ABILITIES

**Dazzling Brightness** (Ex) A glass golem in an area of bright light dazzles any creature within 30 feet that sees it for 1 round (**Fortitude DC 16 negates**). Once a creature makes its save against

this ability, it is immune to that golem's brightness for 24 hours. The DC is Constitution-based.

**Immune to Magic** (Ex) A glass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a glass golem, as noted below.

- A **shatter** spell damages a glass golem as if it were a crystalline creature.
- A **keen edge** spell affects all of a glass golem's slam attacks as if they were slashing weapons.
- A magical attack that deals **cold** damage slows a glass golem (as the slow spell) for 3 rounds (no saving throw).
- A magical attack that deals **fire** damage ends any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A glass golem gets no saving throw against fire effects.

**Reflect Spells** (Ex) As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem **reflects spells** (even spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a **spell turning** spell.

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## ADHUKAIT CR 7

(Bestiary 3 22) Asura, Adhukait  
*A pair of spiked fiends, interwoven through bodily cavities and impaling limbs, spin in a dance with their twin curved knives.*

LE Medium outsider (asura, evil, extraplanar, lawful)

**Init** +3; Senses all-around vision, darkvision 60 ft.;

**Perception** +19

**Aura** elusive (30 ft.)

### DEFENSE

**AC** 20, touch 14, flat-footed 16  
(+3 Dex, +1 dodge, +6 natural)

**hp** 76 (9d10+27);

**regeneration** 5 (good weapons, good spells)

**Fort** +6, **Ref** +11, **Will** +9; **dual mind**, +2 vs. **enchancements**

**DR** 5/good; Immune curse effects, disease, flanking, poison;

Resist acid 10, electricity 10; **SR** 18

### OFFENSE

Speed 40 ft.

Melee **2 mwk kukris** +15/+10 (1d4+5/18-20),

**2 claws** +9 (1d4+2)

Special Attacks **dance of disaster**

### SPELL-LIKE (CL 6TH; CONC +9)

At will—**feather fall**, **greater teleport** (self plus 50 lbs. of objects only), **spider climb**

3/day—**blink**, **blur**, **mirror image**, **spike growth**

1/day—**summon** (level 4, 1 adhukait 35%)

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### TACTICS

**Before Combat** The creature uses **blink** and **mirror image** to make it harder to hit before attacking.

**During Combat** The asura uses its dance of disaster ability to stay mobile and flank with Huygens.

**Morale** The creature fights to the death.

### STATISTICS

Str 20, Dex 17, Con 17, Int 13, Wis 16, Cha 16

Base Atk +9; **CMB** +14; **CMD** 28

**Feats** Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

**Skills** Acrobatics +15 (+19 when jumping), Bluff +15, Escape Artist +21, Intimidate +11, Knowledge (planes) +9, Perception +19, Perform (dance) +14, Stealth +15; Racial Modifiers +6  
Escape Artist, +4 Perception  
Languages Common, Infernal; telepathy 100 ft.

### SPECIAL ABILITIES

**Dance of Disaster** (Su) Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

**Dual Mind** (Su) An adhukait has two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect it.

## EXCOMMUNICATE CR 6

Nightmare human cleric of Mog-Lathar 3/rogue 3  
(Bestiary 4 204)

CE Medium humanoid (human)

**Init +9**; Senses darkvision 120 ft.; **Perception +8**

**Aura fear (60 ft., DC 14), frightful presence (30 ft., DC 14)**

### DEFENSE

**AC 19**, touch 16, flat-footed 14

(+3 armor, +1 deflection, +5 Dex)

**hp 39** >15 (6d8+9); **regeneration 5 (good spells and weapons, silver)**

**Fort +4, Ref +9, Will +6; +4 vs. illusion effects**

Defensive Abilities evasion, illusion resistance, protection from good, trap sense +1;

**DR 5/good or silver**

### OFFENSE

Speed 30 ft., fly 10 ft. (perfect)

Melee **mwk spider-leg sickle +8 (1d6+1)**,

**mwk spider-leg sickle +8 (1d6)**

Special Attacks

**channel negative energy 7/day (DC 15, 2d6)**,

night terrors (DC 14), **sneak attack +2d6**

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### STATISTICS

Str 13, Dex 20, Con 10, Int 10, Wis 14, Cha 18

Base Atk +4; **CMB +5; CMD 21**

**Feats** Improved Initiative, Toughness, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +12, Bluff +12, Craft (alchemy) +5, Disable Device +8, Disguise +8, Fly +14, Intimidate +14, Knowledge (religion) +9, Perception +8, Sense Motive +8, Sleight of Hand +9, Spellcraft +8, Stealth +13; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Common

SQ feign death (DC 14), rogue talent (fast stealth), trapfinding +1

**Combat Gear** *scrolls of cure moderate wounds (3), scroll of invisibility*;

**Other Gear** +1 leather armor, mwk spider-leg sickles (2), ring of protection +1, 38 gp

### SPELL-LIKE (CL 6TH; CONC +10)

Constant—*protection from good*

3/day—*detect thoughts* (DC 16),

*dream, nightmare* (DC 19), *s*

*uggestion* (DC 16)

1/day—*shadow walk* (DC 19)

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—*copycat* (3 rounds), *touch of evil* (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—*cure moderate wounds, grace*APG, *invisibility*D

1st—*disguise self* D, *divine favor,*

*magic weapon, shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic,*

*guidance, resistance*

D Domain spell; Domains

### TACTICS

**Before Combat** The excommunicate casts *divine favor* and *magic weapon*, and uses the *copycat* domain ability before entering melee, if possible.

**During Combat** The excommunicate charges in order to trigger his frightful presence while moving to flank opponents, using *grace* to avoid attacks of opportunity if necessary.

**Morale** If reduced to 15 or fewer hit points, the cultist flees to an area of dim light, if possible, and uses his *shadow walk* ability to retreat.

**Dream Haunt:** As the house reacts to the invader's presence, and perhaps after Nahum has made his initial appeal (see below), the instruments begin playing a discordant melody eerily similar to the echoes of the tune PCs may have heard in this room's real world location.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** This effect manifests as a *song of discord* (DC 20).

**Development:** This location presents an opportune time for Nahum to introduce himself by using *enter image*APG, animating the figure within the painting, and pacing back and forth within its frame. He carries a sneering confidence and addresses PCs by arrogantly asking them if they have "come to return my book?" He gives dire warnings of "dark forces" at play and maintains that only he can control the unpredictable dreamstone and restore stability to both worlds, casting blame squarely on "blasphemous, backstabbing interlopers" in his former cult.

He offers Carrington's life if the PCs will return the book and key. The occultist further warns that "my house does not like you" with a sly smile. As he dismisses himself, Nahum ponders out loud, "I wonder what Sally Scrabblebones and her girls are up to." Then the image returns to normal.

## BELKERS (2) CR 6 Bestiary 2 45)

*Dull, red eyes, grasping claws, and leathery wings give a demonic aspect to this creature's smoky form.*  
NE Large outsider (air, elemental, evil)

**Init +5**; Senses darkvision 60 ft.; **Perception +11**

### DEFENSE

**AC 20**, touch 14, flat-footed 15  
(+5 Dex, +6 natural, -1 size)

**hp 68** (8d10+24)

**Fort +9, Ref +11, Will +2**

**DR 5/—**

### OFFENSE

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

Melee **bite +12 (1d6+2)**,

**2 claws +12 (1d6+2)**, **2 wings +10 (1d6+1)**

Space 10 ft.; Reach 10 ft.

Special Attacks **smoke claws**

### STATISTICS

Str 14, Dex 21, Con 17, Int 6, Wis 11, Cha 10

Base Atk +8; **CMB +11; CMD 26 (can't be**

**tripped)**

**Feats** Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse

**Skills** Acrobatics +16, Fly +22, Perception +11, Stealth +16; Racial Modifiers +4 Stealth

Languages Auran

SQ smoke form

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### SPECIAL ABILITIES

**Smoke Claws** (Ex) A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a **DC 17 Fortitude** save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing **3d4 points of damage per round as a swift action**. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another **DC 17 Fortitude** to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

**Smoke Form** (Su) A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a *gaseous form* spell, except that it retains its natural fly speed of 50 feet (perfect).

## ADVANCED GIBBERING MOUTHER CR 6

Bestiary 294, 153)

*This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly.*

N Medium aberration

**Init +5;** Senses all-around vision, darkvision 60 ft.;

**Perception +14**

### DEFENSE

**AC 21**, touch 13, flat-footed 16 (+3 Dex, +6 natural)

**hp 54** (4d8+28)

**Fort +10, Ref +6, Will +7**

Defensive Abilities amorphous;

**DR 7/bludgeoning;**

**Immune critical hits, precision damage**

### OFFENSE

Speed 10 ft., swim 20 ft.

Melee **6 bites +9 (1d4+2 plus grab)**

Special Attacks **blood drain, engulf (6d4+2 damage plus 2 Con damage, AC 17, hp 4), gibbering, ground manipulation, spittle (+8 ranged touch)**

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### TACTICS

**During Combat** The creature uses its gibbering and spittle abilities as free actions each round, and attempts to engulf foes and use blood drain against opponents while continuing with bite and spittle attacks at other foes.

**Morale** The creature fights until destroyed.

### STATISTICS

Str 10, Dex 17, Con 24, Int 4, Wis 13, Cha 12

Base Atk +3; **CMB +5 (+9 grapple);**

**CMD 20 (can't be tripped)**

**Feats** Weapon Finesse, Weapon Focus (bite)

**Skills** Perception +12, Swim +8; Racial Modifiers +4 Perception

Language Aklo

### SPECIAL ABILITIES

**All-Around Vision** (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

**Amorphous** (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Blood Drain** (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal **1d4+2 points of bite damage and 1 point of Constitution damage** as it drains its victim's blood.

**Engulf** (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

**Gibbering** (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a **DC 15 Will** save or be *confused* for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

**Ground Manipulation** (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

**Spittle** (Ex) Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is **blinded for 1d4 rounds** unless he succeeds on a **DC 18 Fortitude** save. The save DC is Constitution-based.

(Bestiary 3 63)

*A bloody, tooth-filled mouth that looks almost like a horrific gash gasps in the neck of this pale, childlike horror.*

## VULNUDAEMON CR 4

NE Small outsider (daemon, evil, extraplanar)

**Init +3**; Senses darkvision 60 ft., detect good, detect magic; **Perception +10**

**Aura aura of doom (30 ft., DC 18)**

### DEFENSE

**AC 17**, touch 14, flat-footed 14

(+3 Dex, +3 natural, +1 size)

**hp 39** (6d10+6)

**Fort +6, Ref +5, Will +6**

**DR 5/good or silver; Immune acid, death effects, disease, poison;**

**Resist cold 10, electricity 10, fire 10**

### OFFENSE

Speed 30 ft.

Melee **short sword +10/+5 (1d4+2/19–20 plus bleed), bite +5 (1d3+1)**

Special Attacks **bleed (1d4), sneak attack +1d6**

### SPELL-LIKE (CL 7TH; CONC +10)

Constant—*detect good, detect magic*

3/day—*blur, death knell* (DC 15), *invisibility, minor image* (DC 15)

1/day—*inflict critical wounds* (DC 17),

*summon* (level 2, 1d4 cacodaemons 40%)

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### STATISTICS

Str 14, Dex 17, Con 13, Int 12, Wis 13, Cha 16

Base Atk +6; **CMB +7; CMD 20**

**Feats** Ability Focus (aura of doom), Combat Casting, Weapon Finesse

**Skills** Bluff +12, Diplomacy +10, Fly +11, Knowledge (arcana) +7, Knowledge (planes) +8, Perception +10, Sense Motive +10, Spellcraft +8, Stealth +16

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

### TACTICS

**Before Combat** The vulnudaemons use their *invisibility* and *blur* spell-like abilities to prepare for intruders.

**During Combat** The vulnudaemons flank opponents to take advantage of their sneak attack ability. If the combat is turning against them, the vulnudaemons use their *summon* spell-like ability to bring in additional help.

**Morale** Sally Scrabblebones's "daughters" fight to the death.

### SPECIAL ABILITIES

**Aura of Doom** (Su) As a free action, a vulnudaemon can radiate an aura of dread and hopelessness. Any creature within 30 feet of the vulnudaemon must succeed at a **DC 18 Will** save or become **shaken** for as long as it remains in the aura.

## Summoned Cacodaemons 1d4 40%

*An ever-gnashing maw, filled with row after row of mismatched teeth, dominates this frightful creature's orb-like body.*

NE Tiny outsider (daemon, evil, extraplanar)

**Init +4**; Senses darkvision 60 ft., detect good, detect magic; **Perception +7**

### DEFENSE

**AC 16**, touch 12, flat-footed 16

(+4 natural, +2 size)

**hp 19** (3d10+3); fast healing 2

**Fort +2, Ref +5, Will +4**

**DR 5/good or silver; Immune acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10**

### OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee **bite +6 (1d4+1 plus disease)**

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks soul lock

### SPELL-LIKE (CL 6TH; CONC +7)

Constant—*detect good, detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

### STATISTICS

Str 12, Dex 11, Con 13, Int 8, Wis 13, Cha 12

Base Atk +3; **CMB +1; CMD 12**

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Bluff +7, Fly +18, Knowledge (planes) +5,

Perception +7, Stealth +14

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ change shape (2 of the following forms: lizard, Small scorpion, venomous snake, polymorph)

### SPECIAL ABILITIES

**Disease** (Su) Cacodaemonia: Bite—injury; save **Fort DC 12**; onset 1 day; frequency 1/day; effect **1d2 Wis damage**, cure 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

**Soul Lock** (Su) Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 12 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell unhallow, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

## MUTILATED BAKU CR 9

Baku juju zombie (Bestiary 3 31, Bestiary 2 291)  
NE Medium undead

**Init +10**; Senses darkvision 60 ft., low-light vision;  
**Perception +13**

### DEFENSE

**AC 19**, touch 16, flat-footed 13  
+6 Dex, +3 natural)

**hp 135** (10d8+80)

**Fort +10, Ref +9, Will +12; +4 bonus vs.  
channeled energy**

Defensive Abilities **channel resistance +4**;

**DR 10/cold iron, 5/magic and slashing**;

**Immune cold, electricity, magic missile,  
undead traits; Resist fire 10; SR 19**

### OFFENSE

Speed 30 ft., fly 60 ft. (clumsy)

Melee **2 claws +13 (1d4+4), gore +13**

**(1d6+4), slam +13 (1d6+4)**

Special Attacks **mental drain**

### SPELL-LIKE (CL 10TH; CONC +17)

At will—*invisibility*, *lullaby* (DC 17),

*sleep* (DC 18)

3/day—*deep slumber* (DC 19),

*dream*

1/day—*ethereal jaunt*,

*modify memory* (DC 21)

135

### STATISTICS

Str 18, Dex 23, Con —, Int 15, Wis 16, Cha 25

Base Atk +7; **CMB +11; CMD 27 (31 vs. trip)**

**Feats** Alertness, Flyby Attack, Improved Initiative,  
Iron Will, Toughness, Weapon Finesse

**Skills** Climb +12, Diplomacy +15, Fly +19,  
Perception +13, Sense Motive +13, Spellcraft +8,  
Stealth +14; Racial Modifiers +8 Climb

Languages Aklo, Celestial, Common SQ dream  
claws, dream eating

## SALLY SCRABBLEBONES CR 9

Night hag (Bestiary 215)  
*Grisly fetishes and the rags of once fine clothes hang off the corpse-thin frame of this horrifying, sharp-fanged crone.*

NE Medium outsider (evil, extraplanar)

**Init +4**; Senses darkvision 60 ft.; **Perception +16**

### DEFENSE

**AC 25**, touch 14, flat-footed 21  
(+4 Dex, +11 natural)

**hp 92** (8d10+48)

**Fort +14, Ref +8, Will +11**

**DR 10/cold iron and magic**;

**Immune charm, cold, fear, fire, sleep**; **SR 24**

### OFFENSE

Speed 30 ft.

Melee **2 claws +13 (1d4+5)**,

**bite +13 (2d6+5 plus disease)**

Special Attacks **dream haunting**

**92**>20 retreats to Ethereal

### SPELL-LIKE ABILITIES (CL 8TH)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 16),

*invisibility, magic missile,*

*ray of enfeeblement* (DC 14)

At will (with heartstone)—*etherealness, soul bind*

### TACTICS

**During Combat** Sally Scrabblebones initially avoids melee combat. She tries to disable melee threats with *deep slumber* and *ray of enfeeblement* before moving to attack weaker opponents with her claws and poison bite.

**Morale** If she has her heartstone, the cackling hag retreats to the Ethereal Plane if reduced to fewer than 20 hit points, returning only for the final conflict. Without her heartstone, Sally Scrabblebones fights to the death.

### STATISTICS

Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17

Base Atk +8; **CMB +13; CMD 27**

**Feats** Alertness, Combat Casting, Deceitful, Mounted Combat

**Skills** Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal  
SQ change shape (any humanoid, alter self), heartstone

### SPECIAL ABILITIES

**Disease (Su) Demon Fever:** Bite—injury; save **Fort DC 20**; onset immediate; frequency 1/day; **effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead)**;

cure 2 consecutive saves. The save DC is Constitution-based.

**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes **1 point of Constitution drain** upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

**Heartstone (Su)** All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly *cures any disease* contracted by the holder. In addition, a heartstone provides a **+2 resistance bonus on all saving throws** (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

## HUGE WATER ELEMENTAL CR 7

(Bestiary 126)

N Huge outsider (elemental, extraplanar, water)

**Init +4**; Senses darkvision 60 ft.; **Perception +13**

### DEFENSE

**AC 21**, touch 13, flat-footed 16

(+4 Dex, +1 dodge, +8 natural, -2 size)

**hp 95** (10d10+40)

**Fort +11, Ref +11, Will +3**

**DR 5/—; Immune elemental traits**

### OFFENSE

Speed 20 ft., swim 90 ft.

Melee **2 slams +15 (2d6+7)**

Space 15 ft.; Reach 15 ft.

Special Attacks drench, **vortex (DC 22)**,  
water mastery

### STATISTIC

Str 24, Dex 18, Con 19, Int 6, Wis 11, Cha 11

Base Atk +10; **CMB +19; CMD 34**

**Feats** Cleave, Dodge, Great Cleave, Improved Bull  
Rush, Power Attack

**Skills** Acrobatics +11, Escape Artist +15,  
Knowledge (planes) +7, Perception +13, Stealth  
+3, Swim +26

**95**

H11

**Drench** (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex** (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Elemental Size	Height	Weight	Vortex Save DC	Vortex Height
Huge	32 ft.	18,000 lbs	22	10–50 ft.

**Water Mastery** (Ex) A water elemental gains a **+1 bonus on attack and damage rolls if both it and its opponent are touching water**. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

**Dream Haunt:** Even if PCs have already defeated Sally Scrabblebones, her influence on this realm persists.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** This dream haunt manifests as soon as the PCs begin exploring this room. The dream haunt affects a randomly determined PC as per the spell a *paranoia*OA (**DC 20**). The afflicted PC suddenly perceives all other living creatures as cackling duplicates of the garishly dressed Sally Scrabblebones. The effect persists for **8 rounds** or until dispelled or the haunt is defeated.

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H13

### PARANOIA

School illusion (phantasm) [mind-affecting]; Level bard 2, medium 1, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates; Spell Resistance yes

The target believes everyone it sees is an enemy. The target **becomes hostile to all creatures, treating all creatures as enemies** and only itself as an ally.

The target must **attempt attacks of opportunity** whenever any creature provokes them.

Finally, **whenever the target is adjacent to two or more creatures, its paranoia overwhelms it, and it takes a -2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws**.

**Dream Haunt:** The room hosts a dangerous dream haunt that manifests after PCs enter, replaying the traumatic events of Nahum's excommunication.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

**Effect** When triggered, this dream haunt replays events similar to those that led to Nahum and his excommunicates' banishment. The room darkens as shadows coalesce into jeering, contorted faces, the complicated occult inflections of the *breach the veil of dreams* occult ritual echoes within the chamber, and PCs receive glimpses of the hovering dreamstone calling to them as a foreboding sense of betrayal sets in. The chamber's floor suddenly gives way, transforming into a spectacular, gaping maw that seeks to devour PCs as a *hungry pit* APG spell (**DC 20**) that is **80 feet deep** and persists for 8 rounds.

----

## HUNGRY PIT

School conjuration (creation);  
Level sorcerer/wizard 5, summoner 5  
Saving Throw Reflex negates; Reflex half; see text;  
Spell Resistance no  
This spell functions as create pit, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal.

In addition, anyone within the pit, not just those on the bottom, takes **4d6 points** of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful **Reflex save halves this damage**). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

## MILLIKIN CR 2

Quasit (Bestiary 66)

*Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.*

CE Tiny outsider (chaotic, demon, evil, extraplanar)

**Init +6**; Senses darkvision 60 ft.; **Perception +7**

### DEFENSE

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

**hp 16** (3d10); fast healing 2

**Fort +1, Ref +5, Will +4**

**DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10**

### OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee **2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)**

Space 2-1/2 ft.; Reach 0 ft.

### SPELL-LIKE ABILITIES (CL 6TH)

At will—*detect good, detect magic, invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

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### STATISTICS

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11  
Base Atk +3; **CMB +0; CMD 12**

**Feats** Improved Initiative, Weapon Finesse

**Skills** Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph)

### SPECIAL ABILITIES

**Poison** (Ex) Claw—injury;

save **Fortitude DC 13**;

frequency 1/round for 6 rounds;

effect **1d2 Dexterity**;

cure 2 consecutive saves. The DC includes a +2 racial bonus.

## Origami animals CR 3

2D20+10 ANIMALS  
1 PER FULL ROUND

(Bestiary 14) Animated Object  
N Medium construct

**Init +0**; Senses darkvision 60 ft., low-light vision;

**Perception -5**

### DEFENSE

**AC 16**, touch 10, flat-footed 14

(+6 natural)

**hp 36** (3d10+20)

**Fort +1, Ref +1, Will -4**

Defensive Abilities **hardness 10**;

Immune construct traits

### OFFENSE

Speed 30 ft.

Melee **slam +5 (1d6+3)**

### STATISTICS

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; **CMB +5; CMD 15**

SQ construction points

### SPECIAL ABILITIES

Copper

36

## TOME OF ORIGAMI ANIMALS

Price 13,500 gp; Slot none; CL 12th; Weight 15 lbs.;  
Aura strong transmutation

This massive, metal-bound tome is filled with thin pages of beaten copper, each of which is indented with arcane sigils indicating precise folding points for the creation of various origami creatures.

Once one or more pages are torn out and folded, the copper sheets magically expand to create a pleated origami approximation of the desired creature.

Once created, each origami creature is imbued with a semblance of life, just as if animated with animate objects, and obeys the commands of its creator.

The user can fold pages to craft a fantastic variety of Small, Medium, and Large animated constructs. Crafting a Small creature uses up one page, crafting a Medium creature uses two, and crafting a Large creature uses four. Each construct crafted by the book is built with the default number of Construction Points (CP) and hit points for its size, though all origami animations gain the basic metal Construction Point quality for free. Constructs of other metals or stone cannot be built with the book, though additional CP can be otherwise added to the creation at the expense of one page per point. This follows all rules for creating animated objects, and origami animals can never select the same CP ability more than once.

The book contains instructions for making innumerable variations of fantastic creatures, limited only by the user's ingenuity and imagination. For example, the user may fold a Medium gorilla-like animal with two pages, then tear out an additional three pages to construct it with additional attack, grab, and constrict abilities, for a total of five pages.

Crafting an origami animal requires a full-round action. Each one lasts for 1 hour before crumbling into useless copper shards. Tomes of origami animals have 50 pages when created, though most have 2d20+10 intact pages when found.

**Dream Haunt:** As the PCs wander through this hallway, the dead animals begin animating, staring at them with dead, glassy eyes and disturbingly gasping for breath as others bleat and mew.

## DREAM HAUNT CR 8

**hp 36** (see page 8)

Effect PCs witnessing this effect are affected by *ill omen* APG and must reroll the next two d20 rolls they make and take the less favorable result. As the PCs pass the mounted head of a roe deer it turns and says, “**The dead dream of broken circles**”—a reference to Leila, who waits in area H17.

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## ILL OMEN

School enchantment (compulsion) [mind-affecting]; Level witch 1  
Casting Time 1 standard action  
Components V, S, M (hair from a black cat)  
Range close (25 ft. + 5 ft./2 levels)  
Target one creature  
Duration 1 round/level or until discharged  
Saving Throw none; Spell Resistance yes

You afflict the target with bad luck. **On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll** (to a maximum of five rolls at 20th level).

A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

## ANIMATE DREAM CR 8

(Bestiary 2 29) Animate Dream  
*This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.*

NE Medium outsider (extraplanar, incorporeal)  
**Init +4**; Senses darkvision 60 ft.; **Perception +17**

### DEFENSE

**AC 20**, touch 20, flat-footed 15  
(+5 deflection, +4 Dex, +1 dodge)

**hp 90** (12d10+24)

**Fort +10, Ref +8, Will +12**  
Defensive Abilities **incorporeal**;  
**SR 19**

### OFFENSE

Speed fly 40 ft. (perfect)  
Melee **incorporeal touch +16 (6d8 negative energy plus nightmare curse)**

### SPELL-LIKE (CL 12TH; CONC +17)

3/day—*deep slumber* (DC 18),  
*dimension door*,  
*nightmare* (DC 20)  
1/day—*confusion* (DC 19),  
*fear* (DC 19),  
*phantasmal killer* (DC 19)

90

## TACTICS

**During Combat** Once released from the magic circle, the animate dream uses its *confusion* spell-like ability on PCs while pretending to still be trapped. It then uses *dimension door* to block the PCs' if they try to exit combat and get away.

**Morale** If reduced to half its hit points, the animate dream uses *phantasmal killer* on its most threatening opponent before it flees shrieking through the windowed alcove.

## STATISTICS

Str —, Dex 18, Con 15, Int 10, Wis 15, Cha 21  
Base Atk +12; **CMB +16; CMD 32**  
**Feats** Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility  
**Skills** Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19  
Languages telepathy 100 ft.

## SPECIAL ABILITIES

**Nightmare Curse** (Ex) An animate dream's touch puts horrifying visions in the target's mind.  
**Curse**—incorporeal touch; save **Will DC 21**; frequency 1/day; effect **1d4 Wisdom drain** and target is **fatigued**; cure 3 consecutive saves or dispel evil, dream, or remove curse.

## LEILA CR 6

Excommunicate (see page 37)  
Nightmare human cleric of Mog-Lathar 3/rogue 3  
(Bestiary 4 204)  
CE Medium humanoid (human)

**Init +9**; Senses darkvision 120 ft.; **Perception +8**

**Aura fear (60 ft., DC 14),  
frightful presence (30 ft., DC 14)**

### DEFENSE

**AC 19**, touch 16, flat-footed 14  
(+3 armor, +1 deflection, +5 Dex)

**hp 39** > 15 (6d8+9);

**regeneration 5 (good spells and weapons,  
silver)**

**Fort +4, Ref +9, Will +6; +4 vs. illusion effects**

Defensive Abilities evasion, illusion resistance,  
**protection from good**, trap sense +1;

**DR 5/good or silver**

### OFFENSE

Speed 30 ft., fly 10 ft. (perfect)

Melee **mwk spider-leg sickle +8 (1d6+1),  
mwk spider-leg sickle +8 (1d6)**

Special Attacks

**channel negative energy 7/day (DC 15, 2d6),  
night terrors (DC 14),  
sneak attack +2d6**

**39** > 19 flees

### STATISTICS

Str 13, Dex 20, Con 10, Int 10, Wis 14, Cha 18

Base Atk +4; **CMB +5; CMD 21**

**Feats** Improved Initiative, Toughness, Two-weapon  
Fighting, Weapon Finesse

**Skills** Acrobatics +12, Bluff +12, Craft (alchemy)  
+5, Disable Device +8, Disguise +8, Fly +14,  
Intimidate +14, Knowledge (religion) +9,  
Perception +8, Sense Motive +8, Sleight of Hand  
+9, Spellcraft +8, Stealth +13; Racial Modifiers  
+4 Intimidate, +4 Stealth

Languages Common

SQ feign death (DC 14), rogue talent (fast stealth),  
trapfinding +1

**Combat Gear**

*scrolls of cure moderate wounds* (3),  
*scroll of invisibility*;

**Other Gear** +1 leather armor, mwk spider-leg  
sickles (2), ring of protection +1, 38 gp

### SPELL-LIKE (CL 6TH; CONC +10)

Constant—*protection from good*

3/day—*detect thoughts* (DC 16),

*dream, nightmare* (DC 19),

*suggestion* (DC 16)

1/day—*shadow walk* (DC 19)

### DOMAIN SPELL-LIKE (CL 3RD; CONC +5)

5/day—*copycat* (3 rounds), *touch of evil* (1 round)

### CLERIC SPELLS (CL 3RD; CONC +5)

2nd—*cure moderate wounds*, *grace*APG,  
*invisibility*D

1st—*disguise self* D, *divine favor*,

*magic weapon*,

*shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*,

*guidance*, *resistance*

D Domain spell; Domains Evil, Trickery

### TACTICS

**Before Combat** Leila casts *divine favor* and  
*magic weapon* before the PCs enter the room.

**During Combat** Once the animate dream is  
released from the magic circle, Leila charges in  
order to trigger her **frightful presence** ability. She  
then moves to flank with the animate dream.

**Morale** If reduced to half her hit points, Leila flees  
to the darkness of the open closet door in order to  
use her *shadow walk* ability to escape to safety.

## ADVANCED MIMICS (2) CR 5

(Bestiary 205, 294)

*What appeared to be a bureau comes to life as it grows long, glistening tentacles and a number of sharp teeth.*

N Medium aberration (shapechanger)

**Init +7**; Senses darkvision 60 ft.; **Perception +16**

### DEFENSE

**AC 20**, touch 11, flat-footed 15

(+1 Dex, +5 natural)

**hp 66** (7d8+21)

**Fort +7, Ref +7, Will +8**

Immune acid

### OFFENSE

Speed 10 ft.

Melee **siam +12 (1d8+8 plus adhesive)**

Special Attacks **constrict (siam, 1d8+8)**

### TACTICS

**During Combat** The mimics focus on one opponent at a time, using their slams and adhesive to grapple and constrict their foes.

**Morale** The mimics fight to the death.

66

66

### STATISTICS

Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10

Base Atk +5;

**CMB +11; CMD 24 (can't be tripped)**

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; Racial Modifiers **+22**

**Disguise when mimicking objects**

Languages Common

SQ mimic object

### SPECIAL ABILITIES

**Adhesive (Ex)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a **DC 19**

**Reflex** save. A successful **DC 19 Strength** check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex)** A mimic can assume the general shape of any Medium object.

## Trap:

The bottom drawer of the bureau contains a greater glyph of warding that holds an *enemy hammer* APG spell glyph that targets the PC opening the drawer.

### ENEMY HAMMER

School transmutation; Level sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (puppet strings)

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

Target one creature

Duration 1 round/level (D)

Saving Throw Fortitude partial;

Spell Resistance yes

You grab a creature with telekinesis and use it to batter nearby opponents or objects. You must target a specific creature when casting this spell and once you select that creature you cannot switch to another.

Each round, as a standard action, you can **attempt to hurl the target at any creature or object within 30 feet of it**. You must make an attack roll whenever you use the target as a weapon. The **attack bonus for this attack is equal to your caster level plus either your Intelligence or Charisma modifier** (whichever is higher). If you successfully hit the new target with the creature **both it and the creature take damage based on the creature's size**.

Creature Size	Damage Dealt
Small	1d10
Medium	2d6
Large	2d8
Huge	2d10

The target creature can make a Fortitude saving throw each time you attempt to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save it loses all actions for the round and ends its turn prone in a square adjacent to the target of your attack. However, if the creature chooses to resist your efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw. The spell ends immediately if the target creature dies or is destroyed.

## NIGHTGAUNTS (4) CR 4

(Bestiary 4 203)

*This lanky ebon humanoid has batlike wings, horns, and a long prehensile tail, but lacks a face.*

CN Medium monstrous humanoid (extraplanar)

**Init +6**; Senses all-around vision, blindsight 60 ft., darkvision 60 ft.; **Perception +6**

### DEFENSE

**AC 18**, touch 13, flat-footed 15  
(+2 Dex, +1 dodge, +5 natural)

**hp 37** (5d10+10)

**Fort +3, Ref +8, Will +6**

Defensive Abilities faceless; Immune cold, gaze attacks, inhaled poison, scent-based attacks

### OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee **2 claws +9 (1d6+4 plus grab)**

Special Attacks **clutches, tickle**

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### STATISTICS

Str 18, Dex 15, Con 14, Int 5, Wis 14, Cha 11

Base Atk +5; **CMB +9 (+17 grapple); CMD 22**

**Feats** Dodge, Improved Initiative, Lightning Reflexes

**Skills** Fly +7, Perception +6, Stealth +11;

Racial Modifiers +4 Stealth

Languages Aklo (can't speak)

SQ no breath

### SPECIAL ABILITIES

**Clutches** (Ex) 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) 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) 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.

## NAHUM CALIGARO CR 10

Male nightmare lord human occultist 10 (Bestiary 4 204, Occult Adventures 46)  
LE Medium humanoid (human)

**Init +8**; Senses aura sight, darkvision 120 ft.;

**Perception +13**

**Aura fear (60 ft., DC 21),  
frightful presence (30 ft., DC 21)**

### DEFENSE

**AC 21**, touch 14, flat-footed 17 (+7 armor, +4 Dex)  
**hp 88** (10d8+40);

**regeneration 5 (good or silver)**

**Fort +10, Ref +8, Will +8; +4 vs. illusions**

Defensive Abilities feign death (DC 21);

**DR 5/good or silver**

### OFFENSE

Speed 20 ft., fly 10 ft. (perfect)

Melee **mwk spider-leg sickle +7/+2 (1d6–1)**

Special Attacks dream slave, magic circles, night terrors (DC 21), object reading, shift focus

**88** regeneration 5 (good or silver)

*symbol of striking*UC (DC 22)

3rd (4/day)—*dispel magic*,

*displacement*,

*lightning bolt* (DC 19),

*symbol of slowing*UM (DC 19),

*vision of Hell*UM (DC 19)

2nd (6/day)—*defensive shock*UM,

*enter image*APG,

*magic mouth*, *mirror image*,

*node of blasting*OA (DC 18)

1st (7/day)—*break*APG,

*illusion of calm*UC (DC 17),

*shadow weapon*UM (DC 19),

*shocking grasp*, *warding weapon*UC

0 (at will)—*message*, *ghost sound* (DC 16),

*resistance*, *telekinetic projectile*OA

### TACTICS

**Before Combat** Nahum bolsters himself with an array of defensive abilities, including using scrolls of *shocking image* and *stoneskin*. If he hears the PCs approach, he creates a *shadow babau* using his *shadow beast focus power* before using his *quickness* focus power.

**During Combat** Nahum tries to keep shadow beasts between himself and opponents and takes advantage of the dreamstone's *vision of Hell* effect to best use his fear aura and frightful presence on weak-minded PCs. His offensive capabilities include his *energy blasts* and *rays*.

**Morale** Nahum fights to the death.

### SPELL-LIKE (CL 10TH; CONC +16)

Constant—*protection from good*

3/day—*deep slumber* (DC 19),

*detect thoughts* (DC 18), *dream*,

*invisibility*, *nightmare* (DC 23), *plane shift* (from the

Material Plane to the Dimension of Dreams or back

again), *shadow walk*,

*suggestion* (DC 19)

1/day—*feblemind* (DC 21),

*modify memory* (DC 20),

*shadow conjuration* (DC 22),

*shadow evocation* (DC 23), *shadow walk* (DC 23)

### IMPLEMENT SCHOOLS

*Abjuration (antique holy symbol, 4 points)*—

Resonant warding talisman;

Focus mind barrier (base), planar ward

*Evocation (saint's thighbone rod, 5 points)*—

Resonant intense focus;

Focus energy blast, energy ray (base)

*Illusion (plague mask, 4 points; brass ring on*

*mummified finger, 1 point)*—Resonant distortion;

Focus minor figment (base), shadow beast, unseen

*Transmutation (mwk spider-leg sickle, 4 points)*—

Resonant physical enhancement (+2 Con);

Focus legacy weapon (base), quickness,

telekinetic mastery

### OCCULTIST SPELLS (CL 10TH; CONC +16)

4th (2/day)—*parchment swarm*OA (DC 20),

*shocking image*UC,

*shout* (DC 20),

*stoneskin*,

### STATISTICS

Str 8, Dex 19, Con 14, Int 23, Wis 10, Cha 22

Base Atk +7; **CMB +6; CMD 20**

**Feats** Efficient Focus ShiftOA, Extra Mental

FocusOA, Improved Initiative, Lucid DreamerOA,

Rapid Focus ShiftOA, Toughness

**Skills** Bluff +11, Diplomacy +14, Disguise +14,

Fly +19, Intimidate +11, Knowledge (arcana) +19,

Knowledge (history) +14, Knowledge (planes)

+19, Knowledge (religion) +14, Linguistics +10,

Perception +13, Sense Motive +13, Spellcraft

+19, Stealth +11, Use Magic Device +18; Racial

Modifiers +4 Intimidate, +4 Stealth

Languages Common

SQ magic item skill +5, implements 5, magic

circles, mental focus (18), nightmare magic, object

reading, outside contact 1 (Millikin), shift focus

**Combat Gear** *lesser talisman of arrow*

*protection*OA, *lesser talisman of freedom*OA,

*potions of cure serious wounds* (2), *scroll of*

*stoneskin*, *scroll of shocking image*UC;

**Other Gear** +1 mithral breastplate, mwk spider-

leg sickle, cloak of resistance +1, headband of

alluring charisma +2

### **BABBLE**

School enchantment (compulsion) [mind-affecting]; Level bard 2, mesmerist 2, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action Components V, S  
Range close (25 ft. + 5 ft./2 levels)

Target one creature; see text

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

This spell causes the target to break into a fit of bizarre, uncontrollable babbling. The target also becomes nauseated. If the target succeeds at its save, the effects end. If not, the creature continues babbling and is nauseated for the entire duration. Creatures within 30 feet of the subject that can hear the target's babbling must succeed at a Will save or become fascinated for as long as the babbling persists. Once a creature's fascination ends, it can't become fascinated by the same instance of babble again.

Creatures within 30 feet of the subject that can hear the target's babbling must succeed at a Will save or become fascinated for as long as the babbling persists. Once a creature's fascination ends, it can't become fascinated by the same instance of babble again.

Creatures with an Intelligence score of 2 or lower aren't affected by this spell.

### **SHADOW BEAST** (Sp):

As a standard action, you can call forth one or more beasts made of shadow by expending 1 point of mental focus. This functions as shadow conjuration, but it can be used to duplicate only the effects of summon monster spells. Creatures created with this spell deal 50% of the normal damage to those that disbelieve the illusion, and their nondamaging

effects have only a 50% chance of affecting disbelieving targets. This can be used to duplicate any summon monster spell up to summon monster V. For every 2 additional levels you possess beyond 9th, the maximum spell level you can duplicate with this ability increases by 1 (to a maximum of summon monster IX at 17th level). Regardless of the spell duplicated, the creatures remain for 1 round per occultist level you possess. You must be at least 9th level to select this focus power.

### **VISION OF HELL**

School illusion (glamer) [evil, fear]; Level bard 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action  
Components V, M (a pinch of brimstone)

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

Effect 50-ft.-radius emanation

Duration 1 minute/level (D)

Saving Throw Will negates; Spell Resistance no

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

### **SHADOW CONJURATION**

School illusion (shadow); Level bard 4, sorcerer/wizard 4

Casting Time 1 standard action Components V, S  
Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with);

varies; see text; Spell Resistance yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is

set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.---

*This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.*

## BABAU DEMON CR 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init +5**; Senses darkvision 60 ft., **see invisibility**;  
**Perception +19**

### DEFENSE

**AC 19**, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp 15** (7d10+35)

**Fort +10, Ref +6, Will +5**

Defensive Abilities protective slime; **DR 10/cold iron or good**; **Immune electricity, poison**;  
**Resist acid 10, cold 10, fire 10**; **SR 17**

### OFFENSE

Speed 30 ft.

Melee **2 claws +12 (1d6+5)**, **bite +12 (1d6+5)**  
**or longspear +12/+7 (1d8+7/x3)**, **bite +7 (1d6+2)**

For disbelievers **damage is one-fifth**

Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

Special Attacks **sneak attack +2d6**

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### SPELL-LIKE ABILITIES (CL 7TH)

For disbelievers: **special abilities that do not deal lethal damage are only 20% likely to work**

Constant—*see invisibility*

At will—*darkness, dispel magic, greater teleport*  
(self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

### STATISTICS

Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16

Base Atk +7; **CMB +12**; **CMD 23**

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22;  
Racial Modifiers +8 Perception, +8 Stealth  
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

**Protective Slime** (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes **1d8 points of acid damage** from this slime if it fails a **DC 18 Reflex save**. A creature that strikes a babau with a melee weapon must make a **DC 18 Reflex save** or the weapon takes **1d8 points of acid damage**; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

**Energy Ray** (Sp): As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to unleash a ray of pure energy as a ranged touch attack. This ray has a range of 30 feet. The ray deals an amount of energy damage equal to 1d6 points + 1d6 points for every 2 occultist levels you possess beyond 1st (2d6 at 3rd level, 3d6 at 5th, and so on, to a maximum of 10d6 at 19th level). When you unleash an energy ray, you must decide what type of damage it deals (acid, cold, electricity, or fire).

**Energy Blast** (Sp): As a standard action that provokes attacks of opportunity, you can expend 2 points of mental focus to unleash a blast of energy. This blast has a range of 100 feet, and deals 5d6 points of energy damage, plus an additional 1d6 points for every 2 occultist levels you possess beyond 5th (6d6 at 7th, 7d6 at 9th, and so on, to a maximum of 12d6 at 19th level). The blast deals damage to each creature in a 20-foot-radius burst, but each affected creature can attempt a Reflex save to halve the damage. When you unleash an energy blast, you must decide what type of damage it deals (acid, cold, electricity, or fire). You must be at least 5th level to select this focus power.

### **PARCHMENT SWARM**

School transmutation; Level magus 5, occultist 4, sorcerer/wizard 5  
Casting Time 1 standard action  
Components S, M (blank parchment or magic scroll; see text)  
Range close (25 ft. + 5 ft./2 levels)  
Target one creature  
Duration instantaneous  
Saving Throw Reflex half; see text;  
Spell Resistance yes  
When you cast this spell, you quickly tear a parchment into shreds, releasing the flying fragments to swarm around a target creature and deliver thousands of tiny paper cuts. Using normal parchment, the spell deals 1d6 points of magical slashing damage per caster level (maximum 15d6). If you use a magic scroll as the material component, choose one of the spells stored in the scroll. If the spell is 1st level, you can choose to apply the effect of that spell to the parchment swarm's target on a failed Reflex save (if the spell on the scroll has its own saving throw, the target then attempts that save as normal). If the spell on the scroll is at least 2nd level, you can choose to instead change parchment swarm to affect a 20-foot-radius spread instead of a single target.

A lesser talisman carries only enough magical energy to protect its wearer once, after which it crumbles to dust.

**Talisman of Arrow Protection:** These talismans bear the insignia and name of a martyred saint, who was said to have survived being shot by 99 arrows, only to be slain by the hundredth. The first time that the wearer is hit by two or more ranged attacks in a single round, he is immediately affected by protection from arrows. Faint abjuration; CL 3rd; protection from arrows.

A lesser talisman carries only enough magical energy to protect its wearer once, after which it crumbles to dust.

**Talisman of Freedom:** These talismans are inscribed with the names of spirits and other figures associated with freedom and liberation. The first time that the wearer becomes grappled, entangled, or paralyzed, he is automatically affected by freedom of movement for 3 rounds. Moderate abjuration; CL 7th; freedom of movement.

### Scroll of **SHOCKING IMAGE**

School illusion (figment) [electricity]; Level bard 4, sorcerer/wizard 4  
Casting Time 1 standard action  
Components V, S  
Range personal  
Target you  
Duration 1 minute/level  
Saving Throw none; Spell Resistance see text  
This spell works like mirror image, except the illusory doubles it creates discharge an electric

shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

### **ENTER IMAGE**

School transmutation; Level bard 2, cleric 3, sorcerer/wizard 3  
Casting Time 1 standard action  
Components V, S, M/DF (a drop of paint and a ball of clay)  
Range 50 ft./level  
Effect transfer consciousness to any object bearing your likeness  
Duration concentration  
Saving Throw none; Spell Resistance no  
You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10

greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered