
ABOMINATION VAULTS GM'S GUIDE



BY RON LUNDEEN

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THE ABOMINATION VAULTS, EASIER

The Abomination Vaults Adventure Path is an extensive campaign in a sprawling megadungeon. Your players need the right tools to navigate its dangers, and you need the tools in this GM's Guide to keep the action moving!

The Abomination Vaults Adventure Path is one of the campaigns I'm proudest to have developed. This comes as a bit of a surprise to me, because I don't normally like megadungeons. It's not the room after room of dangers that I mind; after all, that's part of the appeal, and dungeons are great places for vying factions, helpless victims, and tons of roleplaying (which is just what James Jacobs, Vanessa Hoskins, and Stephen Radney-MacFarland have done!). It's just that there are so many moving pieces to track. You need to keep several active subplots and quests in mind, invent new dangers on the spot, and access monster stats in a flash. I'm here to help you with that.

SIDE QUEST SUMMARY

There are 20 side quests provided throughout the campaign. Keep track of them all with this handy checklist noting which side quests you've given, which ones they've completed.

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WANDERING THREATS

Need more danger to keep your players from becoming complacent? This section provides several mobile threats you can drop into the campaign. Each is provided at multiple levels, to be suitable almost anywhere.

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CULTISTS PAGE 9

MINI ADVENTURES

There are a lot of aberrations in the Abomination Vaults, as befits a dungeon stocked full of terrible monsters. Why not more? These mini-adventures expand "off the map" areas of the dungeon.

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FULL STAT BLOCKS

Each of the following chapters provides every stat block you'll need to run that level of the dungeon, all in one convenient place.

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SIDE QUEST SUMMARY

The Abomination Vaults Adventure Path provides 20 side quests for the heroes to pursue, each listed here for convenient reference. The rewards provided don't include any treasure or XP the characters might earn while completing the side quests.

Given?	Done?	Quest Name	Given By	Completed By	Reward
<input type="checkbox"/>	<input type="checkbox"/>	The "Mushroom-Eyed People"	Boss Skrawng, mitflit gang boss (area A10)	Killing the morlocks (areas B8 to B12, and B22)	30 XP, mitflits abandon Otari invasion plans
<input type="checkbox"/>	<input type="checkbox"/>	Missing Thieves	Yinyasmera (Otari) after finding the boat (area A17)	Recovering the thieves in areas B14 and B24	30 XP, 50 gp
<input type="checkbox"/>	<input type="checkbox"/>	Spookywisp's Shiny	Tangletop, spooky brownie (area A19)	Providing the bejeweled spyglass (area A23)	30 XP, three "secrets"
<input type="checkbox"/>	<input type="checkbox"/>	To Serve the Ghost Queen	Graulgust, morlock cult leader (area B12)	Bringing the river drake's head (area B19)	30 XP, an offer to crusade against the ghouls
<input type="checkbox"/>	<input type="checkbox"/>	Diabolic Contract	Korlok, barbazu guard (area C8)	Delivering Korlok's contract (area C37) to him	30 XP, information about other devils
<input type="checkbox"/>	<input type="checkbox"/>	Book Collectors	Morlibint (Otari) after seeing the library (area C11)	Delivering books from areas C11, C14, C19, C27, C30, C33, C36, C37	30 XP, and 5 gp per Bulk of books
<input type="checkbox"/>	<input type="checkbox"/>	Lasda's Lament	Lasda, imprisoned dwarf (area D10)	Unlocking Lasda (area D10): a key is in area D8	30 XP, <i>minor sturdy shield</i>
<input type="checkbox"/>	<input type="checkbox"/>	Escaped Werewolf	Keeleno Lathenar (Otari) or Worliwynn (Otari) after meeting Jaul (area D14)	Defeating Jaul Mezmin, the werewolf (area D14)	30 XP, 50 gp bounty, discount at Otari Market
<input type="checkbox"/>	<input type="checkbox"/>	Poltergeist Freedom	Squabbling poltergeists (area B9)	Showing the poltergeists a clear path to freedom	30 XP
<input type="checkbox"/>	<input type="checkbox"/>	Mummy's Revenge	Chafkhem, mummy ritualist (area B17)	Defeating Jafaki (area C25) or proving the imp Szek's wrongdoing (area D9)	30 XP, Arena level map, <i>freedom of movement</i> spell
<input type="checkbox"/>	<input type="checkbox"/>	Elementals Unbound	Bound earth elementals (area C3)	Undoing the binding with a ritual performed nearby	30 XP, crystal sense ability for 1 week
<input type="checkbox"/>	<input type="checkbox"/>	Battle of the Bands	Crowd at the Warped Brew Tavern (area C11)	Winning a two-stage performance competition against Shadow Malice	30 XP or 80 XP, safety in the tavern, musical instruments
<input type="checkbox"/>	<input type="checkbox"/>	Murschen's Match	Murschen, skulk brawler (area C22)	Convincing the urdefhan pugilist Vischari (area C16) to fight	30 XP, possible spoils from the fight
<input type="checkbox"/>	<input type="checkbox"/>	The Golem Machine	Jafaki's occult experiment (area C25)	Disconnecting the occult machinery	80 XP

Given?	Done?	Quest Name	Given By	Completed By	Reward
<input type="checkbox"/>	<input type="checkbox"/>	Free the Bounty Hunter	Cynemi, imprisoned bounty hunter (area D14)	Saving Cynemi and getting her out of the dungeon	30 XP, possible bounty of 30 gp or 60 gp
<input type="checkbox"/>	<input type="checkbox"/>	Sacred Eggs	Dulac, caligni cult leader (area A8)	Gathering chuul eggs (area A14)	30 XP, safe passage in caligni territory
<input type="checkbox"/>	<input type="checkbox"/>	Restore Murmur	Murmur, the feeble-minded medusa (area A38)	Removing the <i>feeblemind</i> effect	30 XP, the medusa accompanies the heroes
<input type="checkbox"/>	<input type="checkbox"/>	Kill Khurfel	Quara, drow leader (area B17)	Killing Khurfel (area B37) and returning his rhoka sword to Quara	30 XP
<input type="checkbox"/>	<input type="checkbox"/>	Caligni Evacuation	Galudu, caligni leader (area B26)	Clearing an exit in areas B31, B42, or B51 and escorting calignis there	30 XP, <i>wand of continuation</i> (<i>stoneskin</i>)
<input type="checkbox"/>	<input type="checkbox"/>	The Gnomes' Fate	Calith Narogblom, prisoner (area B35)	Showing Calith evidence of the Children of Belcorra and escorting him to areas B31, B42, or B51	30 XP, board game worth 120 gp

BOUNTY HUNTER WANDERERS

This section allows you to add a new wandering faction, professional bounty hunters, to the Abomination Vaults.

The heroes might not be the only ones venturing into the Abomination Vaults on personal missions. Two NPCs in the Abomination Vaults already have bounties on their heads: the werewolf Jaul Mezmin on the fourth level and the tiefling criminal Cynemi on the seventh level. (Carman Rajani also earns a price on his head during the campaign, but the heroes are directly tasked with hunting him down.) Before becoming leader of Yldaris, the drow shootist Quara Orshendiel lived a reckless life and certainly made enemies who might want to eliminate her.

You can use these bounty hunters as rivals who want to eliminate the heroes as competition, friendly faces willing to work alongside the party in the dangerous dungeon, or even sources of knowledge of areas of the Abomination Vaults that the heroes haven't yet explored. In any case, they aren't interested in vanquishing ghosts or stopping Belcorra; they're dedicated to their own mission. Of course, friendly relations are likely to sour if the heroes want to protect the bounty hunters' quarry or turn the quarry in for their own reward!

WEREWOLF HUNTERS

These werewolf hunters suspect that Jaul Mezmin is still alive and they want him dead. They're probably out for the bounty on Jaul's head, but they might be close friends with Keeleno Lathenar at the Otari Market. They're hard-bitten werecreature hunters who proudly display pelts of past kills and brook no foolishness. They're all humans, and bear tough-sounding names like Jasper Fang-Breaker, Kalbin Moonfoe, or Narnetta Silverblade.

It's best to use these bounty hunters when the heroes are 2nd to 4th level. The number of hunters in this group should correspond with the heroes' level: two at level 2, three at level 3, or four at level 4. If the heroes end up in a fight with them, it's a Moderate-difficulty encounter.

WEREWOLF HUNTERS (2, 3, OR 4) CREATURE 2

N **MEDIUM** **HUMAN** **HUMANOID**

Perception +9

Languages Common

Skills Intimidation +4, Nature +7, Stealth +8, Survival +7, Werecreature Lore +4

Str +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items adventurer's pack, composite shortbow (20 arrows and 10 silver arrows), dagger, leather armor, shortsword, silversheen

AC 19; **Fort** +7, **Ref** +10, **Will** +7

HP 30

Speed 25 feet

Melee ♦♦ shortsword +11 (agile, finesse, versatile S),
Damage 1d6+4 piercing

Ranged ♦♦ composite shortbow +11 (deadly 1d10, propulsive, range increment 60 feet, reload 0),
Damage 1d6+4 piercing

Hunt Prey ♦♦ (concentrate) The hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time the hunter hits the designated prey in a round, they deal an additional 1d8 precision damage (1d10 precision damage against werecreatures). The poacher also ignores the penalty for making ranged attacks within their second range increment. These effects last until the hunter uses Hunt Prey again.

ABSALOM AGENTS

The tiefling criminal Cynemi is an amoral criminal. She's been hunted by the authorities for so long that she's learned some of the tricks of the trade, and operates as a bounty hunter herself sometimes. She came to Otari looking for Urevian, as she'd heard the contract devil needed someone found. Out-negotiated by the devil and outwitted by Carman Rajani, Cynemi now hangs in a cell on the seventh level of the Abomination Vaults.

A group of bounty hunters from Absalom have come to collect Cynemi, dead or alive, for the price on her head. They claim to be affiliated with the Absalom city guard, but they're actually members of a violent thieves' guild called the Bloody Barbers. The group considers Otari to be a hopelessly rustic backwater whose residents (including the heroes) are all dimwitted hicks. A dwarf named Garggin Lowdelver is in charge, primarily because his housebreaking skills make him good at navigating ruins. Garggin is also the best liar—although even he isn't great—so he's the one who keeps up the “guards from the city” ruse. The other bounty hunters are merely bruisers who prefer to talk with their fists.

It's best to use these bounty hunters when the heroes are 6th or 7th level. Garggin is joined by two bruisers if the heroes are 6th level, and by three bruisers if the heroes are 7th level. That way, if the heroes end up in a fight with them, it's a Moderate-difficulty encounter.

GARGGIN LOWDELVER

CREATURE 5

UNIQUE NE MEDIUM DWARF HUMANOID

Male dwarf housebreaker

Perception +10; darkvision

Languages Common, Dwarven

Skills Acrobatics +13, Athletics +13, Deception +7, Society +9, Stealth +11, Thievery +13

Str +4, **Dex** +4, **Con** +2, **Int** +2, **Wis** +1, **Cha** +0

Hazard Spotter Garggin automatically attempts a secret Perception check to notice a hazard when he is within 10 feet of the hazard.

Items climbing kit, hand crossbow (20 bolts), simple manacles, +1 war razor

AC 21; **Fort** +11, **Ref** +15, **Will** +10

HP 75

Speed 20 feet, climb 10 feet

Melee ♦ *war razor* +15 (agile, backstabber, deadly d8, finesse, magical), **Damage** 1d4+8 slashing

Ranged ♦ hand crossbow +15 (range increment 60 feet, reload 1), **Damage** 1d6+4 piercing

Underhanded Attack ♦ Garggin prepares a clever attack that catches their foe unprepared. He chooses one of his weapons. The next attack with that weapon deals an extra 2d6 precision damage. In addition, as part of this action, Garggin can Interact to draw the weapon (or to reload it if he chooses the hand crossbow).

BRUISERS (2 OR 3)

CREATURE 5

NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Athletics +13, Stealth +13, Survival +11, Thievery +11

Str +4, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** -1

Items leather armor, shortbow (20 arrows), war razor

AC 20; **Fort** +12, **Ref** +15, **Will** +9

HP 90

Speed 25 feet

Melee ♦ *war razor* +15 (agile, backstabber, deadly d8, finesse, magical), **Damage** 1d4+8 slashing

Ranged ♦ shortbow +15 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

Crimson Shave ♦♦ (emotion, fear, mental) The bruiser makes a melee Strike with their war razor. If the attack hits and deals damage, the target takes 1d4 bleed damage and is frightened 1 (or frightened 2 on a critical hit) and the target can't reduce this frightened value below 1 as long as it's bleeding.

Mobility When the bruiser takes a Stride action to move half their Speed or less, that movement does not trigger reactions.

Overbearing Attack The bruiser deals an additional 2d6 precision damage to flat-footed or frightened creatures.

DUERGAR KIDNAPPERS

Quara Orshendiel made her fair share of enemies in her devil-may-care days as a drow shootist. One of her greatest escapades was robbing a duergar caravan. She merely embarrassed the duergar and didn't kill them, which may have been a mistake. The caravan master has commissioned a team of agents to capture Quara and bring her back for harsh duergar justice. The duergar mage Karthogbi is in charge, along with her loyal xorn companion Gemdigger and a few duergar toughs.

This group understands that Quara is well-defended inside Yldaris. They therefore try to get in good with the heroes, hoping to use them to get to Quara. They're not above turning on the heroes as soon as they get into Yldaris, with Karthogbi setting up an illusion that makes it look like the heroes are to blame for the kidnapping.

It's best to use these bounty hunters when the heroes are 8th or 9th level. Karthogbi and Gemdigger are accompanied by one tough if the heroes are 8th level, and by three toughs if the heroes are 9th level. If the heroes end up in a fight with them, it's a Severe-difficulty encounter, but they might have Yldaris drow to aid them.

KARTHOGBI

CREATURE 9

UNIQUE	LE	MEDIUM	DUERGAR	DWARF	HUMANOID
Female duergar illusionist					
Perception +17; darkvision					
Languages Common, Dwarven, Terran, Undercommon					
Skills Arcana +20, Athletics +17, Deception +17, Intimidation +17, Occultism +18, Survival +17					
Str +2, Dex +0, Con +4, Int +5, Wis +2, Cha +2					
Items average manacles, +1 <i>striking maul</i>					
AC 27; Fort +20, Ref +16, Will +18; +2 status to all saves vs. magic, iron mind					
HP 160					
Iron Mind Karthogbi automatically disbelieves illusions of 5th level or lower.					
Light Blindness					
Speed 20 feet					
Melee ♦ <i>maul</i> +19 (magical, shove), Damage 2d12+6 bludgeoning					
Arcane Prepared Spells DC 28, attack +20; 5th <i>cloak of colors, illusory scene</i> ; 4th <i>glibness, phantasmal killer, veil</i> ; 3rd <i>hypnotic pattern, magic missile, mind reading</i> ; 2nd <i>darkness, hideous laughter, invisibility</i> ; 1st <i>fleet step, item facade, true strike</i> ; Cantrips (5th) <i>dancing lights, daze, detect magic, shield, telekinetic projectile</i>					
Occult Innate Spells DC 28; 2nd <i>enlarge</i> (self only), <i>invisibility</i> (self only)					
Steady Spellcasting If a reaction would disrupt Karthogbi's spellcasting action, she attempts a DC 15 flat check. If she succeeds, the spell isn't disrupted.					

GEMDIGGER

CREATURE 7

UNIQUE	N	MEDIUM	EARTH	ELEMENTAL
Xorn bodyguard				
Perception +15; darkvision, tremorsense (imprecise) 60 feet				
Languages Common, Terran				
Skills Athletics +17, Rock Lore +15, Stealth +11, Survival +15				
Str +6, Dex +0, Con +5, Int +0, Wis +2, Cha +0				
AC 25, all-around vision; Fort +18, Ref +11, Will +13				
HP 115; Immunities bleed, paralyzed, poison, sleep; Resistances cold 5, electricity 5, fire 5; Weaknesses bludgeoning 5				
Bodyguard's Swipe ➤ Trigger The xorn is adjacent to an ally that is the target of a physical ranged attack; Requirements The xorn is aware of the attack and has a claw free; Effect The ally gains a +2 circumstance bonus to its AC against the triggering attack.				
Speed 20 feet, burrow 20 feet; earth glide				
Melee ♦ jaws +18 (deadly 1d10), Damage 2d10+8 piercing				
Melee ♦ claw +18 (agile), Damage 2d6+8 slashing				
Claw Frenzy ♦♦ The xorn makes three claw Strikes; no more than two can be against the same target. These attacks count toward the xorn's multiple attack penalty, but the penalty doesn't increase until after all the attacks have been made.				
Earth Glide The xorn can Burrow through any earthen matter, including rock. When it does so, the xorn moves at its full burrow Speed, leaving no tunnels or signs of its passing.				

DUERGAR TOUGHS (1 OR 3) CREATURE 7

LN MEDIUM DUERGAR DWARF HUMANOID

Perception +13; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +17, Intimidation +16, Survival +13, Thievery +13


Str +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +2, **Cha** +2

Items +1 *flail*, average manacles, chain mail, javelin (3)


AC 25; **Fort** +18, **Ref** +12, **Will** +15; +2 status to all saves vs. magic


HP 120


Stand Tough When forced to move 10 feet or more, the tough is moved only half the distance.

Bully's Push  **Trigger** A creature within the tough's reach misses the tough with a melee Strike; **Effect** The tough attempts to Shove the triggering creature at a -2 penalty. If the tough rolls a critical failure, it gets a failure instead.

Speed 20 feet

Melee  *flail* +18 (disarm, magical, sweep, trip), **Damage** 2d6+10 bludgeoning

Ranged  javelin +15 (thrown 30 feet), **Damage** 1d6+10 piercing

Efficient **Capture**  (attack, manipulate)
Requirements The tough has manacles in hand and is next to a creature; **Effect** The tough attempts to bind the creature's wrists or ankles with the manacles. The thug must succeed at an attack roll with a +18 modifier against the target's AC.

Gang Up The tough deals an extra 1d8 damage to any creature that's within reach of at least two of the tough's allies.

CULTIST WANDERERS

This section allows you to add a new wandering faction, a group of evil cultists of Nhimbaloth, to the Abomination Vaults.

Gauntlight draws its sinister power from an ancient chamber called the Empty Vault. Belcorra Haruvex was one of the most significant followers of the evil Outer God called Nhimbaloth to find the Empty Vault, but she isn't the only evil cultist drawn to its power. During their explorations of the Abomination Vaults (or their journeys through the Fogfen that surrounds Gauntlight Keep), the heroes might come across gangs of Nhimbaloth cultists. Few of these cultists have anything other than a vague sense of their patron's presence to lead them here—for Nhimbaloth is not forthcoming with her secrets—but they might have some specific information about the Abomination Vaults if you need to impart some lore the heroes missed. Getting that information from the cultists might prove difficult, as all of Nhimbaloth's cultists are desperate and violent nihilists who eagerly assault unbelievers.

CULTIST ENCOUNTERS

The following combinations of cultists make for an approximately Moderate-difficulty encounter at the levels indicated. Use the encounter at the next lowest level for a Low-difficulty encounter, or the one at the next highest level for a Severe-difficulty encounter.

Level 1: 2 Nhimbaloth cultists. This pair has stumbled into the Fogfen in hopes of learning more about Nhimbaloth, and it's more luck than divine guidance that's led them to roughly the right area.

Level 2: A Nhimbaloth priest and a Nhimbaloth cultist. The priest and cultist are both siblings who have received strange dreams that have led them here.

Level 3: A Nhimbaloth priest and 2 Nhimbaloth cultists. This priest has something of a scholarly nature and wants to learn more about Dread Nhimbaloth's presence in the area. They might be willing to share knowledge with the party before betraying them and attacking. The priest brought along the cultist as a bodyguard.

Level 4: 2 Nhimbaloth priests and 3 Nhimbaloth cultists. This large group is enacting sinister rites to their malevolent patron and doesn't want to be disturbed.

Level 5: A will-o'-wisp, a Nhimbaloth priest, and a Nhimbaloth cultist. The will-o'-wisp has these two humans entirely within its thrall, and it's determined to use them to stir up trouble.

Level 6: A will-o'-wisp and 4 Nhimbaloth priests. The priests surprised themselves by successfully summoning the will-o'-wisp very recently; they refer to it as the Star of Nhimbaloth and pledge to do whatever it commands. The will-o'-wisp hasn't yet decided what wicked actions it wants to compel the priests to perform.

Level 7: A Nhimbaloth demagogue, a will-o'-wisp, and a Nhimbaloth priest. This group might be encountered near civilization, or even right in Otari. The demagogue is trying to gain more converts. The priest works to control crowds and watch for trouble. The will-o'-wisp hangs back, invisible, until its aid is needed.

Level 8: A Nhimbaloth high priest and a will-o'-wisp. The high priest desires to prove themselves in the Gate of Nhimbaloth (on the dungeon's ninth level), but doesn't know where that ancient structure actually is. The will-o'-wisp is the high priest's loyal but flighty servant.

Level 9: 2 Nhimbaloth high priests. These high priests have heard tales of the legendary Lady's Whisper and seek to learn from this vaunted minion of Dread Nhimbaloth.

Level 10: 2 Nhimbaloth high priests and 2 will-o'-wisps. Both of these high priests are Haruvexes who have learned of their famed ancestor, Belcorra, and want to pledge their services to her. The will-o'-wisps are their surly and disloyal servants, who are looking for a chance to betray the high priests and gain more power for themselves.

CULTIST STATS

These are statistics for cultists, arranged from lowest level to highest level.

NHIMBALOTH CULTIST CREATURE 1

CE MEDIUM HUMAN HUMANOID

Perception +4

Languages Common

Skills Intimidation +3, Nhimbalo Lore +8, Occultism +3, Society +4, Stealth +6

Str +4, Dex +3, Con +2, Int +1, Wis -1, Cha +0

Items dagger, leather armor, flail

AC 17; Fort +7, Ref +8, Will +4

HP 20

Speed 25 feet

Melee ♦ flail +7 (disarm, sweep, trip), Damage 1d6+4 bludgeoning

Melee ♦ dagger +7 (agile, versatile S), Damage 1d4+4 piercing

Ranged ♦ dagger +6 (agile, thrown 10 feet, versatile S), Damage 1d4+4 piercing

Fanatical Frenzy ♦ **Requirements** The cultist has taken damage and is neither fatigued nor already in a frenzy; **Effect** The cultist flies into a frenzy that lasts 1 minute. While frenzied, the cultist gains a +1 status bonus to attack rolls and a +2 status bonus to damage rolls, and they take a -2 status penalty to AC. The cultist can't voluntarily stop their frenzy. After their frenzy, the cultist is fatigued.

NHIMBALOTH PRIEST CREATURE 2

CE MEDIUM HUMAN HUMANOID

Perception +10

Languages Aklo, Common

Skills Athletics +5, Nature +8, Nhimbalo Lore +6, Religion +8

Str +1, Dex +1, Con +0, Int +2, Wis +4, Cha +1

Items flail, leather armor, Nhimbalo religious symbol

AC 17; Fort +7, Ref +9, Will +11

HP 30

Speed 25 feet

Melee ♦ flail +8 (disarm, sweep, trip), Damage 1d6+2 bludgeoning

Divine Prepared Spells DC 18, attack +10; 1st *bleed*, *grim tendrils*, *harm* (x2), *sanctuary*; **Cantrips (1st)** *detect magic*, *divine lance*, *light*, *shield*, *stabilize*

Cleric Domain Spells DC 18. 1 Focus Point; 1st *lift nature's caul* (see below)

Harming Hands When the Nhimbalo priest casts *harm*, they roll d10s instead of d8s.

Promise of Empty Death A creature who critically fails a saving throw against the Nhimbalo priest's *harm* spell gains the fleeing condition for 1 round.

WILL-O'-WISP CREATURE 6

CE SMALL ABERRATION AIR

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16

Str -5, Dex +6, Con +0, Int +2, Wis +4, Cha +2

AC 27; Fort +10, Ref +16, Will +14

HP 50; Immunities magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ♦ shock +17 (electricity, magical), Damage 2d8+4 electricity

Feed on Fear ♦ (concentrate) **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark ♦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

NHIMBALOTH DEMAGOGUE CREATURE 7

CE MEDIUM HUMAN HUMANOID

Perception +14

Languages Common

Skills Deception +16, Diplomacy +14, Intimidation +16, Nhimbaloth Lore +19, Occultism +17, Society +13

Str +0, Dex +4, Con +1, Int +4, Wis +3, Cha +5

Items indecipherable book of sigils, robes, +1 staff

AC 23; Fort +12, Ref +15, Will +18

HP 95

Protect the Master! ➤ (auditory, concentrate, emotion, linguistic, mental, move) **Trigger** The demagogue is targeted with an attack, and a lower-ranking cultist is adjacent to them; **Effect** The demagogue orders their cultist to leap in front of the attack. The cultist and demagogue swap places, and the cultist becomes the target of the attack. If the cultist has Fanatical Frenzy or a similar ability, they can activate it as a reaction if they take damage from the triggering attack.

Speed 25 feet

Melee ♦ staff +13 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Occult Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *dimension door*, *outcast's curse*, *suggestion*; **3rd** (4 slots) *enthrall*, *grim tendrils*, *haste*, *mind reading*; **2nd** (4 slots) *augury*, *calm emotions*, *hideous laughter*, *touch of idiocy*; **1st** (4 slots) *bless*, *grim tendrils*, *illusory disguise*, *unseen servant*; **Cantrips** (4th) *chill touch*, *daze*, *detect magic*, *guidance*, *shield*

Doom Preacher ♦♦♦ (auditory, concentrate, emotion, linguistic, mental) With a short emotional phrase, the demagogue tries to sway the public to do their bidding. The demagogue tries to convince up to four bystanders in a crowd to either cause a commotion, turn against a person or group, leave the area, or destroy a specific object. The demagogue attempts a single Deception check against the highest Perception DC among the targets.

Critical Success The targets believe the lie and act as directed for 1 minute. Additionally, one bystander remains by the demagogue's side, influenced

enough to join their sect as a Nhimbaloth cultist. All other targets become wise to the demagogue after 1 minute, at which point their attitude toward the demagogue worsens by one step.

Success As a critical success, but no bystander joins the sect permanently.

Critical Failure The crowd is unmoved and unamused, and their attitude toward the demagogue worsens by one step.

NHIMBALOTH HIGH PRIEST CREATURE 9

CE MEDIUM HUMAN HUMANOID

Perception +19

Languages Aklo, Common

Skills Athletics +17, Intimidation +18, Nature +19, Nhimbaloth Lore +17, Religion +19

Str +4, Dex +1, Con +0, Int +2, Wis +4, Cha +3

Items +1 striking flail, Nhimbaloth religious symbol, scroll of neutralize poison, studded leather armor

AC 27; Fort +16, Ref +18, Will +21

HP 160

Speed 25 feet

Melee ♦ flail +20 (disarm, sweep, trip), **Damage** 2d6+10 bludgeoning

Divine Prepared Spells DC 28, attack +20; **5th** *cloudkill*, *grim tendrils*, *harm* (x4); **4th** *freedom of movement*, *read omens*, *sound burst*; **3rd** *fear*, *grim tendrils*, *heroism*; **2nd** *death knell*, *entangle*, *heal*; **1st** *bless*, *ray of enfeeblement*, *sanctuary*; **Cantrips** (5th) *detect magic*, *divine lance*, *light*, *shield*, *stabilize*

Cleric Domain Spells DC 28. 3 Focus Points; **5th** *fearful feast* (see below), *lift nature's caul* (see below)

Harming Hands When the high priest casts *harm*, they roll d10s instead of d8s.

Deliverance of Empty Death A creature who fails a saving throw against the Nhimbaloth priest's *harm* spell is frightened 1 (on a critical failure, the creature also gains the fleeing condition for 1 round).

Steady Spellcasting If a reaction would disrupt the high priest's spellcasting action, they attempt a DC 15 flat check. If they succeed, the spell isn't disrupted.

FOCUS SPELLS

The cultists above make use of the following focus spells. They are spells from the abominations domain, which followers of Nhimbalothe can choose.

LIFT NATURE'S CAUL

FOCUS 1

UNCOMMON FEAR ILLUSION VISUAL

Cast ♦♦ somatic, verbal

Range 5-foot emanation; **Targets** creatures in the area

Saving Throw Will; **Duration** varies

With a wave of the hand, you cause the targets to see the world around them as if a gauzy film had been lifted away to expose the truth that lies below their perceived reality. Natural features they can see grow twisted and horrendous, structures appear distorted and ruined, and objects seem warped and alien. This alternate vision fades quickly, but the glimpse beyond the natural world lingers for the spell's duration.

Aberrations or worshippers of Outer Gods or Great Old Ones are bolstered by this vision of warped reality and gain a +1 status bonus to Will saving throws and attack rolls for 1 minute, while all other creatures must attempt a Will saving throw.

Critical Success The creature is unaffected and temporarily immune for 1 hour.

Success The creature is sickened 1.

Failure The creature is stupefied 1 for 1 minute and frightened 1.

Critical Failure The creature is stupefied 1 for 1 minute and frightened 2. It can't reduce the value of its frightened condition below 1 as long as it remains stupefied by this spell.

Heightened (+2) You increase the area by 5 feet and the duration of the stupefied condition by 1 minute.

FEARFUL FEAST

FOCUS 4

UNCOMMON FEAR MENTAL NECROMANCY

Cast ♯ somatic; **Trigger** A creature within range becomes frightened

Range 30 feet; **Targets** the triggering creature

Saving Throw Will; **Duration** varies

You open your mouth wide and inhale sharply; you draw in the bravery, self-confidence, and hope to which the frightened target clings and then strip away the target's false assumption that these fragile emotions can save them from the oblivion of terror.

You deal 6d4 mental damage to the creature, which must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature's frightened condition increases by 1, and it takes half damage.

Failure The creature's frightened condition increases by 2, and it takes full damage; you regain Hit Points equal to half the damage the target takes.

Critical Failure The creature's frightened condition increases by 3 and it takes double damage; you regain Hit Points equal to half the damage the target takes.

Heightened (+1) The damage increases by 2d4.

THE KOBOLD TRICK

This short adventure helps connect the dungeon's third level, the Library, to the Fogfen.

The tunnel to Otari on Level 3 of the Abomination Vaults is described as running for hundreds of feet underground before reaching the warren of Stonescale kobold tunnels beneath Otari. Kobolds are weak, not foolish. The Stonescale kobolds would have long ago collapsed such an easy route into their lair. But the Stonescales would remember this tunnel leading to the dangerous.

A short time ago, a pair of Stonescale kobolds ventured too close to the sea while fishing. They were attacked by a pair of incutlis, malevolent cephalopods that control living creatures and ride around on them like repulsive hats while slowly consuming their brains. From the kobolds, the incutlis learned of this tunnel; coupled with rumors that a group of powerful heroes was exploring the ancient ruins, the incutlis hatched a plan to capture these heroes and make them puppets.

Few other than Stonescale kobolds knew where to find the end of the tunnel leading into Level 3. The incutlis forced the kobolds to tell them, then ventured there to set a trap. When the incutlis found several rocky creatures called cobble mites living at the tunnel entrance, their plan finally took shape.

THE HOOK

The incutlis, riding their kobold puppets, waited until a commoner from the town of Otari ventured near. A half-orc laborer named Fillruk came through this poorly-traveled part of the woods, picking mushrooms. The "kobolds" ambushed Fillruk and nearly ran him through with their spears. Fillruk believes he only just managed to get away, but in truth he'd been herded down the rocky slope into the old tunnel. The half-orc didn't mind the darkness; he figured anything would be better than getting killed by those stabby kobolds.

This encounter begins when the heroes are near the Tunnel to Otari on Level 3.

"Help! You gotta help me!" a half-orc man gasps as he dashes through the tunnel. He's panting and shaking with fear. His dark hair is white in streaks, a testament to whatever terror has afflicted him. "Kobolds!" he cries, "Two of them—maybe as many as three! We gotta run!"

It's not difficult to calm the frantic Fillruk, but it's clear he's not inventing his foes. He bears several deep stab wounds in his legs and lower back (as the kobolds couldn't reach much higher). Fillruk is afraid of returning the way he came, but when he realizes he's run right into the famously dreaded ruins of Gauntlight, he becomes positively paralyzed with fear. He has no way to go, and the heroes are the only ones who can help him.

The heroes should feel like a couple of kobolds is really no big deal. ("No big deal to you!" Fillruk might say, "You didn't get stabbed almost to death!") To add to Fillruk's despair, he realizes he left his best mushroom-pickin' bag back where the kobolds attacked him. He begs the heroes to take care of the kobolds so he can get out of here and get it back. He even promises his mushroom-pickin' bag to the heroes in exchange for their aid.

COBBLE TROUBLES LOW 3

When the heroes get near the end of the tunnel, read or paraphrase the following.

The wide tunnel opens into a steep, rocky valley. Creeping vines shade the deepest part of the valley where the tunnel emerges from the earth. The valley rises quickly, its floor a jumble of stones.

Creatures: The stones are no mere rocks, but aberrations called cobble mites. The incutlis riled them up earlier. Fillruk's dash right through their midst made them even angrier, which is just as the incutlis hoped. Now, they attack anyone entering their valley.



COBBLESWARMS (2)

CREATURE 2

N **LARGE** **ABERRATION** **EARTH** **SWARM**

Perception +9; no vision, tremorsense (precise) 40 feet

Skills Athletics +8, Stealth +10

Str +2, **Dex** +4, **Con** +2, **Int** -3, **Wis** +3, **Cha** +0

Clutching Cobbles The cobbleswarm's space is difficult terrain.

Tremorsense A cobbleswarm's tremorsense is a precise sense out to 40 feet and an imprecise sense out to 80 feet. A cobbleswarm can't sense anything beyond the range of its tremorsense.

AC 16; **Fort** +8, **Ref** +10, **Will** +7

HP 20; **Immunities** precision, swarm mind, visual; **Resistances** piercing 5, slashing 5; **Weaknesses** area damage 3, splash damage 3

Speed 20 feet, burrow 10 feet

Grasping Bites ♦♦ (attack) The cobbleswarm attempts an Athletics check and compares the result to the

Fortitude DC of each creature in its space. This counts as two attacks for the cobbleswarm's multiple attack penalty.

Critical Success The creature falls prone, takes 1d6 bludgeoning damage, and is grabbed by the cobbleswarm until the end of the cobbleswarm's next turn.

Success The creature falls prone.

Pummeling Assault ♦ Each foe in the cobbleswarm's space takes 2d4 bludgeoning damage (DC 17 basic Reflex save).

The Lure: Once the heroes have overcome the cobbleswarms, but before they've had a chance to heal up, the kobolds hiding at the valley entrance hurl a tattered old burlap sack high up into the air. "My mushroom-pickin' sack!" howls Fillruk, rushing right up the slope into what is certainly an ambush. If the heroes aren't quick to follow, poor Fillruk's bad

decisions means the kobolds finish the job they started and stab him to death in moments.

THE AMBUSH MODERATE 3

The heroes are almost certainly expecting this ambush, but the incutlis are counting on the heroes anticipating a pushover fight.

Creatures: The two kobold warriors are puppets for the sneaky incutlis and wear them like strange, bulbous helmets. The incutlis have the kobolds hide at first, then jump out with their spears. An incutlis is quick to abandon a kobold if it gets an opportunity to take control of a hero instead. The foes here all fight to the death—the kobolds because they're commanded to, and the incutlis because they're too far from the water to survive for long without a puppet.

INCUTLISES (2)

CREATURE 2

UNCOMMON LE TINY ABERRATION AMPHIBIOUS

Perception +7; darkvision

Languages Aklo, Aquan; telepathy 30 feet

Skills Athletics +8, Deception +5, Stealth +9

Str +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** -1

AC 17; **Fort** +7, **Ref** +7, **Will** +9

HP 21

Speed 5 feet, climb 5 feet, swim 40 feet

Melee ♦ tentacle +8, **Damage** 1d4+4 bludgeoning plus Grab

Abandon Puppet ♦ (manipulate) **Requirements** The incutlis is attached to a puppet; **Effect** The incutlis abandons its puppet, detaching and separating from its nervous system. If the puppet was still alive, it's unconscious and temporarily immune to that incutlis's Puppetmaster ability for 24 hours.

Puppetmaster ♦♦♦ (manipulate) An incutlis drives tendrils into a Small or Medium living creature that's unconscious or restrained by the incutlis. It attaches and injects the unfortunate host with enzymes to take over control of the creature's nervous system, turning the host into a puppet controlled by the incutlis.

The puppet becomes dying 2 and is controlled by the incutlis. If the puppet dies, its body remains under the control of the incutlis until it's destroyed

or the incutlis Abandons the Puppet. If the puppet recovers from the dying condition, the incutlis immediately Abandons the Puppet.

While controlling a puppet, the incutlis is attached to the puppet's head (or elsewhere, if its brain is in an unconventional location) and moves along with it. The puppet uses its own AC, Hit Points, Fortitude and Reflex saves, and physical Strikes, but it uses the incutlis's Will save. The puppet can perform only basic actions and untrained uses of the Athletics and Stealth skills while controlled.

Any attack that deals damage to the puppet also deals 1 mental damage to the incutlis. Area effects are applied to both the incutlis and puppet. The incutlis has lesser cover while in control of a puppet.

KOBOLD WARRIORS (2)

CREATURE 1

LE SMALL HUMANOID KOBOLD

Perception +3; darkvision

Languages Draconic

Skills Acrobatics +5, Crafting +2 (+4 traps), Stealth +5

Str +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** -1

Items leather armor, sling (20 bullets), spear

AC 16; **Fort** +4, **Ref** +7, **Will** +3

HP 8

Speed 25 feet

Melee ♦ spear +3, **Damage** 1d6+1 piercing

Ranged ♦ sling +5 (propulsive, range increment 50 feet, reload 1), **Damage** 1d4 bludgeoning

Ranged ♦ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

Hurried Retreat ♦ **Requirements** The kobold warrior is adjacent to at least one enemy. **Effect** The kobold warrior Strides up to its Speed plus 5 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. It must end this move in a space that's not adjacent to any enemy.

Sneak Attack The kobold warrior deals an extra 1d4 precision damage to flat-footed creatures.

Treasure: Fillruk's mushroom-pickin' bag is a bag of holding type I. True to his word, he encourages the heroes to keep it.

DRAGON BRAINS

This short adventure adds a sinister new faction on the dungeon's ninth level, the Hunting Grounds.

Ravirex the black dragon is one of the most powerful creatures in the Hunting Grounds, the ninth level of the dungeon. Two tunnels lead from his lair: one swampy and the other dry. This adventure posits that the dry tunnel doesn't lead into the Darklands, but into a short series of chambers that Ravirex considers too small to be useful.

When a group of dark nagas slithered into Ravirex's lair from the swampy tunnel, they were smart enough to make peace with the dragon rather than try to fight him. After a sufficient amount of obsequious praise, Ravirex decided to let the well-mannered nagas live in the chambers he couldn't navigate. In exchange for this safe place to live, the nagas occasionally aid the dragon with their magic. Ravirex has kept the nagas' presence a secret; he considers them useful assistants better kept in reserve if anyone tries to bother him.

The nagas occasionally slither away into the Darklands tunnels to hunt. Ravirex forbade them from entering the Hunting Grounds because he doesn't want their presence to become common knowledge (and doesn't want their competition for resources). On one of these trips away, an intellect devourer named Orthoolup managed to catch one of the nagas unawares and occupy its body. The other nagas have no idea that one of their number was compromised, and Orthoolup simply followed them back to their lair.

When Orthoolup realized the nagas served a black dragon, it praised this good fortune. The naga body was powerful, but not nearly as powerful as a dragon. With Ravirex's body, Orthoolup would be all but invincible.

If Orthoolup gets control of Ravirex, the Hunting Grounds will become a significantly more dangerous place for the heroes. Orthoolup doesn't feel any need to keep the nagas hidden or keep his predations in check.

If Orthoolup gets his way, the various factions will put aside their rivalries and start making common ground against an unexpectedly powerful dragon and its naga minions. They're more likely to work together against the heroes, too, making many of the individual encounters in the hunting grounds collective encounters that are much more difficult to overcome.

But Orthoolup doesn't have control of Ravirex yet. It still lurks within one of the nagas, making careful plans for securing Ravirex's body. The intellect devourer knows it will only get one chance to try to surprise the dragon, and failure will certainly mean its death.

You might seed some advance information about this short adventure in two ways:

- First, you might have other residents of the Hunting Grounds speak of a black dragon that lairs in one of the level's many caverns. This puts the heroes on notice that they should be wary of a dragon.
- Second, if the heroes are friendly with the drow of Yldaris, one of those drow might mention that, a few years ago, the community exiled a drow poisoner who had been experimenting a little too heavily on other Yldaris drow. No one knows where she went, but it's likely that she retreated to some isolated location somewhere in the Hunting Grounds.

FEN GUARDS

LOW 9

When the heroes first come to Ravirex's fen, whether or not they know that a black dragon is present, Ravirex is out hunting. However, his lair is not undefended.

Creatures: When Ravirex is out, two dark nagas hide in the lair along with a giant cave iguana that obeys them without question. They hope foolish intruders mistake the iguana for the dragon, allowing the nagas to box their enemies in with a *wall of fire* and then use their



other spells. If they have any reason to suspect intruders, one of them improves the iguana's disguise by casting *veil*, making it look like a black dragon (the spell can't make the iguana look like Ravirex specifically).

DARK NAGAS (2)

CREATURE 7

UNCOMMON LE LARGE ABERRATION

Perception +15; *mind reading* 30 feet, darkvision

Languages Aklo, Common

Skills Acrobatics +17, Arcana +16, Athletics +13,

Deception +16, Intimidation +16, Stealth +19

Str +2, **Dex** +6, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

AC 27; **Fort** +15, **Ref** +17, **Will** +15; guarded thoughts

HP 115

Guarded Thoughts (abjuration, occult) Dark nagas are immune to any form of mind reading.

Speed 30 feet

Melee ♦ fangs +19 (agile, finesse), **Damage** 2d8+5 piercing plus dark naga venom

Arcane Spontaneous Spells DC 26, attack +18: **4th** (3 slots) *veil*, *wall of fire*; **3rd** (4 slots) *dispel magic*,

haste, *lightning bolt*; **2nd** (4 slots) *illusory creature*, *invisibility*, *magic missile*; **1st** (4 slots) *feather fall*, *illusory object*, *longstrider*; **Cantrips** (4th) *daze*, *detect magic*, *mage hand*, *read aura*, *shield*

Occult Innate Spells DC 25; **Constant** (3rd) *mind reading*

Dark Naga Venom (incapacitation, poison) **Saving Throw**

DC 25 **Fortitude**; **Maximum Duration** 5 minutes;

Stage 1 slowed 1 (1 round); **Stage 2** slowed 2 (1 round);

Stage 3 unconscious with no **Perception** check to wake up (1d4+1 minutes)

GIANT CAVE IGUANA

CREATURE 7

UNCOMMON N LARGE ANIMAL

Perception +15; low-light vision, scent (imprecise) 60 feet

Skills Athletics +18, Stealth +15 (+17 in undergrowth)

Str +7, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -2

AC 25; **Fort** +17, **Ref** +15, **Will** +13

HP 125

Speed 25 feet, swim 25 feet

Melee ♦ jaws +18 (reach 10 feet), **Damage** 2d10+9 piercing plus Grab and cave iguana venom

Cave Iguana Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 poison damage, clumsy 2, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 3, and flat-footed (1 round)

Swallow Whole (attack) Medium, 2d10+7 bludgeoning, Rupture 16

CAVE ENTRANCE **LOW 10**

The entrance to the naga's cave contains several old spiderwebs from a previous occupant whom Ravirex ate.

Treasure: Stashed behind one of the cobweb-cloaked stalagmites is a *whip feather token* left here by a long-ago victim. A hero who succeeds at a DC 25 Perception check locates it.

TRAPPED CAVERN MODERATE 9

The nagas have erected a magical defense here to protect their lair.

This large chamber contains a clear pool of water at its lowest end. Several piles of rocks around crumbled stalagmites litter the cavern.

The pool's water is clean, clear, and deep.

Hazard: Three of the rock piles are enchanted to animate and fling stones around the room if anyone other than a naga comes through here.

SWARMING STONES TRAP **HAZARD 11**

COMPLEX MAGICAL MECHANICAL TRAP

Stealth +22 (expert)

Description Three innocuous stalagmites instilled with telekinetic magic pull loose stones into spinning clouds of debris that attack all creatures in the room.

Disable Thievery DC 26 (expert) to take apart a telekinetic cloud, Thievery DC 31 (master) to disable each enchanted stalagmite, or *dispel magic* (6th level; counteract DC 30) to counteract each enchanted stalagmite

AC 31, **Fort** +24, **Ref** +18

Hardness 20, **HP** 80 (BT 40) per telekinetic cloud

Agitate ⤵ (arcane, evocation); **Trigger** A creature stays in the room for at least 6 seconds. Effect Each

enchanted stalagmite constructs a cloud of stones in the room (three clouds total) and the trap rolls initiative. The creatures in the room when the trap is triggered become the trap's targets, regardless of whether they leave the room or other creatures later enter the room. Each stalagmite targets a different creature if possible. A target creature that leaves the Hunting Grounds ceases being a target, at which point the stalagmite designates a new target.

Routine (9 actions) Each stalagmite uses 3 of the trap's actions each turn, and the trap loses 3 actions each turn for every stalagmite that is disabled. A stalagmite uses its first action to move its cloud of objects up to 80 feet, its second action to make the objects Strike, and its third action to add more objects to the cloud, increasing its damage by 1d10 (to a maximum of 4d10+10). If a stalagmite's cloud is already at maximum damage, it does nothing with its third action.

If a stalagmite's cloud has been destroyed, the stalagmite instead spends its first action to create a new cloud of stones around the room (using the starting damage value) and then its second and third actions to have the cloud move and attack.

Melee ♦ stones +24, **Damage** 2d10+10 bludgeoning

Reset The trap deactivates and resets 10 minutes after it has no target creatures (because the creatures either moved too far away or died).

STUDY CHAMBER MODERATE 9

Prior to the naga's arrival—in fact, prior to Ravirex's arrival in the swampy cavern outside—this was the makeshift lair of the drow poisoner who had been exiled from Yldaris. She built several shelves upon which to keep a few books of lore, and these shelves and books are still here.

When Ravirex came and decided to clear out the caves' current tenant, the special spiders bred by the drow poisoner couldn't protect her from the dragon's might. Ravirex simply ate the spiders and drove the poisoner back into this cave, where she eventually succumbed to wounds the dragon had inflicted.

The nagas didn't have much use for the books of poison lore, except to find their graphic depictions of swollen bodies and poison-wracked wounds to be entertaining light reading. Orthoolup, on the other hand, found the contents particularly fascinating and relied on the annotations in the books to concoct a special sleeping draught that it plans to feed to Ravirex when the dragon's guard is low.

The pit at the room's west end was where the drow poisoner disposed of unwanted reagents, and it remains a disgusting slurry amid strange stains and acrid smells.

Creatures: Orthoolup is here with the two other dark nagas. As the intellect devourer is currently using its Body Thief ability on one of the nagas, the heroes see three nagas here. They all fight viciously against intruders, but Orthoolup hangs back until it looks like one of the heroes is about to fall or its naga host body is badly injured. At that point, it reveals its presence and it exits the naga in a gruesome display.

The other nagas are plainly surprised and horrified by the intellect devourer's grotesque emergence. A quick-talking hero who succeeds at a Diplomacy check to Request their help against the intellect devourer might get some temporary aid from the nagas (the heroes can make this check regardless of the attitude the nagas have toward the requestor at the time, but the nagas retain that attitude even once Orthoolup is destroyed).

ORTHOOLUP

CREATURE 9

UNIQUE

CE

SMALL

ABERRATION

Elite intellect devourer

Perception +16; darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon (can't speak any languages); telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

Str +2, **Dex** +4, **Con** +4, **Int** +5, **Wis** +4, **Cha** +6

AC 26; **Fort** +14, **Ref** +16, **Will** +18

HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet

Melee ♦ talon +18 (agile, finesse), **Damage** 2d10+5 slashing

Occult Innate Spells DC 27; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will; self only), *paranoia* (at will);

Cantrips (4th) *daze*, *detect magic*, *read aura*

Body Thief ♦♦♦ (manipulate, necromancy, occult, possession) The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The intellect devourer can't use any of the host creature's spells with Body Thief but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with *gentle repose* or a similar effect.

The intellect devourer is currently using Body Thief to occupy the body of a third dark naga.

Exit Body ♦ (move) **Requirements** The intellect devourer is controlling a body with Body Thief; **Effect** The intellect devourer leaves its host body, which dies instantly and is no longer a suitable host for any Body Thief ability. The intellect devourer appears at full size in an adjacent space.

Ravage ♦♦♦ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using the same attack modifier as its highest attack modifier. These Strikes gain the death trait. If Ravage kills the target, the intellect devourer may use Body Thief against it as a free action.

Stolen Identity While an intellect devourer uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

DARK NAGAS (2)

CREATURE 7

UNCOMMON LE LARGE ABERRATION

Perception +15; *mind reading* 30 feet, darkvision

Languages Aklo, Common

Skills Acrobatics +17, Arcana +16, Athletics +13,
Deception +16, Intimidation +16, Stealth +19

Str +2, **Dex** +6, **Con** +4, **Int** +3, **Wis** +2, **Cha** +3

AC 27; **Fort** +15, **Ref** +17, **Will** +15; guarded thoughts

HP 115

Guarded Thoughts (abjuration, occult) Dark nagas are immune to any form of mind reading.

Speed 30 feet

Melee ♦ fangs +19 (agile, finesse), **Damage** 2d8+5
piercing plus dark naga venom

Arcane Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *veil*, *wall of fire*; **3rd** (4 slots) *dispel magic*, *haste*, *lightning bolt*; **2nd** (4 slots) *illusory creature*, *invisibility*, *magic missile*; **1st** (4 slots) *feather fall*, *illusory object*, *longstrider*; **Cantrips (4th)** *daze*, *detect magic*, *mage hand*, *read aura*, *shield*

Occult Innate Spells DC 25; **Constant (3rd)** *mind reading*

Dark Naga Venom (incapacitation, poison) **Saving Throw**
DC 25 Fortitude; **Maximum Duration** 5 minutes;
Stage 1 slowed 1 (1 round); **Stage 2** slowed 2 (1 round);
Stage 3 unconscious with no Perception check to
wake up (1d4+1 minutes)

Treasure: A shelf in this room contains the fruits of Orthoolup's labor: a single dose of slumber wine with the rich, coppery taste of blood. This dose is specially formulated for use against a dragon; against any other creature, its Fortitude DC is only 28.

The revolting pit of cast-off reagents has a *wand of neutralize poison* at the bottom. It isn't visible due to the muck in the pit, but anyone Searching down in the pit finds it automatically.

LEVEL 1 STATS

The heroes encounter these creatures and hazards in the Gauntlight Ruins, the first level of the Abomination Vaults, as well as in Otari, where their adventures begin.

BITE-BITE

CREATURE 1

UNIQUE N LARGE ANIMAL

Giant solifugid

Perception +7; darkvision

Skills Acrobatics +8, Athletics +6, Stealth +6 (+10 in deserts)

Str +1, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

AC 16; **Fort** +6, **Ref** +8, **Will** +4

HP 20

Speed 35 feet, climb 25 feet

Melee ♦ jaws +8, **Damage** 1d10+1 piercing

Melee ♦ claw +8 (agile, reach 10 feet), **Damage** 1d8+1 slashing

Pounce ♦ The giant solifugid Strides and makes a Strike at the end of that movement. If the giant solifugid began this action hidden, it remains hidden until after this ability's Strike.

Rend ♦ claw

BLOOD OF BELCORRA

HAZARD 3

COMPLEX HAUNT

Stealth +23 (expert)

Description A bloody image of Belcorra arises, emits a soul-draining light, then inhales blood from living creatures in the room.

Disable DC 22 Thievery (trained) to wipe away enough of the bloodstain to disrupt the haunt's necromantic energies, or DC 20 Religion (trained) to exorcise the haunt

AC 19; **Fort** +6, **Ref** +9, **Will** +12

HP 50; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** positive 5;

Resistances physical 5 (except *ghost touch*)

Gauntlight Beam ⤵ (light, necromancy) **Trigger** A living creature ends its turn in area **A11** at night; **Effect** A ghastly image of Belcorra, seemingly composed of

fresh blood, rises from the bloodstain on the floor and rotates in place like a lighthouse. Beams of cold blue light shine from Belcorra's eyes and open mouth, causing blisters and decay to spread across flesh. Living creatures within a 30-foot burst from the center of area **A11** must attempt a DC 20 Fortitude save. The haunt then rolls initiative.

Critical Success The creature is unaffected.

Success The creature takes 1d8 negative damage.

Failure The creature takes 1d8+6 negative damage and is dazzled for 1 round.

Critical Failure The creature takes 2d8+6 negative damage and is blinded for 1 round then dazzled for 1 round.

Routine (1 action) The bloody image opens its mouth and appears to inhale, drawing blood from the body of one creature in its line of sight within 90 feet from the center of area **A11**. The creature targeted must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 1d10 bleed damage.

Failure The creature takes 1d10+6 bleed damage.

Critical Failure The creature takes 2d10+6 bleed damage and is enfeebled 2 as long as it's bleeding.

Reset If the haunt is disabled or destroyed through damage, the bloody phantom of Belcorra sprays upward in a spiral, dousing the trap door leading to area **A25** before draining upward through the keyhole, which reduces the Thievery DC to Pick the Lock to 20. At the next sunrise, the blood drains back down to this room and the haunt resets. The haunt is destroyed permanently once Lasda Venkervale is rescued from area **D9**.

BOSS SKRAWNG**CREATURE 1**

UNIQUE	LE	SMALL	FEY	GREMLIN
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Male mitflit gang boss

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common, Undercommon

Skills Acrobatics +7, Diplomacy +4 (+10 vs. arthropods), Nature +5, Stealth +7, Thievery +7

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items blowgun (10 darts, 2 with spear frog poison), mud and bug crown, trident

AC 16; **Fort** +4, **Ref** +9, **Will** +8

HP 24; **Weaknesses** cold iron 3

Speed 20 feet, climb 20 feet

Melee ♦ trident +6, **Damage** 1d8+1 piercing

Ranged ♦ blowgun +9 (agile, nonlethal, range increment 20 feet), **Damage** 1 piercing plus spear frog poison

Ranged ♦ trident +9 (thrown 20 feet), **Damage** 1d8+1 piercing

Primal Innate Spells DC 17; **2nd** *speak with animals* (at will, arthropods only); **1st** *bane*; **Cantrips** (1st) *prestidigitation*

Spear Frog Poison (poison) **Saving Throw** DC 15 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round)

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

CORPSELIGHT**CREATURE 2**

RARE	CE	MEDIUM	UNDEAD
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Perception +7; corpse sense (precise) 30 feet, darkvision

Languages Common, Necril

Skills Athletics +7, Intimidation +8, Stealth +8

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +2

Corpse Sense A corpselight can sense dead bodies within range. This is a precise sense that functions through solid barriers less than 5 feet thick.

AC 17; **Fort** +5, **Ref** +10, **Will** +7

HP 40, negative healing; **Immunities** death effects, disease, fear, paralyzed, poison, precision, unconscious; **Weaknesses** bludgeoning 5 (in skeletal corpses) or slashing 5 (in fleshy corpses)

Sunlight Powerlessness A corpselight exposed to sunlight is stunned 2 and clumsy 2, and cannot Claim a Corpse.

Wisp Form When a corpselight is reduced to 0 Hit Points while merged with a corpse, it is instead reduced to 1 Hit Point as the corpse collapses to the ground and the corpselight emerges in its wisp form. While in wisp form, a corpselight is Tiny and can take no actions other than Claim Corpse or Fly. A corpselight that starts its turn in wisp form must attempt a DC 16 flat check at the end of its turn; if it fails, it loses 1 Hit Point. A corpselight reduced to 0 Hit Points while in wisp form is destroyed.

Speed 25 feet, fly 25 feet (wisp form only)

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Melee ♦ claw +10 (agile), **Damage** 1d6+6 slashing

Claim Corpse ♦ (necromancy) **Prerequisites** The corpselight is in wisp form and is adjacent to a Medium or Small corpse that hasn't been claimed by a corpselight in the past 24 hours; **Effect** The corpselight merges with the corpse, causes the corpse to Stand, and regains 3d6 Hit Points.

Death Light ♦♦♦ (emotion, fear, mental, necromancy, occult) **Prerequisites** The corpselight is in a corpse; **Effect** The corpselight emits a sickly blue beam of light from its mouth and eyes in a 20-foot cone. All living creatures in this area must attempt a DC 18 Fortitude saving throw. If at least 1 creature fails its

save, the corpselight regains 2d6 Hit Points, gaining any that exceed its maximum as temporary Hit Points that last for 1 minute. The corpselight can't use Death Light again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d6 negative damage.

Failure The creature takes 2d6 negative damage and is frightened 1.

Critical Failure The creature takes 4d6 negative damage and is frightened 3.

FLICKERWISP

CREATURE 2

UNCOMMON CE SMALL ABERRATION AIR

Perception +9; darkvision

Languages Aklo, Common

Skills Acrobatics +8, Deception +7, Intimidation +5, Stealth +8

Str -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +6, **Ref** +10, **Will** +7

HP 18; **Immunities** magic

Glow (aura, light) 5 feet. A flickerwisp is itself naturally invisible, but glows with pale yellow light, casting bright light in the aura and making it visible.

Innocuous A flickerwisp's appearance registers strangely in the minds of creatures who are confused. A creature with the confused condition never targets a flickerwisp with attacks unless the creature has been damaged by the flickerwisp's shock ability within the last 24 hours.

Magic Immunity A flickerwisp is immune to all spells except *faerie fire*, *gust of wind*, *magic missile*, and *maze*.

Speed fly 25 feet

Melee ♦ shock +11 (magical), **Damage** 1d8+2 electricity

Consume Confusion ♦ (concentrate) **Frequency** once per round; **Requirement** A creature within 15 feet of the flickerwisp is confused; **Effect** The flickerwisp feeds on the creature's confusion, even as its flashing body and disjointed gyrations cause existing confusion effects to persist. It regains 1d4 Hit Points, and if the creature's confused condition has a limited duration, it lasts 1 additional round.

Flicker ♦♦ (emotion, enchantment, mental, visual) The flickerwisp churns and flits in the air around an adjacent creature's head, and its length flashes and sparkles in a bewildering array of distracting pulsations. The creature must succeed at a DC 18 Will save or become confused for 1 round (2 rounds on a critical failure). On a critical success, the creature is temporarily immune to Flicker for 24 hours.

GIANT FLY

CREATURE 1

N MEDIUM ANIMAL

Perception +8; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +7, Athletics +6

Str +3, **Dex** +4, **Con** +3, **Int** -5, **Wis** +3, **Cha** -5

AC 17; **Fort** +6, **Ref** +9, **Will** +6

HP 20

Avoid the Swat ⤵ **Trigger** The giant fly is targeted with a melee or ranged attack by an attacker it can see; **Effect** The giant fly gains a +2 circumstance bonus against the triggering attack. If the attack misses, the giant insect can fly up to its fly Speed.

Speed 20 feet, climb 20 feet, fly 40 feet

Melee ♦ mandibles +8, **Damage** 1d6+3 piercing plus fly pox

Fly Pox (disease, virulent) **Saving Throw** DC 16 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 (1 day); **Stage 4** as stage 3; **Stage 5** enfeebled 2 and fatigued (1 day)

GIANT SCORPION

CREATURE 1

N **LARGE** **ANIMAL**

Perception +9; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +11, Stealth +7

Str +4, **Dex** +2, **Con** +3, **Int** -5, **Wis** +2, **Cha** -4

AC 19; **Fort** +12, **Ref** +9, **Will** +7

HP 45

Attack of Opportunity ➤ Stinger only.

Speed 40 feet

Melee ♦ pincer +11 (agile, reach 10 feet), **Damage** 1d8+6 slashing plus Grab

Melee ♦ stinger +11 (reach 10 feet), **Damage** 1d6+6 piercing plus giant scorpion venom

Constrict ♦ 1d6+4 bludgeoning, DC 20

Giant Scorpion Venom (poison) **Saving Throw** DC 18
Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

MISTER BEAK

CREATURE 3

UNIQUE **CE** **TINY** **CONSTRUCT** **SOULBOUND**

Elite soulbound doll

Perception +10; darkvision

Languages Common

Skills Acrobatics +10, Occultism +6, Stealth +10

Str -2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

AC 22; **Fort** +9, **Ref** +12, **Will** +8

HP 38; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Speed 20 feet, fly 20 feet

Melee ♦ fist +12 (agile, finesse, magical), **Damage** 1d6+4 bludgeoning

Occult Innate Spells DC 20, attack +10; **3rd** *levitate*, *phantom pain*; **Cantrips (1st)** *light*, *mage hand*, *prestidigitation*

MITFLIT

CREATURE -1

LE **SMALL** **FEY** **GREMLIN**

Perception +4; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Acrobatics +5, Diplomacy +1 (+7 vs. arthropods), Nature +3, Stealth +5, Thievery +5

Str -1, **Dex** +3, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1

Self-Loathing (emotion, mental) A mitflit's self-loathing makes it easy to influence. It takes a -4 penalty to its Will DC against checks to Coerce, Demoralize, Make an Impression, and Request.

Vermin Empathy Mitflits can use Diplomacy to Make an Impression on and Request things of arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals). Most arthropods have a starting attitude of indifferent to mitflits.

Items dart (10), shortsword

AC 15; **Fort** +2, **Ref** +7, **Will** +4

HP 10; **Weaknesses** cold iron 2

Speed 20 feet; climb 20 feet

Melee ♦ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6-1 piercing

Ranged ♦ dart +8 (agile, range increment 20 feet, thrown), **Damage** 1d4-1 piercing

Primal Innate Spells DC 16; **2nd** *Speak with animals* (at will; arthropods only); **1st** *bane*; **Cantrips (1st)** *prestidigitation*

Vengeful Anger (emotion, mental) As long as it isn't frightened, a mitflit gains a +2 status bonus to damage rolls against a creature that has previously damaged or tormented it.

MUDLICHER MAGGOT

CREATURE 0

N **MEDIUM** **ANIMAL**

Giant maggot

Perception +3; no vision, tremorsense 30 feet

Skills Athletics +4

Str +2, **Dex** -1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -5

AC 13; **Fort** +9, **Ref** +3, **Will** +3

HP 18; **Immunities** visual

Regurgitation ➤ **Trigger** The giant maggot takes damage; **Effect** The giant maggot regurgitates its rancid, foul meal. All creatures in a 5-foot emanation must succeed at a DC 16 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). The giant maggot can't use Regurgitation again until it spends at least an hour feeding on a corpse.

Speed 10 feet

Melee ♦ mandibles +6, **Damage** 1d8+2 piercing plus Grab

Gnaw Flesh ♦ **Requirement** The giant maggot has Grabbed a creature; **Effect** The giant maggot deals 1d8+2 slashing damage to the grabbed creature as it chews the creature's flesh (DC 19 basic Reflex save).

SLURK

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +6; darkvision

Languages Draconic (can't speak any language)

Skills Acrobatics +6 (+8 to Escape), Athletics +8, Stealth +5

Str +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +0, **Cha** +0

AC 17; **Fort** +10 (+12 vs. Grapple or Shove), **Ref** +6, **Will** +4
HP 35

Speed 30 feet, climb 30 feet

Melee ♦ tusks +11 (deadly 1d10), **Damage** 1d8+4 piercing

Ranged ♦ slime squirt +9 (range increment 30 feet), **Effect** entangling slime

Belly Grease ♦♦♦ The slurk extrudes a slippery grease from its ventral glands to coat the floor under it and in a 5-foot emanation, turning the affected area into uneven ground for 10 minutes, after which it dries to

a putrid crust. The DC to Balance across the slime is 18.

Entangling Slime A creature struck by a slurk's slime squirt becomes clumsy 1 and takes a -5-foot penalty to Speed for 1 hour or until the slime is removed. The slime can be removed with a total of three Interact actions by the entangled creature or creatures adjacent to the creature. These actions don't need to be consecutive or made by the same creature.

STONESCALE SPIRITS

HAZARD 2

COMPLEX **HAUNT**

Stealth +11 (trained)

Description A half-dozen ghostly kobolds rise from the rubble in a howling vortex.

Disable DC 18 Intimidate (trained) to frighten the spirits with a threatening display, or DC 21 Religion (trained) to exorcise the spirits

Confusing Confrontation ➤ (emotion, enchantment, fear, mental) **Trigger** A creature enters a square either fully or partially filled with rubble in the middle of the room; **Effect** Six ghostly kobolds surge out of the rubble with eerie yowls. Each creature in area **A7** must attempt a DC 18 Will save with the following results. The haunt then rolls initiative.

Critical Success The creature is unaffected, is temporarily immune to Confusing Confrontation for 24 hours, and realizes that a display of intimidating dominance might quell the ghostly kobolds' assault.

Success The creature is frightened 1.

Failure The creature is confused for 1 round and is frightened 2.

Critical Failure The creature is confused for 2 rounds and is frightened 3.

Routine (1 action) The spirits swoop together toward one creature in area **A7** who's frightened, instilling feelings of betrayal and confusion. The target takes 1d10+4 mental damage (DC 18 basic Will save).

Reset The haunt deactivates if there are no frightened creatures in area **A7** at the start of its turn. The ghostly kobolds return to the rubble pile. The haunt can't activate again for 1 hour.

TANGLETOP

CREATURE 1

UNIQUE

N

TINY

FEY

Male brownie

Perception +7; low-light vision

Languages Common, Elven, Gnomish, Sylvan

Skills Acrobatics +7, Crafting +5, Deception +6,

Stealth +9

Str -2, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +3

Items shortsword

AC 16; **Fort** +4, **Ref** +9, **Will** +9

HP 25; **Weaknesses** cold iron 3

Speed 20 feet

Melee ♦ shortsword +7 (agile, finesse, versatile S),

Damage 1d6 piercing

Primal Innate Spells DC 17; **4th dimension door** (self only); **3rd mending**; **1st ventriloquism**; **Cantrips** (4th) *dancing lights, prestidigitation*

Baffling Bluff ♦♦ (emotion, enchantment, mental, primal) The brownie's antics can confuse and disorient a creature. When the brownie uses Baffling Bluff, it targets a single creature within 30 feet; that creature must attempt a DC 17 Will save. The target is temporarily immune to Baffling Bluff for 1 minute.

Critical Success The target is unaffected.

Success The target is fooled momentarily and is flat-footed against the next melee Strike the brownie makes against it before the end of the brownie's next turn.

Failure The target is confused for 1 round.

Critical Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confused condition.

VAMPIRIC MIST

CREATURE 3

NE

MEDIUM

ABERRATION

Perception +9; darkvision, sense blood (imprecise) 60 feet

Languages Aklo

Skills Acrobatics +10, Stealth +10

Str -5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Misty Form A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. This enables a vampiric mist to move through spaces as narrow as 1 inch in diameter with no reduction to its Speed. However, a vampiric mist can't wear or interact with objects. It also can't enter water or other fluids, and it's treated as Tiny for the purpose of how wind affects it.

Sense Blood A vampiric mist can sense creatures that have blood within 60 feet. It can sense exposed blood within a mile.

AC 18; **Fort** +8, **Ref** +12, **Will** +9

HP 35; **Immunities** precision; **Resistances** physical 5; **Weaknesses** fire 5

Speed fly 40 feet

Melee ♦ misty tendril +10 (agile, finesse), **Damage** 2d6 slashing damage plus 1d6 persistent bleed damage and blood siphon

Blood Siphon When a vampiric mist damages a creature with a misty tendril Strike, the creature must attempt a DC 20 Fortitude save. If the Strike was a critical hit, the outcome of the creature's save is one degree worse than the result of the saving throw. Any temporary Hit Points the vampiric mist gains from Blood Siphon fade after 1 hour.

Success The creature is unaffected.

Failure The creature is drained 1, and the vampiric mist gains 5 temporary Hit Points.

Critical Failure The creature is drained 2. The vampiric mist gains 10 temporary Hit Points and takes on an intense red until the end of its next turn. During this time, it gains a +2 status bonus to AC and saves and is quickened. It can use its extra action only to Strike.

WRIN SIVINXI**CREATURE 5**

UNIQUE	CG	MEDIUM	ELF	HUMANOID	TIEFLING
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Female tiefling elf oddities merchant

Perception +12; low-light vision, spirit sight (precise) 30 feet

Languages Aklo, Common, Elven, Sylvan, Varisian

Skills Acrobatics +12, Astrology Lore +12, Nature +12, Occultism +12, Performance +10, Religion +13, Spirit Lore +16

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +3, **Cha** +4

Claustrophobia Wrin becomes overwhelmed when she's underground, or when she's in an indoor space that's smaller than 10 feet in diameter. At these times, she is sickened 2 and cannot reduce her sickened condition until she's outside of the enclosed area.

Spirit Sight Wrin can see creatures with the spirit trait within 30 feet, regardless of whether they are visible to the naked eye. This ability sometimes allows Wrin to notice other supernatural auras, such as the buildup of spiritual energy atop *Gauntlight*.

Items harrow fortune-telling deck, silver religious symbol, +1 *starknife*, violin

AC 20; **Fort** +9, **Ref** +15, **Will** +12

HP 75

Speed 25 feet

Melee ♦ *starknife* +12 (agile, deadly d6, finesse, magical, versatile S), **Damage** 1d4 piercing

Melee ♦ tail +10 (agile, finesse, unarmed), **Damage** 1d4 bludgeoning

Ranged ♦ *starknife* +12 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 1d4 piercing

Primal Spontaneous Spells DC 22, attack +14; **3rd** (3 slots) *enthrall*, *heal*, *remove disease*; **2nd** (4 slots) *glitterdust*, *hideous laughter*, *restoration*, *web*; **1st** (4 slots) *charm*, *feather fall*, *gust of wind*, *pest form*; **Cantrips** (3rd) *dancing lights*, *disrupt undead*, *ghost sound*, *ray of frost*, *stabilize*

Bloodline Spells 1 Focus Point, DC 22; **3rd** *faerie dust* (*Core Rulebook* 404)

Blood Magic When Wrin casts *charm*, *enthrall*, *faerie dust*, *ghost sound*, or *hideous laughter*, fey glamor dances around Wrin or one target of the spell, causing them to be concealed for 1 round. Such obvious concealment can't be used to Hide.

Read the Stars (divination, exploration, prediction, primal) **Frequency** once per day; **Effect** Wrin attempts to read the future in the stars by spending an hour studying the night sky—she can't use this ability during the day, on an overcast night, or when she can't otherwise study the stars. Although Wrin usually performs this reading for an individual person or to answer a pressing question she has, for the purposes of this campaign she reads the stars for the party as a whole. She attempts an Astrology Lore check, using the DC appropriate for the heroes' current level (see Table 10-5: DCs by Level, *Core Rulebook* 503).

Critical Success The results of Wrin's astrological readings have the effects of *read omens*, and the heroes gain a +1 circumstance bonus to saving throws for 24 hours.

Success The results of Wrin's astrological readings have the effects of *augury*, but can predict results up to 24 hours into the future.

Failure No reading.

Critical Failure Wrin brushes against hostile spiritual forces, and cannot Read the Stars for 1 week.

LEVEL 2 STATS

The heroes encounter these creatures and hazards in the Servant's Quarters, the second level of the Abomination Vaults.

BLOODSIPHON

CREATURE 4

UNIQUE

NE

MEDIUM

AMPHIBIOUS

UNDEAD

Perception +10; tremorsense 30 feet

Languages Aklo (cannot speak any language)

Skills Athletics +12

Str +4, Dex +1, Con +3, Int -2, Wis +3, Cha -2

AC 19; **Fort** +11, **Ref** +7, **Will** +11

HP 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weakness** slashing 5

Death Burst (aura, necromancy, occult) When the bloodsiphon dies, its body explodes in a cloudy red burst of necrotic dried blood in a 20-foot area. Creatures in range must attempt a DC 21 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 2d6 negative damage.

Failure The creature takes 4d6 negative damage.

Critical Failure The creature takes 6d6 negative damage and is enfeebled 2 for 1 hour.

Speed 10 feet, swim 20 feet

Melee ♦ mouth +14, **Damage** 2d8+6 piercing plus Grab

Ranged ♦ spittle +11 (range 30 feet), **Damage** 3d6 negative

Blood Drain ♦ **Requirements** The bloodsiphon has a creature grabbed or restrained; **Effect** The bloodsiphon drains blood from the creature it has grabbed. This deals 4d4 damage and the bloodsiphon grows temporarily moist and slimy as it regains 8 Hit Points, gaining any excess as temporary Hit Points that last for 1 minute. A creature that has its blood drained by the bloodsiphon is drained 1 until it receives any type of healing.

BROWN MOLD

HAZARD 2

ENVIRONMENTAL

FUNGUS

Stealth DC 21 (trained)

Description This unassuming fungus leeches heat out of the air.

Disable DC 18 Survival (trained) to safely remove the mold

Emit Cold (aura, cold); 5 feet. Brown mold deals 2d6 cold damage to nearby creatures.

AC 18, **Fort** +11, **Ref** +5

HP 30 (BT 15); **Immunities** critical hits, fire, object immunities, precision damage, **Weaknesses** cold 10

Leech Warmth ↻ **Trigger** Fire comes within 5 feet of the brown mold; **Effect** The brown mold expands into every square adjacent to its space. As it grows, it pulls more heat from its surroundings, dealing 2d6+6 cold damage (DC 18 basic Fortitude save) to creatures within 10 feet after it expands.

Reset After expanding, the brown mold can't grow again for 1 day.

DOOM OF TOMORROW

HAZARD 3

MAGICAL

TRAP

Stealth DC 20 (expert)

Description The sounds of devastation rise from the diorama, and a beam of shimmering energy lances outward from the tiny model of *Gauntlight*.

Disable DC 20 Thievery (trained) to quickly deactivate the model of *Gauntlight* before it triggers, or DC 23 Stealth (trained) to creep by the trap without triggering it

AC 21; **Fort** +15, **Ref** +8

Hardness 8; **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Apocalypse Beam ↻ **Trigger** A creature steps within 10 feet of the back of a diorama alcove; **Effect** The trap fires an apocalypse beam at that creature.

Ranged apocalypse beam +16; **Damage** 2d10+13 damage (fire damage from the burning city [a], bludgeoning damage from the tsunami [b], sonic damage from the earthquake [c], mental damage from the monster [d], and negative damage from the undead uprising [e])

Reset Each trap resets automatically after 1 hour.

DREAM SPIDER

CREATURE 0

N **SMALL** **ANIMAL**

Perception +6; darkvision, web sense

Skills Acrobatics +5, Athletics +2, Stealth +7

Str +0, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** -4

Web Sense The dream spider has imprecise tremor-sense to detect the vibrations of creatures touching its web.

AC 16; **Fort** +5, **Ref** +7, **Will** +4

HP 15

Speed 25 feet, climb 25 feet

Melee ♦ fang +7 (finesse), **Damage** 1d6 piercing plus dream spider venom

Ranged ♦ web +7 (range increment 10 feet), **Effect** web trap plus dream spider venom

Dream Spider Venom (poison) **Saving Throw** DC 16 **Fortitude**; **Maximum Duration** 4 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** 1d6 poison damage plus stupefied 1 (1 round)

Web Trap A creature hit by the dream spider's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 16).

FREZNEKESH

CREATURE 3

UNIQUE **NE** **MEDIUM** **AMPHIBIOUS** **DRAGON**
WATER **MINDLESS**

Female river drake

Perception +9; darkvision, scent (imprecise) 30 feet

Languages Draconic

Skills Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7

Str +3, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** -1

AC 19; **Fort** +11, **Ref** +9, **Will** +7

HP 45; **Immunities** paralyzed, unconscious; **Resistances** acid 10

Tail Lash ⤵ **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check. **Effect** The river drake attempts to Strike the triggering creature with its tail. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 20 feet, fly 50 feet, swim 30 feet

Melee ♦ fangs +12, **Damage** 2d8+3 piercing

Melee ♦ tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning

Caustic Mucus ♦♦ (acid, arcane, evocation) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.

Draconic Frenzy ♦♦ The river drake makes one Fangs Strike and two Tail Strikes in any order.

Speed Surge ♦ (move) The river drake moves up to twice its Speed. It can do this three times per day

GRAULGUST

CREATURE 4

UNIQUE **CE** **MEDIUM** **HUMANOID** **MORLOCK**

Male morlock cultist

Perception +11; darkvision

Languages Aklo, Undercommon

Skills Acrobatics +10, Athletics +11 (+13 Climbing), Crafting +11 (Repair only), Occultism +13, Stealth +11

Str +3, **Dex** +3, **Con** +1, **Int** +5, **Wis** +3, **Cha** +0

Items club

Light Blindness

AC 21; **Fort** +9, **Ref** +11, **Will** +11; +2 status to all saves vs. disease and poison

HP 58

Speed 30 feet, climb 20 feet

Melee ♦ club +11, **Damage** 1d6+5 bludgeoning

Melee ♦ jaws +11 (agile), **Damage** 1d4+5 piercing

Ranged ♦ club +13 (range increment 10 feet), **Damage** 1d6+5 bludgeoning

Occult Innate Spells DC 21, attack +13; **2nd** *mirror image*, *phantom pain*, *telekinetic maneuver*; **1st** *bane*, *grim*

tendrils, ray of enfeeblement, Cantrips (2nd) daze, ghost sound, shield, telekinetic projectile

Occult Attack ♦♦ The morlock cultist Strides up to half its speed, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, the morlock cultist can Cast a Spell that normally takes two actions or fewer to cast.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

GROTHLUT

CREATURE 3

N **MEDIUM** **ABERRATION** **MINDLESS**

Perception +5; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -3

AC 19; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (aura, auditory, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually does not begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Speed 20 feet

Melee ♦ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ♦ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

MAJORDOMO

CREATURE 4

UNIQUE **CE** **MEDIUM** **INCORPOREAL** **UNDEAD**

Female shadow

Perception +10; darkvision

Languages Necril

Skills Acrobatics +10, Stealth +14

Str -5, **Dex** +4, **Con** +0, **Int** -2, **Wis** +2, **Cha** +3

AC 20; **Fort** +8, **Ref** +14, **Will** +12

HP 40; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical); **Weaknesses** light vulnerability

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet

Melee ♦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow ♦ (divine, necromancy) **Requirement** The shadow hit a living creature with a shadow hand Strike on its previous action. **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

MIMNIVIX

CREATURE 3

UNIQUE NE MEDIUM ABERRATION

Male web lurker

Perception +10; darkvision, tremorsense (imprecise) 30 feet (creatures touching its web)

Languages Aklo; spider speak

Skills Acrobatics +9, Athletics +9, Crafting +8 (+12 to craft traps and snares), Stealth +11

Str +4, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** -1

Spider Speak The web lurker can speak with spiders, with the same effects and limitations as *speak with animals*.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45

Spring upon Prey ➤ **Trigger** A creature touches the web lurker's web while the web lurker is on it. **Requirement** Initiative has not yet been rolled. **Effect** The web lurker automatically notices the creature and Strides or Climbs before rolling initiative.

Speed 25 feet, climb 25 feet

Melee ♦ fangs +11 (poison), **Damage** 1d8+6 piercing plus web lurker venom

Melee ♦ claw +11 (agile), **Damage** 1d8+6 slashing

Melee ♦ web +11, **Effect** web trap

Web Lurker Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 10 rounds; **Stage 1** 1d6 poison and flat-footed (1 round); **Stage 2** 1d6 poison, flat-footed, and slowed 1 (1 round)

Web Trap A creature hit by the web lurker's web attack is immobilized and stuck to the nearest surface until it succeeds at DC 20 Acrobatics check to Escape.

MORLOCK

CREATURE 2

NE MEDIUM HUMANOID MORLOCK

Perception +7; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +8 (+11 Climbing), Crafting +8 (Repair only), Stealth +9

Str +4, **Dex** +3, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1

Items club

Light Blindness

AC 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison

HP 38

Speed 30 feet, climb 20 feet

Melee ♦ club +9, **Damage** 1d6+4 bludgeoning

Melee ♦ jaws +9 (agile), **Damage** 1d4+4 piercing

Ranged ♦ club +8 (range increment 10 feet), **Damage** 1d6+4 bludgeoning

Instinctual Tinker ♦♦ The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.

Critical Success The target gains 4d6 HP and a +1 circumstance bonus to attack rolls for 1 minute.

Success The target gains 2d6 HP.

Critical Failure The morlock injures itself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

Leap Attack ♦♦ The morlock Strides up to twice its Speed, during which it attempts a High Jump or a Long Jump. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach. The morlock then can't use Leap Attack for 1 round.

Sneak Attack A morlock's Strikes deal an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

MORLOCK ENGINEER

CREATURE 3

UNCOMMON CE MEDIUM HUMANOID MORLOCK

Perception +8; darkvision

Languages Undercommon

Skills Acrobatics +8, Athletics +9 (+11 Climbing), Crafting +10, Stealth +10

Str +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +0

Items projectile launcher (5 handfuls of junk), warhammer

Light Blindness

AC 18; **Fort** +7, **Ref** +12, **Will** +10; +2 status to all saves vs. disease and poison

HP 46

Speed 30 feet, climb 20 feet

Melee ♦ warhammer +11 (shove), **Damage** 1d8+6 bludgeoning

Melee ♦ jaws +11 (agile), **Damage** 1d4+6 piercing

Ranged ♦ projectile launcher +10 (deadly d8, range increment 50 feet, versatile P), **Damage** 1d6+6 bludgeoning

Improvised Projectile ♦ The morlock engineer quickly crafts an improvised projectile from objects it carries or that are readily accessible in adjacent squares. Where unusual materials are available, an improvised projectile might deal damage other than bludgeoning or piercing—for example, a morlock engineer by a campfire could build a projectile that deals fire damage.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

Uncanny Tinker ♦♦ The morlock engineer tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't get an outcome better than failure if the target's level is more than double the morlock's. This ability reflects hasty battlefield repairs; once a construct or hazard

regains Hit Points from this ability, it can't do so again until it's been Repaired.

Critical Success The target regains 8d6 Hit Points and a +1 circumstance bonus to attack rolls for 1 minute. Alternately, the morlock can deal 8d6 damage (bludgeoning, piercing, or slashing, as chosen by the morlock engineer) to the construct or hazard.

Success As critical success, but the target regains 4d6 Hit Points or the morlock deals 4d6 damage.

Critical Failure The morlock injures themselves, taking 3d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

MORLOCK SCAVENGER

CREATURE 1

CE SMALL HUMANOID MORLOCK

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +5 (+7 Climbing), Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1

Items dagger

Light Blindness

AC 16; **Fort** +4, **Ref** +9, **Will** +6; +2 status to all saves vs. disease and poison

HP 20

Speed 30 feet, climb 20 feet

Melee ♦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ♦ jaws +7 (agile), **Damage** 1d4+2 piercing

Ranged ♦ dagger +9 (agile, thrown 10 ft., versatile S), **Damage** 1d4+2 piercing

Scuttling Attack ♦♦ The morlock scavenger Strides twice, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

SCALATHRAX

CREATURE 4

UNCOMMON NE MEDIUM ABERRATION

Perception +11, darkvision

Languages Undercommon

Skills Acrobatics +11, Athletics +11, Stealth +13

Str +3, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 60; **Weaknesses** fire 5; **Resistances** poison 5

Oily Scales A scalathrax constantly sweats a glistening oil that makes it exceptionally slick. It treats the results of Acrobatics checks to Squeeze or of any skill check to Escape as one degree of success greater than the rolled result. A scalathrax loses this benefit for 1 minute after it takes any amount of fire damage.

Speed 25 feet, climb 25 feet

Melee ♦ jaws +13 (finesse), **Damage** 2d8+5 piercing plus scalathrax venom

Ranged ♦ leg quill +13 (range increment 20 feet), **Damage** 2d4+5 piercing

Scalathrax Venom (poison) **Saving Throw** Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and slowed 1 (1 round); **Stage 3** clumsy 1 and slowed 2 (1 round)

Spray Toxic Oil ♦♦ (conjuration, primal) The scalathrax disgorges a gout of toxic oil from its mouth in a 15-foot cone. Creatures in the area must attempt a DC 21 Reflex save. The scalathrax can't use Spray Toxic Oil again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d8 poison damage.

Failure The creature takes 2d8 poison damage. For 1 minute, the creature gains weakness to fire 5, and whenever the creature critically fails with an attack roll with a wielded weapon, it drops the weapon.

Critical Failure As failure, but 4d8 poison damage.

SKELETAL GIANT

CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items glaive, half plate

AC 17; **Fort** +10, **Ref** +8, **Will** +7

HP 50 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ glaive +12 (deadly d8, forceful, reach 15 feet), **Damage** 1d8+7 slashing

Melee ♦ horns +12 (agile), **Damage** 1d10+5 piercing

Broad Swipe ♦♦ The giant makes two Strikes with its glaive against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

SKELETON GUARD

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

SPIKE LAUNCHER

HAZARD 0

MECHANICAL **TRAP**

Stealth DC 19

Description A jagged spike of metal shoots from a hidden launcher.

Disable DC 16 Thievery to disable one of the four launchers or DC 12 Acrobatics to step over a trip line (this doesn't disarm the trap, but avoids triggering it)

AC 16; **Fort** +9, **Ref** +3

Hardness 3; **HP** 16 (BT 8); **Immunities** critical hits, object immunities, precision damage

Spike ➤ **Trigger** A creature crosses one of the trip lines; **Effect** A spike launches along the trip line's path against the triggering creature, making a ranged Strike.

Ranged spike +11 (range 20 feet), **Damage** 2d6+3 piercing

WEB LURKER NOOSE

HAZARD 2

MECHANICAL **TRAP**

Stealth DC 22

Description Discreet webbing at throat level snags a creature that walks into it.

Disable Survival (trained) or Thievery (expert) DC 18 to rearrange the webbing

AC 18, **Fort** +11, **Ref** +5

Web Noose ➤ (attack) **Trigger** A creature steps into the square with the web tripwire; **Effect** The web lurker noose makes a noose Strike against the triggering creature.

Melee noose +13 (deadly d10), **Damage** 3d6 bludgeoning and the target is grabbed and pulled off the ground (Escape DC 22). The target takes 1d6 bludgeoning damage at the end of each of its turns as long as it's caught in the noose.

ZOMBIE SHAMBLER

CREATURE -1

NE **MEDIUM** **MINDLESS** **UNDEAD** **ZOMBIE**

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious;

Weaknesses positive 5, slashing 5

Speed 25 feet

Melee ♦ fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Jaws ♦ (attack) **Requirement** The zombie has a creature grabbed or restrained. **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

ZOZZLARIN

CREATURE 3

UNIQUE

LE

SMALL

DEVIL

FIEND

Male zebub

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Resistances** physical 5 (except silver), poison 5; **Weaknesses** good 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will; self only), *summon animal* (swarm creatures only);

Cantrips (2nd) *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

LEVEL 3 STATS

The heroes encounter these creatures, hazards, and disease in the Library, the third level of the Abomination Vaults.

ALLER ROSK

CREATURE 5

UNIQUE CE MEDIUM GHOUL UNDEAD

Male ghoul tattoo artist

Perception +15; darkvision

Languages Aklo, Common, Necril, Undercommon

Skills Acrobatics +13, Athletics +14, Crafting +13, Occultism +11, Stealth +11

Str +5, **Dex** +2, **Con** +4, **Int** +4, **Wis** +2, **Cha** +2

AC 22; **Fort** +14, **Ref** +12, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +15, **Damage** 2d8+7 piercing plus ghoul fever and paralysis

Melee ♦ claw +15 (agile), **Damage** 2d6+7 slashing plus paralysis

Consume Tattooed Flesh ♦ (manipulate) **Requirements** Aller is adjacent to a tattooed scrap of flesh or to the corpse of a creature that died within the last hour; **Effect** Aller devours a bite of flesh and regains 4d6 Hit Points. If the piece of flesh was tattooed, he is also quickened 1 and can use this extra action to make a jaws Strike. Aller can't Consume Flesh for 1d4 rounds. He has one piece of tattooed flesh on his person.

Ghoul Fever (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by Aller's attack must succeed at a DC 22 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Swift Leap ♦ Aller jumps up to half his Speed. This movement doesn't trigger reactions.

AUGRAEL

CREATURE 3

UNIQUE CN MEDIUM GHOUL UNDEAD

Male morlock ghoul exile

Perception +8; darkvision

Languages Aklo, Common, Necril, Undercommon

Skills Acrobatics +8, Athletics +9 (+12 to Climb), Crafting +9 (Repair only), Occultism +10, Stealth +10

Str +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** +1

Light Blindness

AC 18; **Fort** +8, **Ref** +12, **Will** +10

HP 48, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet, climb 20 feet

Melee ♦ jaws +12, **Damage** 1d8+7 piercing plus ghoul fever and paralysis

Melee ♦ claw +12 (agile), **Damage** 1d6+7 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** Augrael is adjacent to the corpse of an undead creature that was destroyed within the last hour; **Effect** Augrael devours a chunk of the destroyed undead creature and regains 2d6 Hit Points. He can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Sneak Attack Augrael deals an extra 1d6 precision damage to flat-footed creatures.

Swift Leap ♦ Augrael jumps up to half his Speed. This movement doesn't trigger reactions.

BLUEBLISTERS

DISEASE 3

DISEASE VIRULENT

This flesh-eating disease causes prominent and painful blue blisters on the skin and gums. You can't reduce your sickened condition while afflicted with blueblisters.

Saving Throw DC 17 Fortitude; **Onset** 1 day; **Stage 1** sickened 1 (1 day); **Stage 2** sickened 1 and drained 1 (1 day); **Stage 3** sickened 2 and drained 1 (1 week); **Stage 4** sickened 2 and drained 2 (1 week)

CANKER CULTIST

CREATURE 3

UNCOMMON CE MEDIUM GHOUL UNDEAD

Ghoul zealot

Perception +11; darkvision

Languages Aklo, Common, Necril, Undercommon

Skills Acrobatics +9, Athletics +10, Intimidation +10, Occultism +8, Religion +8, Stealth +9

Str +4, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** +3

Items 2 lumps of decayed flesh strung on a necklace

AC 19; **Fort** +7, **Ref** +9, **Will** +12

HP 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +12, **Damage** 1d8+6 piercing plus ghoul fever and paralysis

Melee ♦ claw +12 (agile), **Damage** 1d4+6 slashing plus paralysis

Occult Prepared Spells DC 20, attack +12; **2nd** *harm*, *phantom pain*; **1st** *command*, *grim tendrils*, *ray of enfeeblement*; **Cantrips (2nd)** *chill touch*, *daze*, *mage hand*, *telekinetic projectile*

Consume Flesh ♦ (manipulate) **Requirements** The Canker cultist is adjacent to the corpse of a creature that died within the last hour, or is carrying a specially prepared lump of decaying flesh; **Effect** The Canker cultist devours a chunk of the corpse or the lump of decaying flesh and regains Hit Points. They regain 1d6 Hit Points from consuming the flesh of a creature that died within the last hour, and 2d6 Hit Points from the lump. The cultist can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all

healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a Canker cultist's attack must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Swift Leap ♦ The cultist jumps up to half its Speed. This movement doesn't trigger reactions.

CHANDRIU INVISAR

CREATURE 6

UNIQUE CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Female drow ghost administrator

Perception +17; darkvision

Languages Common, Elven, Undercommon

Skills Scriptorium Lore +18, Society +16, Stealth +15

Str -5, **Dex** +5, **Con** +0, **Int** +4, **Wis** +3, **Cha** +2

Site Bound (areas C36 and C37)

AC 23; **Fort** +12, **Ref** +17, **Will** +11

HP 64, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 7 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) To put Chandriu to rest permanently, a hero must convince her to stop pining over Volluk with a successful DC 21 Diplomacy check. Regardless of the result of this check, Chandriu flies into a rage and attacks, but if the Diplomacy check is successful, she is slowed 1 for 10 rounds while she fights. If defeated while she is slowed, she is put to rest.

Speed fly 25 feet

Melee ♦ ghostly hand +16 (agile, finesse, magical), **Damage** 3d8+4 negative

Despairing Cry ♦♦ (auditory, divine, emotion, enchantment, mental) Chandriu wails in despair at her loss and betrayal, forcing each living creature within 30 feet to attempt a DC 24 Will save. On a failure, a creature becomes slowed 1 (slowed 2 on a critical failure) for 1 round as they are overcome with sadness over their own missed opportunities. On a success, a creature is temporarily immune to Despairing Cry for 1 minute.

GHOUL

CREATURE 1

CE MEDIUM GHOUL UNDEAD

Perception +7; darkvision

Languages Common, Necril

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoulish fever and paralysis

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghoulish is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoulish devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghoulish Fever (disease) **Saving Throw** Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoulish the next midnight.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoulish's attack must succeed at a DC 15 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghoulish jumps up to half its Speed. This movement doesn't trigger reactions.

GIBBERING MOUTHER

CREATURE 5

CE MEDIUM GHOUL UNDEAD

Perception +15; darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +13

Str +2, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +0

AC 21, all-around vision; **Fort** +15, **Ref** +12, **Will** +10

HP 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering moulder must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw ⤵ Trigger An adjacent creature deals the gibbering moulder slashing damage. **Effect** The gibbering moulder's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged ♦ spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering moulder's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf ♦ DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation ♦♦ (occult, transmutation) The gibbering moulder causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the moulder moves off the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

JARELLE KALDRIAN

CREATURE 5

UNIQUE	LE	MEDIUM	GHOST	INCORPOREAL
SPIRIT	UNDEAD			

Female human ghost librarian

Perception +12; darkvision

Languages Aklo, Common, Necril, Undercommon

Skills Library Lore +15, Stealth +14

Str -5, **Dex** +5, **Con** +0, **Int** +2, **Wis** +3, **Cha** +0

Site Bound (area C13)

AC 21; **Fort** +9, **Ref** +14, **Will** +12

HP 48, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Removing this room's tables and tools allows Jarelle to move on to the afterlife.

Speed fly 25 feet

Melee ♦ ghostly hand +14 (agile, finesse, magical), **Damage** 3d8 negative

Malevolent Possession ♦♦ (divine, incapacitation, mental, necromancy, possession) Jarelle attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (with a spell DC of 22), except since Jarelle doesn't have a physical body, she is unaffected by that restriction of the spell.

Poisoned Breath ♦♦ (divine, necromancy, poison) Jarelle exhales a 15-foot cone of toxic mist that deals 5d6 poison damage (DC 22 basic Fortitude save; on a critical failure, the target is also enfeebled 1 for 24 hours). She then can't use Poisoned Breath again for 1d4 rounds.

KORLOK

CREATURE 5

UNIQUE	LE	MEDIUM	DEVIL	FIEND
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Male barbaz

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1

Items glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Attack of Opportunity ↻

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernall fever

Divine Innate Spells DC 19; *5th dimension door*; *4th dimension door* (at will)

Rituals DC 19; *infernal pact*

Avernall Fever (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbaz makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

LURKER IN LIGHT

CREATURE 5

NE SMALL FEY

Perception +13; low-light vision

Languages Aklo, Common, Sylvan

Skills Acrobatics +14, Nature +11, Occultism +11, Stealth +14, Survival +13

Str +0, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +2

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 72; **Immunities** blinded; **Weaknesses** cold iron 5

Speed 25 feet, fly 25 feet

Melee ♦ claw +14 (agile, finesse), **Damage** 2d6+2 slashing

Ranged ♦ mote of light +14 (agile, magical, range increment 10 feet), **Damage** 2d4+2 force plus lurker's glow

Primal Innate Spells DC 22, attack +14; **4th dimension door** (only when in bright light, and only to an area in bright light), *summon fey*; **3rd blindness**, *searing light*, *summon fey*; **Cantrips (3rd)** *dancing lights*, *ghost sound*, *light*, *mage hand*

Blend with Light ⤵ **Trigger** The lurker in light uses a move action; **Requirements** The lurker in light is in an area of bright light; **Effect** The lurker in light becomes invisible until it enters an area of dim light or darkness, or until it uses a hostile action.

Lurker's Glow (evocation, light, primal) A creature that takes damage from a lurker in light's mote of light must attempt a DC 22 Will save.

Success The creature is unaffected and is temporarily immune to lurker's glow for 24 hours.

Failure The creature is lined in golden light for 1 minute and can't be concealed during this time. If the creature becomes invisible, it is concealed rather than being undetected.

Critical Failure As failure, but the creature sheds bright light in a 20-foot emanation for the duration of the effect. In addition, the creature is dazzled on its first turn after failing this save.

Ritual Gate ♦ (conjunction, primal) **Requirements** The lurker in light has reduced a living creature to 0 Hit Points on this turn or its previous turn and has a *summon fey* innate spell available; **Effect** The lurker in

light casts *summon fey* with only a verbal component, using the act of slaughter to replace the normal material and somatic components for the spell. If the fey creature summoned has the same alignment as the lurker in light, the lurker in light can sustain the *summon fey* spell for up to 1 hour instead of 1 minute.

Sneak Attack A lurker in light's Strikes deal an additional 2d6 precision damage to flat-footed creatures.

MIST STALKER

CREATURE 4

N MEDIUM AMPHIBIOUS ELEMENTAL WATER

Perception +13; darkvision, mist vision

Languages Aquan

Skills Athletics +11, Stealth +12

Str +4, **Dex** +4, **Con** +2, **Int** +1, **Wis** +5, **Cha** +0

Mist Cloud (aura, conjuration, primal, water) 15 feet. The mist stalker is surrounded by mist. Creatures in the aura are concealed. If wind disperses the aura, it returns automatically at the start of the mist stalker's turn. This cloud is suppressed in water.

Mist Vision The mist stalker ignores the concealed condition from mist and fog.

AC 20; **Fort** +10, **Ref** +12, **Will** +11

HP 58; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ tentacle +14 (finesse, sweep, reach 10 feet), **Damage** 2d8+4 bludgeoning plus Grab

Constrict ♦ 1d8+4 bludgeoning, DC 21

Solidify Mist ♦ (primal, transmutation, water) The mist stalker makes its mist cloud congeal, causing the aura to be difficult terrain until the start of the mist stalker's next turn. In addition, the mist stalker can make the mist even thicker around a single Medium or smaller creature within the cloud. The creature must succeed at a DC 20 Reflex save or become immobilized until it Escapes or it is no longer in the mist cloud's emanation.

NHAKAZARIN

CREATURE 5

UNIQUE**CE****MEDIUM****GHOUL****UNDEAD**

Female ghoulish cult leader

Perception +10; darkvision

Languages Aklo, Common, Necril, Undercommon

Skills Acrobatics +11, Athletics +13, Intimidation +14, Occultism +11, Religion +10, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** -1, **Cha** +5

Items *staff of necromancy*

AC 21; **Fort** +15, **Ref** +12, **Will** +9

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +14, **Damage** 2d8+6 piercing plus ghoulish fever and paralysis

Melee ♦ claw +14 (agile), **Damage** 2d6+6 slashing plus paralysis

Melee ♦ *staff* +14 (magical, two-hand d8), **Damage** 1d4+6 bludgeoning

Divine Prepared Spells DC 22, attack +14: **3rd** *chilling darkness, harm, vampiric touch*; **2nd** *dispel magic, harm, silence, sound burst*; **1st** *bane, command, harm, ray of enfeeblement*; **Cantrips (3rd)** *chill touch, daze, read aura, shield, sigil*

Domain Spells 1 Focus Point, DC 22: **3rd** *touch of undeath* (*Core Rulebook* 398)

Consume Flesh ♦ (manipulate) **Requirements** Nhakazarin is adjacent to the corpse of a creature that died within the last hour; **Effect** Nhakazarin devours a chunk of the corpse and regains 3d6 Hit Points. Nhakazarin can regain Hit Points from any given corpse only once.

Consume Masterpiece ♦ (manipulate) **Requirements** Nhakazarin is adjacent to the rotting statue of Belcorra in area **C34**; **Effect** Nhakazarin devours a chunk of flesh from the statue and regains 3d6 Hit Points and is quickened 1 for 1 round. She can use this extra action only to make a jaws Strike or Cast a Spell. She can feed from the statue only once each day.

Ghoul Fever (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points

from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoulish the next midnight

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by Nhakazarin's jaws or claw attack must succeed at a DC 22 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each save.

Swift Leap ♦ Nhakazarin jumps up to half her Speed. This movement doesn't trigger reactions.

VENGEFUL FURNACE

HAZARD 4

COMPLEX **HAUNT**

Stealth +15 (expert)

Description The hatch atop the haunted furnace flips open and disgorges a pair of shrieking, burning ghosts.

Disable DC 22 Intimidation (trained) to cow one of the vengeful spirits or DC 25 Religion (trained) to exorcise the spirit. The haunt remains active until both spirits are cowed or exorcised, or until the furnace is destroyed.

AC 21; **Fort** +15, **Ref** +8

Hardness 13; **HP** 60 (BT 30); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** cold 8, positive 5

Ghostly Assault ⤿ (divine, enchantment, fire, mental)

Trigger A living creature with an Intelligence score of 15 or higher enters the room, or any creature touches the furnace; **Effect** Burning ghosts burst from the furnace, exposing the triggering creature to the haunt's burn knowledge effect. The haunt rolls initiative.

Burn Knowledge (divine, enchantment, fire, mental) The target of the haunt's initial Ghostly Assault, as well as any creature later hit by a burning lash Strike, loses random memories, as if these thoughts were incinerated like pages in a burning book. The creature must attempt a DC 23 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 minute while they forget random memories, as if thoughts were incinerated like pages in a burning book.

Failure As success, but the stupefied 1 condition persists for 24 hours.

Critical Failure As failure, but stupefied 2.

Routine (3 actions) The burning ghosts lash at a random stupefied creature in the room (or any random creature, if no creatures in the room are stupefied).

Ranged ♦ burning lash +14 (fire, mental, range 10 feet), **Damage** 2d6 fire plus 2d6 mental and burn knowledge

Reset The haunt resets 1 hour after there are no creatures in the room.

WATCHING WALL

HAZARD 4

COMPLEX **HAUNT**

Stealth +12 (expert)

Description An overwhelming feeling of being watched wells up in the minds of those in the room, an instant before an eerie red eye opens in the western wall.

Disable DC 22 Deception (trained) to appear uninteresting to the watching eye (and thus be ignored by it) or DC 22 Religion (trained) to ward against being seen by or affected by the eye

AC 21; **Fort** +14, **Ref** +8, **Will** +8

Hardness 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** positive 5

Someone is Watching ⤿ (emotion, enchantment, fear, mental) **Trigger** A living creature remains in area **C4** for at least 1 round; **Effect** An overwhelming wave of paranoia fills area **C4**. Each creature in the room must attempt a DC 25 Will save, with the following results. An eerie red eye then opens in the center of the western wall, looking about the room, and the haunt rolls initiative.

Critical Success The creature is unaffected.

Success The creature becomes frightened 1 and feels like someone or something is watching them for as long as they remain frightened.

Failure The creature becomes frightened 2 and treats no one as an ally as long as they remain frightened.

Critical Failure The creature becomes frightened 3 and is confused as long as they remain frightened.

Routine (1 action) The eye glances about, and those it can see (whether in area **C4** or outside of it) take 4d6 mental damage (DC 21 basic Will save) as fears of being watched impart ripples of pain. A creature that takes mental damage from this effect doesn't reduce their frightened value at the end of their next turn.

Reset The haunt becomes inert at the end of any round in which there are no frightened creatures it can see. It stays dormant for 1 hour, after which point it resets.

WEAK VIOLET FUNGUS**CREATURE 2**

N	MEDIUM	FUNGUS	MINDLESS
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Perception +8; no vision, tremorsense 60 feet**Skills** Stealth +7**Str** +4, **Dex** +0, **Con** +3, **Int** -5, **Wis** +1, **Cha** -2**AC** 15; **Fort** +8, **Ref** +5, **Will** +4**HP** 45; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** fire 5**Speed** 10 feet**Melee** ♦ tentacle +9 (agile, reach 10 feet), **Damage** 1d10+2 bludgeoning plus violet rot**Violet Rot** (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison plus enfeebled 1 (1 round); **Stage 2** 1d6 poison plus enfeebled 1 and drained 1 (1 round); **Stage 3** 2d6 poison plus enfeebled 1 and drained 1 (1 round)**WOOD GOLEM****CREATURE 6**

UNCOMMON	N	MEDIUM	CONSTRUCT	GOLEM
MINDLESS			MINDLESS	

Perception +12; darkvision**Skills** Athletics +17**Str** +5, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5**AC** 23; **Fort** +15, **Ref** +16, **Will** +12**HP** 95; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantite)**Golem Antimagic** harmed by fire (4d8, 2d6 from areas or persistent damage); healed by plant (area 2d6 HP); slowed by earth**Vulnerable to Shape Wood** A wood golem targeted by *shape wood* takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC. On a critical failure, the golem is also immobilized for 1d4 rounds.**Splinter** ⤵ (arcane, transmutation) **Trigger** The wood golem takes physical damage; **Effect** A jagged, sizable splinter of wood lances out at the golem's attacker. The golem makes a splinter Strike against an adjacent creature without triggering reactions.**Speed** 25 feet**Melee** ♦ fist +17 (magical), **Damage** 2d8+8 bludgeoning**Ranged** ♦ splinter +16 (magical, range increment 30 feet), **Damage** 2d4+8 piercing**Splinter Volley** ♦♦ (arcane, evocation) The wood golem makes up to four splinter Strikes, each against a different target. These attacks count toward the wood golem's multiple attack penalty, but the multiple attack penalty doesn't increase until after the wood golem makes all of its attacks.

LEVEL 4 STATS

The heroes encounter these creatures and hazards in Belcorra's Retreat, the fourth level of the Abomination Vaults.

CAIRN WIGHT

CREATURE 4

UNCOMMON LE MEDIUM UNDEAD WIGHT

Perception +11; darkvision

Languages Common, Necril

Skills Athletics +12, Intimidation +11, Religion +9, Stealth +12

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Items longsword, studded leather armor

AC 20; **Fort** +12, **Ref** +10, **Will** +11

HP 67; **Immunities** death effects, disease, paralyzed, poison, unconscious

Final Spite ➤ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

Speed 25 feet

Melee ➤ longsword +14 (versatile P), **Damage** 1d8+7 slashing plus drain life

Melee ➤ claw +14 (agile), **Damage** 1d6+7 slashing plus drain life

Cairn Wight Spawn (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

Drain Life (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 18 Fortitude save or become drained 1. Further damage dealt by the cairn wraith

increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Funereal Dirge ➤➤ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 21 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

CORPSELIGHT

CREATURE 2

RARE CE MEDIUM UNDEAD

Perception +7; corpse sense (precise) 30 feet, darkvision

Languages Common, Necril

Skills Athletics +7, Intimidation +8, Stealth +8

Str +3, **Dex** +4, **Con** +1, **Int** +1, **Wis** +1, **Cha** +2

Corpse Sense A corpselight can sense dead bodies within range. This is a precise sense that functions through solid barriers less than 5 feet thick.

AC 17; **Fort** +5, **Ref** +10, **Will** +7

HP 40, negative healing; **Immunities** death effects, disease, fear, paralyzed, poison, precision, unconscious; **Weaknesses** bludgeoning 5 (in skeletal corpses) or slashing 5 (in fleshy corpses)

Sunlight Powerlessness A corpselight exposed to sunlight is stunned 2 and clumsy 2, and cannot Claim a Corpse.

Wisp Form When a corpselight is reduced to 0 Hit Points while merged with a corpse, it is instead reduced to 1 Hit Point as the corpse collapses to the ground and the corpselight emerges in its wisp form. While in wisp form, a corpselight is Tiny and can take no actions other than Claim Corpse or Fly. A corpselight that starts its turn in wisp form must attempt a DC 16 flat

check at the end of its turn; if it fails, it loses 1 Hit Point. A corpselight reduced to 0 Hit Points while in wisp form is destroyed.

Speed 25 feet, fly 25 feet (wisp form only)

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Melee ♦ claw +10 (agile), **Damage** 1d6+6 slashing

Claim Corpse ♦ (necromancy) **Prerequisites** The corpselight is in wisp form and is adjacent to a Medium or Small corpse that hasn't been claimed by a corpselight in the past 24 hours; **Effect** The corpselight merges with the corpse, causes the corpse to Stand, and regains 3d6 Hit Points.

Death Light ♦♦♦ (emotion, fear, mental, necromancy, occult) **Prerequisites** The corpselight is in a corpse; **Effect** The corpselight emits a sickly blue beam of light from its mouth and eyes in a 20-foot cone. All living creatures in this area must attempt a DC 18 Fortitude saving throw. If at least 1 creature fails its save, the corpselight regains 2d6 Hit Points, gaining any that exceed its maximum as temporary Hit Points that last for 1 minute. The corpselight can't use Death Light again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d6 negative damage.

Failure The creature takes 2d6 negative damage and is frightened 1.

Critical Failure The creature takes 4d6 negative damage and is frightened 3.

ELITE CRAWLING HAND

CREATURE 0

NE TINY UNDEAD

Perception +7; **lifesense** 30 feet, **tremorsense** (imprecise) 30 feet

Languages Common (can't speak any language)

Skills Athletics +7, Stealth +8, Survival +4

Str +1, **Dex** +3, **Con** +0, **Int** -4, **Wis** +0, **Cha** +0

AC 14: **Fort** +4, **Ref** +7, **Will** +4

HP 18 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Speed 30 feet, climb 30 feet

Melee ♦ claw +9 (agile, finesse), **Damage** 1d4+3 slashing plus Grab

Grip Throat A Medium or smaller creature that is grabbed by the crawling hand has difficulty speaking and must spend an extra action to perform any action with the verbal trait.

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

FLICKERWISP

CREATURE 2

UNCOMMON CE SMALL ABERRATION AIR

Perception +9; **darkvision**

Languages Aklo, Common

Skills Acrobatics +8, Deception +7, Intimidation +5, Stealth +8

Str -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +1

AC 20: **Fort** +6, **Ref** +10, **Will** +7

HP 18; **Immunities** magic

Glow (aura, light) 5 feet. A flickerwisp is itself naturally invisible, but glows with pale yellow light, casting bright light in the aura and making it visible.

Innocuous A flickerwisp's appearance registers strangely in the minds of creatures who are confused. A creature with the confused condition never targets a flickerwisp with attacks unless the creature has been damaged by the flickerwisp's shock ability within the last 24 hours.

Magic Immunity A flickerwisp is immune to all spells except *faerie fire*, *gust of wind*, *magic missile*, and *maze*.

Speed fly 25 feet

Melee ♦ shock +11 (magical), **Damage** 1d8+2 electricity

Consume Confusion ♦ (concentrate) **Frequency** once per round; **Requirement** A creature within 15 feet of the flickerwisp is confused; **Effect** The flickerwisp feeds on the creature's confusion, even as its flashing body and disjointed gyrations cause existing confusion effects to persist. It regains 1d4 Hit Points,

and if the creature's confused condition has a limited duration, it lasts 1 additional round.

Flicker ♦♦ (emotion, enchantment, mental, visual) The flickerwisp churns and flits in the air around an adjacent creature's head, and its length flashes and sparkles in a bewildering array of distracting pulsations. The creature must succeed at a DC 18 Will save or become confused for 1 round (2 rounds on a critical failure). On a critical success, the creature is temporarily immune to Flicker for 24 hours.

JAUL MEZMIN

CREATURE 6

UNIQUE	NE	MEDIUM	BEAST	HUMAN
HUMANOID	WERECREATURE			

Male human werewolf stalker

Perception +14; low-light vision, scent (imprecise) 30 feet

Languages Common; wolf empathy

Skills Acrobatics +12, Athletics +15, Deception +12, Nature +14, Survival +14

Str +5, **Dex** +2, **Con** +0, **Int** -1, **Wis** +4, **Cha** +2

Items +1 *striking katar* (2), bejeweled necklace worth 10 gp featuring a porpoise and the engraving, "Ayla, My Beloved"

Wolf Empathy (divination, primal) Jaul can communicate with lupines.

AC 24; **Fort** +12, **Ref** +14, **Will** +16; +1 status vs. poison

HP 120; **Weaknesses** silver 7; **Resistances** poison 3

Speed 25 feet

Melee ♦ *katar* +17 (agile, deadly d6, magical, monk), **Damage** 2d4+7 piercing

Melee ♦ claw +16 (agile), **Damage** 2d6+7 slashing

Melee ♦ jaws +16, **Damage** 2d8+7 piercing plus curse of the werewolf

Primal Prepared Spells DC 24, attack +15: **3rd** *heal, lightning bolt, wall of thorns*; **2nd** *heal, summon animal, water breathing*; **1st** *feather fall, grease, magic fang*; **Cantrips** (3rd) *acid splash, detect magic, produce flame, tanglefoot*

Animal Order Spells 1 Focus Point, DC 24; **3rd** *heal animal* (Core Rulebook 399)

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Jaul changes into his humanoid,

hybrid, or animal shape. Each shape has a specific, persistent appearance. Jaul's natural form is its hybrid shape. In humanoid shape, the werecreature uses its original humanoid size, loses its jaws and claws Strikes, and gains a melee fist Strike: fist +16 for 1d6+7 bludgeoning. In animal shape, he gains Speed 40 feet, his jaws Strike gains Knockdown, and he loses his weapon Strikes.

Curse of the Werewolf (curse, necromancy, primal) This curse only affects humanoids; **Saving Throw** DC 23 Fortitude. On each full moon, the cursed creature must succeed at another Fortitude save or turn into a werewolf until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious at dawn.

Moon Frenzy (polymorph, primal, transmutation) When a full moon appears in the night sky, Jaul must enter his hybrid form, can't Change Shape thereafter, becomes Large, increases his reach by 5 feet, and increases the damage of his jaws by 2. When the moon sets or the sun rises, Jaul returns to humanoid form and is fatigued for 2d4 hours.

Wolf Coordination Jaul's Strikes deal 1d6 extra damage to creatures within his wolf's reach.

JAUL'S WOLF

CREATURE 4

UNIQUE	N	MEDIUM	ANIMAL
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Male wolf

Perception +11; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +11, Stealth +11, Survival +9

Str +5, **Dex** +3, **Con** +2, **Int** -4, **Wis** +3, **Cha** +0

AC 21; **Fort** +10, **Ref** +13, **Will** +9

HP 60

Speed 35 feet

Melee ♦ jaws +13, **Damage** 2d6+7 piercing plus Knockdown

Jaul Coordination The wolf deals 1d6 extra damage to creatures within Jaul's reach.

OTARI ILVASHTI

CREATURE 9

UNIQUE	CG	MEDIUM	GHOST	INCORPOREAL
SPIRIT	UNDEAD			

Male ghost adventurer

Perception +18; darkvision

Languages Common, Elven, Gnomish

Skills Acrobatics +18, Society +18, Stealth +20, Thievery +20

Str -5, **Dex** +6, **Con** +0, **Int** +4, **Wis** +3, **Cha** +4

Site Bound (area D18)

AC 25; **Fort** +16, **Ref** +20, **Will** +17

HP 120, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation Securing the four icons of the Roseguard and placing them on the altar in area D13 allows Otari to move on to the afterlife.

Speed fly 25 feet

Melee ♦ ghostly hand +19 (agile, finesse, magical), **Damage** 3d6+6 negative

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 25 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as the affected creature remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Infested Shadow ♦♦ (conjunction, divine, teleportation) Otari fades away, momentarily emerges from the shadow of another creature within 30 feet, and makes a ghostly hand Strike against a single target within reach of this creature (but not against the creature whose shadow he infests). On a successful Strike, the target is also flat-footed until the start of Otari's next turn. Otari then reappears at his starting point. The creature whose shadow Otari infests is exposed to filth fever.

Sneak Attack Otari deals 2d6 extra precision damage to flat-footed creatures.

POLTERGEIST

CREATURE 5

LE	MEDIUM	INCORPOREAL	SPIRIT	UNDEAD
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Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +2, **Cha** +4

Site Bound (area D7)

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only by putting its remains to rest in a respectful manner.

Telekinetic Defense ⤵ **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ♦ telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd** *telekinetic maneuver* (at will); **Cantrips (3rd)** *mage hand*

Frighten ♦ (concentrate, emotion, fear, incapacitation, mental) **Requirement** The poltergeist must be invisible; **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm ♦♦ (concentrate, evocation, occult) The poltergeist telekinetically throws numerous small

objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

SCALATHRAX

CREATURE 4

UNCOMMON NE MEDIUM ABERRATION

Perception +11, darkvision

Languages Undercommon

Skills Acrobatics +11, Athletics +11, Stealth +13

Str +3, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 60; **Weaknesses** fire 5; **Resistances** poison 5

Oily Scales A scalathrax constantly sweats a glistening oil that makes it exceptionally slick. It treats the results of Acrobatics checks to Squeeze or of any skill check to Escape as one degree of success greater than the rolled result. A scalathrax loses this benefit for 1 minute after it takes any amount of fire damage.

Speed 25 feet, climb 25 feet

Melee ♦ jaws +13 (finesse), **Damage** 2d8+5 piercing plus scalathrax venom

Ranged ♦ leg quill +13 (range increment 20 feet), **Damage** 2d4+5 piercing

Scalathrax Venom (poison) **Saving Throw** Fortitude DC 21; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and slowed 1 (1 round); **Stage 3** clumsy 1 and slowed 2 (1 round)

Spray Toxic Oil ♦♦ (conjunction, primal) The scalathrax disgorges a gout of toxic oil from its mouth in a 15-foot cone. Creatures in the area must attempt a DC 21 Reflex save. The scalathrax can't use Spray Toxic Oil again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d8 poison damage.

Failure The creature takes 2d8 poison damage. For 1 minute, the creature gains weakness to fire 5, and whenever the creature critically fails with an attack roll with a wielded weapon, it drops the weapon.

Critical Failure As failure, but 4d8 poison damage.

VAULGRIST

CREATURE 6

UNIQUE LE MEDIUM FIEND VELSTRAC

Female evangelist velstrac

Perception +13; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Painsight (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions

AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic

HP 90, regeneration 10 (deactivated by good or silver);

Immunities cold; **Weaknesses** good 5, silver 5

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity ⤴

Speed 25 feet

Melee ♦ chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain

Animate Chains (divine, transmutation) Chains in the evangelist's vicinity sprout barbs and writhe menacingly. The evangelist can make chain Strikes against any creature that is adjacent to an unattended chain within 20 feet, in addition to those within the reach of the evangelist's chain Strike.

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) The evangelist stares at a creature

they can see within 30 feet. The target must immediately attempt a Will save against Unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this save, the creature is then temporarily immune until the start of the evangelist's next turn.

Impaling Chain When the evangelist critically hits with a chain Strike, the target is impaled and anchored in place, becoming grabbed by the chain. The creature is unable to recover from persistent bleed damage until it gets free (DC 25 Escape).

VOIDGLUTTON

CREATURE 8

RARE **CE** **MEDIUM** **ABERRATION** **AIR**

Perception +18, darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +15, Intimidation +15, Occultism +18, Stealth +18

Str +0, **Dex** +6, **Con** +3, **Int** +6, **Wis** +4, **Cha** +3

AC 30; **Fort** +13, **Ref** +18, **Will** +16

HP 90; **Immunities** magic

Glow (aura, light) 30 feet. The tips of a voidglutton's fingers and its seven eyes glow, casting bright light in the area and making it visible if it was invisible.

Magic Immunity A voidglutton is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, *maze*, and spells with the light trait.

Speed fly 40 feet

Melee ♦ claw +20 (agile, finesse), **Damage** 1d6+2 piercing plus 4d6 force and fearful strike

Ranged ♦ ectoplasmic web +20 (range increment 10 feet), **Effect** ectoplasmic web trap

Occult Innate Spells DC 26; 4th *darkness* (at will)

Consume Light ♦ (darkness, evocation, occult) **Trigger** The voidglutton casts *darkness*; **Effect** The voidglutton extinguishes its Glow as part of Casting the Spell. It becomes invisible as long as it remains in the area of *darkness*. If the voidglutton uses a hostile action, its invisibility ends as soon as the hostile action is completed.

Ectoplasmic Web Trap (conjuration, occult) A creature hit by the voidglutton's ectoplasmic web trap is immobilized and stuck to the nearest surface until it succeeds at a DC 26 check to Escape. Ectoplasmic Web Trap can immobilize incorporeal creatures.

Fearful Strike (emotion, fear, mental, occult) When the voidglutton damages a creature with its claw Strike, the creature must succeed at a DC 26 Will save or become frightened 1 (frightened 2 on a critical failure).

Feed on Fear ♦ (concentrate) **Frequency** once per round; **Requirement** An enemy is affected by a fear effect or has the frightened or dying condition, and is within 25 feet of the voidglutton; **Effect** The voidglutton feeds on the creature's terror. It regains 3d4 Hit Points and its Glow reignites if it had been extinguished. It cannot use Consume Light again for 1d4 rounds, as it is too gluttoned on fear to suppress its Glow.

VOLLUK AZRINAE

CREATURE 7

UNIQUE **CE** **MEDIUM** **ABERRATION** **SWARM**

Male worm that walks occultist

Perception +15; darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Common, Elven, Undercommon

Skills Acrobatics +17, Crafting +15 (+17 when painting), Deception +15, Intimidation +17, Occultism +17, Religion +15, Stealth +15

Str +4, **Dex** +6, **Con** +2, **Int** +6, **Wis** +4, **Cha** +2

AC 25, all-around vision; **Fort** +13, **Ref** +17, **Will** +15

HP 85, fast healing 7; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious;

Weaknesses area damage 7, splash damage 7;

Resistances physical 7

Discorporate When the worm that walks is reduced to 0 HP, it disincorporates and the component worms that make up its body disperse in every direction. If even a single leech escapes, the worm that walks will eventually re-form using a process that typically takes 1d10 days.

Volluk's foes have 2 rounds to dispatch the slow-moving leeches that make up his form. Typically, this requires the application of an area effect or splash weapon to the space where Volluk collapsed. After any amount of area or splash damage is dealt to that space, the character dealing the damage must attempt a DC 15 flat check. Each subsequent area or splash damage effect performed on the area reduces the DC of this flat check by 2, to a minimum of DC 5. If any of these flat checks succeed, none of the leeches escape, and Volluk is destroyed permanently. At the GM's discretion, clever means of trapping or otherwise detaining the vermin may extend the time allowed to finish off the worm that walks.

Hateful Memories (enchantment, emotion, mental, occult, visual) If Volluk can see an accurate depiction of his former appearance as a living drow at the start of his turn, he must attempt a DC 28 Will save or become filled with self-loathing and become slowed 1 for 1 round.

Speed 10 feet, swim 25 feet

Melee ♦ tendril +18 (reach 10 feet), **Damage** 2d8+8 persistent piercing damage

Occult Spontaneous Spells DC 25, attack +17; **4th** (3 slots) *dimension door*, *suggestion*, *worm's repast*; **3rd** (4 slots) *bind undead*, *mind reading*, *paralyze*, *phantom pain*; **2nd** (4 slots) *comprehend language*, *illusory disguise*, *mirror image*, *vomit swarm* (*Advanced Player's Guide* 227); **1st** (4 slots) *alarm*, *grim tendrils*, *mindlink*, *unseen servant*; **Cantrips (4th)** *daze*, *light*, *mage hand*, *read aura*, *shield*

Divine Innate Spells DC 25; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights*

Rituals *animate object*, *create undead*

Squirming Embrace ♦ Volluk Strides, ending his movement sharing a space with a creature, and deals 3d8 piercing damage to the creature. The creature can attempt a DC 23 basic Reflex save.

Swarm Shape ♦ (concentrate) Volluk collapses into a shapeless swarm of leeches. He drops all held, worn, and carried items. While disincorporated, he can't use attack actions and can't cast spells, but he can move

through areas small enough for his individual leeches to fit without having to Squeeze. He can use the same action to coalesce back into his normal form.

WILL-O'-WISP

CREATURE 6

CE SMALL ABERRATION AIR

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16

Str -5, **Dex** +6, **Con** -0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14

HP 50; **Immunities** magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ♦ shock +17 (electricity, magical), **Damage** 2d8+4 electricity

Feed on Fear ♦ (concentrate) **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark ♦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

LEVEL 5 STATS

The heroes encounter these afflictions, creatures, hazards in the Arena, the fifth level of the Abomination Vaults, as well as in Otari.

BASILISK

CREATURE 5

N **MEDIUM** **BEAST**

Perception +11; darkvision

Skills Athletics +13, Stealth +8

Str +4, **Dex** -1, **Con** +5, **Int** -3, **Wis** +2, **Cha** +1

AC 22; **Fort** +14, **Ref** +8, **Will** +11

HP 75

Petrifying Glance ➤ (arcane, aura, transmutation, visual) **Trigger** A creature within 30 feet that the basilisk can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it's slow 1 for 1 minute as its body slowly stiffens.

Speed 20 feet

Melee ♦ jaws +15, **Damage** 2d8+4 piercing

Petrifying Gaze ♦♦ (arcane, concentrate, incapacitation, transmutation, visual) The basilisk stares at a creature it can see within 30 feet. That creature must attempt a DC 22 Fortitude save. If it fails and has not already been slowed by Petrifying Glance or this ability, it becomes slowed 1. If the creature was already slowed by this ability or Petrifying Glance, a failed save causes the creature to be petrified permanently.

A creature petrified in this manner that is coated (not just splashed) with fresh basilisk blood (taken from a basilisk that has been dead no longer than 1 hour) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

BONE GLADIATOR

CREATURE 7

NE **LARGE** **MINDLESS** **SKELETON** **UNDEAD**

Skeletal hulk

Perception +16; darkvision

Skills Athletics +20, Intimidation +15

Str +7, **Dex** +2, **Con** +4, **Int** -5, **Wis** +2, **Cha** +2

AC 25; **Fort** +15, **Ref** +15, **Will** +13

HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing

Broad Swipe ♦♦ The hulk makes two Strikes with its claw against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Massive Rush ♦♦ The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the strike hits, the hulk automatically Shoves the target 10 feet.

CARMAN RAJANI

CREATURE 6

UNIQUE **NE** **MEDIUM** **HUMAN** **HUMANOID**

Male human scoundrel

Perception +12

Languages Common

Skills Acrobatics +15, Athletics +14, Deception +12, Intimidation +14, Society +10, Stealth +15, Thievery +15

Str +4, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Items *Cooperative Blade*, light hammer (4), +1 studded leather armor, thieves' tools, 110 gp

AC 24; **Fort** +13, **Ref** +17, **Will** +10

HP 95

Skillful Catch ➤ **Trigger** Carman is targeted with a ranged attack by a thrown weapon and has a hand free; **Effect** Carman gains a +2 circumstance bonus to his AC against the triggering attack. If the attack misses, Carman catches the weapon and can immediately make a ranged Strike with it.

Speed 25 feet

Melee ♦ *longsword* +17 (magical, versatile P), **Damage** 2d8+8 slashing

Melee ♦ light hammer +16 (agile), **Damage** 1d6+4 bludgeoning

Ranged ♦ light hammer +17 (agile, thrown 20 feet), **Damage** 1d6+4 bludgeoning

Sneak Attack Carman deals an extra 2d6 precision damage to flat-footed creatures.

Sudden Throw ♦ (flourish) Carman quickly draws a thrown weapon and makes a ranged Strike with it. His target must succeed at a DC 22 Perception check or be caught flat-footed by the attack.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are flat-footed to Carman.

CHAFKHEM

CREATURE 8

UNIQUE LE MEDIUM MUMMY UNDEAD

Male mummy ritualist

Perception +17; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +16, Arcana +19, Athletics +15, Diplomacy +16, Intimidation +16, Occultism +17, Religion +15

Str +3, **Dex** +4, **Con** +3, **Int** +7, **Wis** +3, **Cha** +4

Items *staff of abjuration*

AC 26; **Fort** +15, **Ref** +16, **Will** +17; +1 status to all saves vs. positive

HP 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

Despair (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Chafkhem's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave it. When a creature first enters the area, it must succeed at a DC 24 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.

Rejuvenation (divine, necromancy) When Chafkhem is destroyed, necromantic energies rebuild his body in the magic circle in his room over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. Chafkhem can be destroyed for

good with a *consecrate* ritual, or if the magic circle is destroyed.

Warding Script ☞ (abjuration, arcane, manipulation)

Trigger A creature Chafkhem can see makes a melee Strike against Chafkhem; **Effect** Chafkhem traces a magical glyph in the air that glows and fades. The triggering creature must attempt a DC 25 Fortitude save.

Success The target is unaffected.

Failure The target is blinded until the start of its next turn.

Critical Failure The target is blinded for 1 minute.

Speed 20 feet

Melee ♦ fist +19 (agile, finesse), **Damage** 2d6+7 bludgeoning plus mummy rot

Melee ♦ staff +18 (two-hand d8), **Damage** 1d4+7 bludgeoning

Arcane Prepared Spells DC 26, attack +18; **4th** *freedom of movement, invisibility, phantasmal killer, spell immunity*; **3rd** *glyph of warding, grim tendrils, haste, mind reading*; **2nd** *blur, dispel magic, hideous laughter, see invisibility*; **1st** *command, mending, ray of enfeeblement, unseen servant*; **Cantrips (4th)** *chill touch, daze, detect magic, shield, tanglefoot*

Rituals DC 29; *awaken portal, create undead, inveigle*

Mummy Rot (curse, disease, divine, necromancy, negative) This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic.

Saving Throw DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 6d6 negative damage and stupefied 1 (1 day)

CRATONYS

CREATURE 6

UNIQUE LE MEDIUM FIEND VELSTRAC

Female evangelist velstrac

Perception +13; greater darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12

Str +4, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Painsight (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions

AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic

HP 90, regeneration 10 (deactivated by good or silver);

Immunities cold; **Weaknesses** good 5, silver 5

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity ➤

Speed 25 feet

Melee ♦chain +17 (disarm, evil, magical, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain

Animate Chains (divine, transmutation) Chains in the evangelist's vicinity sprout barbs and writhe menacingly. The evangelist can make chain Strikes against any creature that is adjacent to an unattended chain within 20 feet, in addition to those within the reach of the evangelist's chain Strike.

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) The evangelist stares at a creature they can see within 30 feet. The target must immediately attempt a Will save against Unnerving gaze. In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened. After attempting this

save, the creature is then temporarily immune until the start of the evangelist's next turn.

Impaling Chain When the evangelist critically hits with a chain Strike, the target is impaled and anchored in place, becoming grabbed by the chain. The creature is unable to recover from persistent bleed damage until it gets free (DC 25 Escape).

Rusty Chains When Cratonys damages a creature with her chains, including persistent bleed damage from being impaled by a chain, the creature must succeed at a DC 21 Fortitude saving throw or contract a severe form of tetanus called velstrac tetanus.

FUNGAL ROT

DISEASE 6

DISEASE

This fast-acting disease causes tiny spores to take root under the skin and blossom in the lungs or in the bloodstream. You become easily winded and incapable of moving quickly. You can't reduce your sickened condition while afflicted with fungal rot.

Saving Throw DC 22 Fortitude; **Onset** 1 hour; **Stage 1** sickened 1 (1 day); **Stage 2** slowed 1 and sickened 2 (1 day); **Stage 3** slowed 2 and sickened 3 (1 day); **Stage 4** unconscious (1 day); **Stage 5** death

GIBBERING MOUTHER

CREATURE 5

CE MEDIUM GHOUL UNDEAD

Perception +15; darkvision

Languages Aklo

Skills Acrobatics +12, Athletics +13

Str +2, **Dex** +3, **Con** +4, **Int** -3, **Wis** +3, **Cha** +0

AC 21, all-around vision; **Fort** +15, **Ref** +12, **Will** +10

HP 120; **Weaknesses** bludgeoning 5

Gibbering (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of a gibbering mouter must attempt a DC 19 Will save. On a failure, they are confused for 1 round. On a success, they are temporarily immune for 1 minute.

All-Around Vision

Reactive Gnaw ➤ Trigger An adjacent creature deals the gibbering mouter slashing damage. Effect The

gibbering moulder's wound opens into another maw. It makes a jaws Strike against the triggering creature.

Speed 10 feet, swim 20 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d8+5 piercing plus 1d4 persistent bleed damage and Grab

Ranged ♦ spittle +14 (range 30 feet), **Damage** 4d6 acid and burn eyes

Burn Eyes A creature that takes damage from a gibbering moulder's spittle must succeed at a DC 22 Fortitude save or be dazzled for 1 round (or blinded for 1 round on a critical failure).

Engulf ♦ DC 22, 3d8 piercing, Escape DC 22, Rupture 8

Ground Manipulation ♦♦ (occult, transmutation) The gibbering moulder causes stone and earth under its body to grow soft and muddy, remaining so for 1 minute after the moulder moves off the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

GIBTAS BOUNDER

CREATURE 5

UNCOMMON CN SMALL ABERRATION

Perception +13; darkvision, scent (imprecise) 30 feet

Languages Aklo (can't speak any language)

Skills Acrobatics +11, Athletics +12 (+16 to High Jump or Long Jump), Intimidation +11, Survival +11

Str +5, **Dex** +4, **Con** +2, **Int** -3, **Wis** +2, **Cha** +2

AC 22; **Fort** +13, **Ref** +13, **Will** +11

HP 76; **Immunities** acid; **Resistances** bludgeoning 5

Speed 30 feet

Melee ♦ jaws +15 (deadly 1d12), **Damage** 1d8+7 piercing plus 1d6 persistent acid

Ranged ♦ spit +14 (range increment 30 feet, splash), **Damage** 1d6 acid plus 1d6 persistent acid and 1d6 acid splash damage

Bouncing Slam ♦ The gibtas Leaps toward a Medium or smaller creature, landing in the creature's space and Shoving the creature. If the Shove fails, the gibtas bounces out of the target's square to an adjacent square of the target's choosing.

Pinning Chomp ♦ **Requirements** The gibtas's last action was a Bouncing Slam and the gibtas successfully Shoved the target; **Effect** The gibtas attempts to Trip

the target of its Bouncing Slam, then makes a jaws Strike against the target. The Trip and Strike both count against the gibtas's multiple attack penalty, but the penalty doesn't increase until after both attacks.

GROTHLUT

CREATURE 3

N MEDIUM ABERRATION MINDLESS

Perception +5; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -3

AC 19; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (aura, auditory, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually does not begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Speed 20 feet

Melee ♦ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ♦ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

MIMIC

CREATURE 4

N **MEDIUM** **ABERRATION**

Perception +9; darkvision

Languages Common

Skills Athletics +12, Deception +8, Dwelling Lore +10
(applies only to the dungeon it lives in)

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

AC 20; **Fort** +11, **Ref** +9, **Will** +9

HP 75

Adhesive The mimic is coated in an adhesive slime. Any creature that hits the mimic, is hit by the mimic, or otherwise touches the mimic must succeed at a DC 23 Reflex save or become grabbed (Escape DC 23). A weapon that hits the mimic is stuck to the mimic and can be removed with a successful DC 23 Athletics check (made as a single action). A mimic can have any number of objects or creatures stuck to it at a time. The mimic can release a stuck creature or object by using a single action, and the adhesive dissolves 1 minute after the mimic dies, releasing all stuck objects and creatures.

Object Lesson ➤ **Trigger** A creature touches or physically interacts with the mimic while the mimic is transformed using Mimic Object. **Effect** The triggering creature is automatically stuck by the mimic's adhesive (it receives no save). The mimic then makes a pseudopod Strike against any creature adjacent to the mimic. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

Speed 10 feet

Melee ♦ pseudopod +14, **Damage** 2d8+4 bludgeoning plus adhesive

Mimic Object ♦ (concentrate, polymorph) The mimic assumes the shape of any Medium object. This doesn't change the mimic's texture or overall size but can alter its coloration and visual appearance. It has an automatic result of 28 on Deception checks and DCs to pass as the object that it's mimicking.

RUSTY GRATE PIT

HAZARD 6

MECHANICAL **TRAP**

Stealth DC 0

Description The rusty grate covers a pit that's 10 feet in diameter and 40 feet deep.

Disable DC 18 Thievery to harmlessly trigger the trap by nudging the grate or the dangling winch, or DC 24 Thievery to stabilize the grate so it doesn't collapse.

AC 21; **Fort** +17, **Ref** +11

Hardness 14; **HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Pitfall ➤ **Trigger** A creature walks onto the grate; **Effect** The triggering creature falls in and takes falling damage (20 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling. Whether or not the creature Grabs an Edge, the rusty winch above crashes down atop the triggering creature, dealing 3d10 bludgeoning damage and dislodging its grip (DC 24 basic Reflex save). The creature can still try to Grab an Edge again.

SHADOW

CREATURE 4

CE **MEDIUM** **INCORPOREAL** **UNDEAD**

Perception +10; darkvision

Languages Necril

Skills Acrobatics +10, Stealth +14

Str -5, **Dex** +4, **Con** +0, **Int** -2, **Wis** +2, **Cha** +3

AC 20; **Fort** +8, **Ref** +14, **Will** +12

HP 40; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical); **Weaknesses** light vulnerability

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet

Melee ♦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This

shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow ♦ (divine, necromancy) **Requirement** The shadow hit a living creature with a shadow hand Strike on its previous action. **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

SHANRIGOL HEAP

CREATURE 4

UNCOMMON LE MEDIUM ABERRATION UNDEAD

Perception +9; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +12, Stealth +10

Str +5, **Dex** +2, **Con** +3, **Int** -4, **Wis** +1, **Cha** -5

AC 20, all-around vision; **Fort** +14, **Ref** +11, **Will** +9

HP 55, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 5, piercing 5; **Weaknesses** positive 5

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ♦ fleshy slap +14 (forceful), **Damage** 2d6+8 bludgeoning plus Grab

Ranged ♦ bone shard +11 (agile, range increment 20 feet, versatile P), **Damage** 1d8+8 bludgeoning

Sapping Squeeze ♦ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d6+5 bludgeoning and 1d4 persistent bleed damage (DC 18 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.

Shred Flesh A shanrigol rips flesh away from targets in great chunks. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 1d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

Undulating Step ♦♦ The shanrigol separates its flesh from its bones to fit through small spaces. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.

SHUFFLING SCYTHE BLADES HAZARD 8

COMPLEX MAGICAL MECHANICAL TRAP

Stealth DC +18 (expert)

Description Six long blades, hidden in grooves in the walls and floor, zigzag through different parts of this hallway when any pressure plate in the hallway intersection is depressed; there are so many plates it's impossible to avoid them when moving through the room. The blades retreat into the floor and move through the hidden grooves before swinging out from the wall again in a different location.

Disable DC 26 Thievery (expert) to disable each blade, or utter the magical passphrase (which only Chafkhem knows) to deactivate the trap for 10 minutes

AC 27; **Fort** +19, **Ref** +13

Scythe Blade Hardness 16, **Scythe Blade HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

Dicing Scythes ↻ **Trigger** A creature steps in the 15-foot-by-25-foot area where the branching hallways connect; **Effect** The trap uses Scythe Shuffle; each blade makes a scythe Strike against each creature in its region, then it uses Scythe Shuffle again. The trap then rolls for initiative.

Scythe Shuffle ♦ The blades travel erratically throughout the hallway's branches, out of sight under the floors or behind the walls. For each blade, roll 1d4 to determine the region in which it next makes scythe Strikes. A creature can Seek (DC 22) to learn clues about blades in the region they're currently

occupying. On a success, the creature knows how many blades are currently in its region.

1. Main intersection (the 15-foot-by-25-foot area where the hallways connect, as marked on area B20)
2. North branch (from the main intersection to the secret door to area B14)
3. Central hall (from the main intersection to the secret door to area B24)
4. South branch (from the main intersection to the wall shared with area B25)

Routine (7 actions) The trap spends 1 action for each of its blades: a blade makes a scythe Strike against each creature in its region. With its final action, the trap uses Scythe Shuffle. Reduce the number of actions the trap can take by 1 for each destroyed blade.

Melee scythe +20 (deadly 1d12), **Damage** 1d12+8 slashing; no multiple attack penalty

Reset The trap resets when no creatures remain in area B20. Damaged or destroyed blades aren't repaired when the trap resets.

SIORA FALLOWGLADE

CREATURE 7

UNIQUE CE MEDIUM INCORPOREAL UNDEAD

Female greater shadow

Perception +14; darkvision

Languages Necril

Skills Acrobatics +16, Stealth +20

Str -5, **Dex** +5, **Con** +0, **Int** +0, **Wis** +2, **Cha** +4

AC 24; **Fort** +11, **Ref** +18, **Will** +15

HP 75; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance against non-magical); **Weaknesses** light vulnerability

Light Vulnerability An object shedding magical light (such as from the *light* spell) is treated as magical when used to attack the shadow.

Speed fly 30 feet

Melee ♦ shadow hand +18 (finesse, magical), **Damage** 2d10+6 negative

Divine Innate Spells DC 25; 2nd *darkness* (at will)

Mark for Death ♦♦ **Requirements** Siora can see the target she intends to mark; **Effect** Siora designates a single target as her mark. She gains a +2 circumstance bonus to Perception checks to Seek her target, and her spectral hand Strikes against her target gain the deadly d8 weapon trait.

Shadow Spawn When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the greater shadow that created it. This shadow spawn doesn't have Steal Shadow. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

Slink in Shadows The greater shadow can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow ♦ (divine, necromancy) **Requirement** The greater shadow hit a living creature with a shadow hand Strike on its previous action. **Effect** The greater shadow pulls at the target's shadow, making the creature enfeebled 2 (or enfeebled 3 on a critical hit). This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). Enfeebled from Steal Shadow decreases by 1 every hour.

SPECTER

CREATURE 7

LE MEDIUM INCORPOREAL UNDEAD

Perception +15; darkvision

Languages Common, Necril; telepathy 100 feet (with spectral thralls only)

Skills Acrobatics +17, Intimidation +15, Stealth +17

Str -5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +4

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 22

Pain Starvation A specter that goes for more than a month without dealing negative damage to a living humanoid becomes desperate and almost feral. It changes alignment from lawful evil to chaotic evil, loses control of any corrupted thralls it might have, and becomes quickened. It can use its additional action only to make vile touch Strikes against humanoid targets. At the end of any turn in which it deals any amount of negative damage to a living humanoid, it reverts to lawful evil and is no longer quickened, but any thralls it lost control of remain free.

Sunlight Powerlessness A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.

Speed fly 40 feet

Melee ♦ vile touch +16 (finesse), **Damage** 2d8+8 negative

Spectral Corruption ♦♦ (curse, divine, enchantment, incapacitation, mental) The specter makes a vile touch Strike. If it damages a living creature, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 24 Will save to avoid becoming corrupted.

Critical Success The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.

Success The creature is stupefied 2 for 1 hour.

Failure The creature succumbs to the corruption and becomes a spectral thrall temporarily. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. This lasts until the end of the thrall's next turn, at which point it is no longer controlled but becomes stupefied 2 for 1 hour.

Critical Failure As failure, but the duration is unlimited. The thrall can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.

SQUABBLING POLTERGEIST CREATURE 5

LE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +11; darkvision

Languages Common

Skills Acrobatics +14, Intimidation +15, Stealth +14

Str -5, **Dex** +5, **Con** +0, **Int** -1, **Wis** +2, **Cha** +4

Site Bound (area D7)

AC 22; **Fort** +9, **Ref** +14, **Will** +13

HP 55, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all damage 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Natural Invisibility A poltergeist is naturally invisible. It becomes visible only when it uses Frighten.

Rejuvenation (necromancy, occult) When a poltergeist is destroyed, it re-forms, fully healed, where it was destroyed after 2d4 days. A poltergeist can be permanently destroyed only by putting its remains to rest in a respectful manner.

Telekinetic Defense ↻ **Trigger** A creature approaches within 10 feet of the poltergeist; **Effect** The poltergeist makes a telekinetic object Strike against the triggering creature.

Speed fly 20 feet

Ranged ♦ telekinetic object +13 (evocation, magical, occult, range increment 60 feet), **Damage** 2d12 bludgeoning, piercing, or slashing (depending on object)

Occult Innate Spells DC 23, attack +13; **3rd telekinetic maneuver** (at will); **Cantrips (3rd)** *mage hand*

Frighten ♦ (concentrate, emotion, fear, incapacitation, mental) **Requirement** The poltergeist must be invisible; **Effect** The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Each creature within 30 feet must attempt a DC 21 Will save, becoming frightened 2 on a failure. On a critical failure, it's also fleeing for as long as it's frightened. On a success, the creature is temporarily immune for 1 minute. At the start of its next turn, the poltergeist becomes invisible again.

Telekinetic Storm ♦♦ (concentrate, evocation, occult) The poltergeist telekinetically throws numerous small objects, such as dozens of pieces of silverware or books, either spreading them out among multiple foes or directing them at one target.

- When this effect is spread out among multiple foes, the poltergeist makes a telekinetic object Strike at a -2 penalty against each creature within 30 feet. These count as one attack for the poltergeist's multiple attack penalty, and the penalty doesn't increase until after all the attacks.
- When this effect has only one target, the poltergeist makes a telekinetic object Strike against the target, and the damage increases to 3d12. It deals 1d12 damage on a failure, and no damage on a critical failure.

VELSTRAC TETANUS

DISEASE 6

DISEASE **VIRULENT**

Velstracs sometimes intentionally infect their chains with dangerous diseases, such as this aggressive form of tetanus. Tetanus produces stiffness, muscle spasms strong enough to break bones, and ultimately death.

Saving Throw DC 21 Fortitude; **Onset** 1d4 days; **Stage 1** clumsy 1 (1 week); **Stage 2** clumsy 2 and can't speak (1 day); **Stage 3** paralyzed (1 day); **Stage 4** death

VISCOUS BLACK PUDDING

CREATURE 7

N **HUGE** **MINDLESS** **OOZE**

Perception +9; motion sense 60 feet, no vision
Skills Athletics +18

Str +7, **Dex** -5, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A black pudding can sense nearby motion through vibration and air movement.

AC 14; **Fort** +18, **Ref** +6, **Will** +11

HP 165; Immunities acid, critical hits, mental, piercing, precision, slashing, unconscious, visual

Corrosive Mass A creature that hits the pudding with a metal or wooden weapon must succeed at a DC 22 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the black pudding as normal). Thrown weapons and ammunition take this damage automatically with no save.

Split When the black pudding is hit by an attack that would deal slashing or piercing damage and has 10 or more HP, it splits into two identical puddings, each with half the original's HP. One pudding is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 20 feet, climb 20 feet; suction

Melee ♦ pseudopod +18 (reach 10 feet), **Damage** 2d8+7 bludgeoning plus 2d6 acid, corrosive touch, and Grab

Constrict ♦ 1d8+7 bludgeoning plus 1d6 acid, DC 26

Adjust Shape ♦ A viscous black pudding is thicker than most black puddings and can heap its body upon itself or spread itself out again. The pudding changes its size to Medium, Large, or Huge. If the pudding is Medium, its density reduces its Speeds to 10 feet, but this ability doesn't otherwise change its Strikes or its Speed. If the vicious black pudding Splits, both of the new puddings have the same size as it had at that time, until they Adjust their Shape.

Corrosive Touch When the pudding hits a creature with its pseudopod, any acid damage is dealt to the creature's armor or clothing as well as the creature.

Suction The pudding can climb on ceilings and other inverted surfaces, though such surfaces are difficult terrain for it.

LEVEL 6 STATS

The heroes encounter these creatures and hazards in the Laboratories, the sixth level of the Abomination Vaults.

AFFLICTED IRNAKURSE

CREATURE 8

CE **LARGE** **ABERRATION**

Perception +16; darkvision

Languages Abyssal, Elven, Undercommon (can't speak any languages)

Skills Acrobatics +18, Athletics +18, Stealth +18

Str +5, **Dex** +5, **Con** +3, **Int** -2, **Wis** +3, **Cha** +4

Fearful Curse The irnakurse is permanently frightened 2, which lowers its effective level by 1 (this condition is reflected in the creature's statistics).

AC 26; **Fort** +18, **Ref** +16, **Will** +14

HP 152

Attack of Opportunity ➤

Speed 15 feet

Melee ➤ jaws +18 (reach 10 feet), **Damage** 2d12+11 piercing

Melee ➤ tentacle +18 (agile, reach 20 feet), **Damage** 2d8+11 slashing plus mind lash

Mind Lash (emotion, enchantment, mental, occult) A non-evil creature hit by an irnakurse's tentacle is overwhelmed with corrupted images of a ruined life and must succeed at a DC 26 Will save or be stunned 2 (or stunned 4 on a critical failure). After attempting this save, a creature is temporarily immune to Mind Lash for 24 hours.

Rend ➤ tentacle

Soul Scream ➤➤ (auditory, concentrate, emotion, enchantment, mental, occult) **Frequency** once per day; **Effect** The irnakurse unleashes an alien shriek of nightmarish horror and pain. All non-evil creatures within a 10-foot emanation must attempt a DC 26 Will save. The irnakurse can Sustain Soul Scream for up to 6 rounds; each time it does, it repeats the effect.

Critical Success The creature is unaffected, and is temporarily immune to Soul Scream for 24 hours.

Success The creature is stupefied 1 for 1 round.

Failure The creature is stupefied 1. Further failed saves

against Soul Scream increase the condition value by 1, to a maximum of stupefied 4. Each time the character gets a full night's rest, the stupefied condition gained from Soul Scream decreases by 1.

Critical Failure As failure, except the stupefied value increases by 2 instead of by 1.

Storm of Tentacles ➤➤ The irnakurse makes up to four tentacle Strikes, each against a different target. These attacks count toward the irnakurse's multiple attack penalty, but the multiple attack penalty doesn't increase until after it makes all of its attacks.

BARBAZU

CREATURE 5

LE **MEDIUM** **DEVIL** **FIEND**

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1

Items hellforged glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Attack of Opportunity ➤

Speed 35 feet

Melee ➤ hellforged glaive +15 (agile, deadly 1d10, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ➤ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ➤ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernian fever

Divine Innate Spells DC 19; *5th dimension door*; *4th dimension door* (at will)

Rituals DC 19; *infernal pact*

Avernal Fever (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5 feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbazu makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

DESTRACHAN

CREATURE 6

N **LARGE** **ABERRATION**

Perception +20; echolocation 120 feet, no vision

Languages Destrachan, Undercommon (can speak only Destrachan)

Skills Athletics +18, Stealth +15, Survival +18

Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +6, **Cha** +3

Echolocation A destrachan can use its hearing as a precise sense at the listed range.

AC 27; **Fort** +16, **Ref** +13, **Will** +18; +4 status bonus to all saves vs. sonic

HP 135; **Immunities** blinded, visual; **Resistances** sonic 15

Speed 25 feet

Melee ♦ jaws +20, **Damage** 2d8+10 piercing plus 1d8 sonic

Melee ♦ claw +20 (agile), **Damage** 2d8+10 slashing

Destructive Harmonics ♦♦ (auditory, evocation, occult, sonic) The destrachan emits a harsh sonic cry that

deals 9d6 sonic damage (DC 26 basic Reflex save) in either a 60-foot cone or a 30-foot burst. It can't use Destructive Harmonics again for 1d4 rounds.

Painful Harmonics ♦♦ (auditory, evocation, incapacitation, occult) The destrachan emits a sonic cry in either a 60-foot cone or a 30-foot burst. This discordant ululation resonates along the nerves and bones of living creatures in the area, manifesting as waves of incapacitating pain washing over the victims. Each living creature in the area must attempt a DC 26 Fortitude save. The destrachan can't use Painful Harmonics again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is sickened 1 for 1 round.

Failure The creature is deafened for 3 rounds and stunned 2.

Critical Failure The creature is deafened for 1 minute and stunned 3.

Shattering Harmonics ♦♦ (evocation, occult, sonic) The destrachan focuses its harmonics against a single item within 60 feet that is made of crystal, metal, stone, or wood. The target object takes 7d8 sonic damage. If the item is attended, its bearer can attempt a DC 26 basic Reflex save for the item. The destrachan can't use Shattering Harmonics again for 1d4 rounds.

DRESHKAN**CREATURE 4****UNCOMMON****N****MEDIUM****ABERRATION****CONSTRUCT****Perception** +11; darkvision**Languages** Undercommon**Skills** Acrobatics +11, Athletics +12 (+14 to Climb), Intimidation +10, Stealth +13**Str** +4, **Dex** +5, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2**Light Blindness****AC** 20; **Fort** +10, **Ref** +13, **Will** +11; +2 status to all saves vs. bleed, death effects, disease, doomed, fatigued, paralyzed, poison, and sickened**HP** 72; **Immunities** electricity**Partially Technological** A dreshkan is partially technological. Positive healing effects only heal a dreshkan half as much as normal.**Defensive Needle** ➤ **Trigger** A creature critically fails a melee Strike against the dreshkan; **Effect** The dreshkan makes a needle Strike against that creature.**Speed** 30 feet, climb 30 feet**Melee** ➤ claw +13 (agile, finesse), **Damage** 2d6+4 slashing**Ranged** ➤ needle +13 (range increment 30 feet), **Damage** 1d4 piercing plus 2d8 electricity**Needle Spray** ➤➤➤ The dreshkan braces itself on all four limbs and sprays needles at as many creatures as it would like in a 30-foot cone, dealing 2d4 piercing plus 2d8 electricity damage. Each targeted creature in the area must attempt a basic Reflex save.**Swarming Stance** A dreshkan can share the same space as a morlock or another dreshkan, but no more than two such creatures can occupy the same space. When these creatures share the same space, they gain a +1 circumstance bonus to attack rolls.**DRIDER****CREATURE 6****CE****LARGE****ABERRATION****Perception** +13; darkvision**Languages** Elven, Undercommon**Skills** Arcana +14, Athletics +12, Intimidation +14, Religion +13, Stealth +15**Str** +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4**Items** +1 *composite longbow* (20 arrows), glaive**AC** 24; **Fort** +13, **Ref** +13, **Will** +15; +1 status to all saves vs. magic**HP** 95; **Immunities** sleep**Speed** 30 feet, climb 20 feet**Melee** ➤ glaive +16 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+10 slashing**Melee** ➤ fangs +16, **Damage** 1d6+10 piercing plus drider venom**Ranged** ➤ *composite longbow* +16 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 50 feet), **Damage** 1d8+8 piercing**Ranged** ➤ web +15 (range increment 30 feet), **Effect** web trap**Arcane Innate Spells** DC 20: **4th** *clairvoyance*, *suggestion*; **3rd** *clairaudience*, *dispel magic*, *levitate*; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (3rd)** *dancing lights*, *detect magic***Arcane Prepared Spells** DC 24, attack +17: **3rd** *fireball*; **2nd** *acid arrow*, *invisibility*; **1st** *magic missile* (x2), *ray of enfeeblement*; **Cantrips (3rd)** *ghost sound*, *mage hand*, *ray of frost***Drider Venom** (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round)**Web Trap** A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

ELITE GHAST

CREATURE 3

CE MEDIUM GHOUL UNDEAD

Perception +10; darkvision

Languages Common, Necril

Skills Acrobatics +12, Athletics +9, Stealth +12, Survival +10

Str +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +3

AC 20; **Fort** +8, **Ref** +12, **Will** +10

HP 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 18 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from being sickened. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +13 (finesse), **Damage** 1d6+7 piercing plus ghost fever and paralysis

Melee ♦ claw +13 (agile, finesse), **Damage** 1d4+7 slashing plus paralysis

Consume Flesh ♦ (manipulate) **Requirements** The ghost is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghost devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghost Fever (disease) **Saving Throw** Fortitude DC 18; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghost the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature (including elves) hit by a ghost's attack must succeed at a DC 18 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ♦ (move) The ghost jumps up to half its Speed. This movement doesn't trigger reactions.

GULZASH

CREATURE 4

UNIQUE CE MEDIUM HUMANOID XULGATH

Male xulgath lutenist

Perception +10; darkvision

Languages Common, Draconic, Undercommon

Skills Athletics +12, Intimidation +10, Performance +12, Stealth +10

Str +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

Items +1 *striking battle lute*, daggers (4), leather armor

AC 20; **Fort** +11, **Ref** +10, **Will** +13

HP 72

Stench (aura, olfactory) 30 feet. A creature that enters the area must attempt a DC 20 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature also takes a -5-foot status penalty to its Speeds for 1 round. While within the aura, the creature takes a -2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to all xulgaths' stench for 1 minute.

Stench Suppression ♦ Gulzash can suppress or resume his stench as a free action.

Speed 30 feet

Melee ♦ *battle lute* +14 (shove, two-hand d8), **Damage** 1d4+6 bludgeoning

Melee ♦ jaws +13, **Damage** 1d6+6 piercing

Melee ♦ claw +13 (agile), **Damage** 1d4+6 slashing

Melee ♦ dagger +13 (agile, versatile S), **Damage** 1d4+6 piercing

Ranged ♦ dagger +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+6 piercing

Mosh ♦ Gulzash Leaps to a square adjacent to a creature, then Shoves that creature. If Gulzash rolls a success on the Shove, he gets a critical success instead.

HYDRA

CREATURE 6

N **HUGE** **BEAST**

Perception +17; low-light vision, scent (imprecise) 30 feet

Skills Athletics +17, Stealth +12 (+15 in water)

Str +7, **Dex** +4, **Con** +5, **Int** -3, **Wis** +2, **Cha** -1

AC 23 all-around vision; **Fort** +15, **Ref** +12, **Will** +10

HP (body) 90, hydra regeneration

HP (head) 15, head regrowth; **Immunities** area damage;

Weaknesses slashing 5

Attack of Opportunity ➤

Head Regrowth A hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn.

A hydra can regrow a severed head using Hydra Regeneration. A creature can prevent this regrowth by dealing acid or fire damage to the stump, cauterizing it. Single-target acid or fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly. If all five heads are cauterized, the hydra dies.

Hydra Regeneration The hydra has regeneration equal to 3 x the number of heads it has. If a hydra's body is missing any heads and the remaining stumps have not been cauterized, the hydra attempts a DC 25 Fortitude save after it regains Hit Points from regeneration. On a success, one uncauterized stump regrows two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized, at which point it dies.

Multiple Opportunities A hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Attacks of Opportunity. It can't use more than 1 reaction on the same triggering

action, even if a creature leaves several squares within its reach, and the hydra must use a different head for each Attack of Opportunity it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Speed 25 feet, swim 25 feet

Melee ♦♦ fangs +16 (reach 10 feet), **Damage** 2d6+7 piercing

Focused Assault ♦♦ The hydra attacks a single target with its heads, overwhelming its foe with multiple attacks and leaving almost nowhere to dodge. The hydra Strikes with its fangs. On a successful attack, the hydra deals damage from its fangs Strike to the target, plus an additional 1d6 damage for every head it has beyond the first. Even on a failed attack, the hydra deals the damage from one fangs Strike to the target creature, though it still misses completely on a critical failure. This counts toward the hydra's multiple attack penalty as a number of attacks equal to the number of heads the hydra has.

Storm of Jaws ♦♦ The hydra makes a number of Strikes up to its number of heads, each against a different target. These attacks count toward the hydra's multiple attack penalty, but the multiple attack penalty doesn't increase until after the hydra makes all its attacks.

JAFAKI

CREATURE 8

UNIQUE CE LARGE ABERRATION SEUGATHI

Seugathi fleshwarper

Perception +18; darkvision, tremorsense 30 feet

Languages Aklo, Common, Undercommon; telepathy 100 feet

Skills Acrobatics +18, Crafting +18, Diplomacy +15, Intimidation +17, Medicine +16, Nature +16, Occultism +18, Stealth +18

Str +3, **Dex** +6, **Con** +4, **Int** +4, **Wis** +4, **Cha** +3

Items +1 striking rapier, wand of gentle repose, wand of 2nd-level magic missile, expanded alchemist's tools, keys to areas B11 and C7

Infused Items Jafaki carries these infused items: 2 moderate acid flasks, 2 moderate bottled lightnings, 2 moderate cognitive mutagens, 2 lesser elixirs of life, 2 moderate mistform elixirs, and 2 doses of wyvern poison (one of which they have already applied to their rapier). These items last for 24 hours, or until the next time Jafaki makes their daily preparations.

AC 26; **Fort** +14, **Ref** +18, **Will** +16; +1 status to all saves vs. magic

HP 100; **Immunities** mental, poison; **Resistances** bludgeoning 10

Mindfog Aura (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 23 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. Jafaki can suppress or activate this aura as a single action with the concentrate trait.

Command Confusion ➤ **Trigger** A creature fails its save against Jafaki's mindfog aura; **Effect** Jafaki determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal, and on a critical success the target is no longer confused.

Speed 25 feet

Melee ➤ bite +18 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom

Melee ➤ rapier +19 (deadly 1d8, disarm, finesse, reach 10 feet), **Damage** 2d6+5 piercing plus wyvern poison

Ranged ➤ acid flask +19 (bomb, range increment 20 feet, splash), **Damage** 5 acid plus 2d6+2 persistent acid and 6 acid splash

Ranged ➤ bottled lightning +19 (bomb, range increment 20 feet, splash), **Damage** 2d6+2 electricity plus 6 electricity splash

Occult Innate Spells DC 26, attack +18; **4th** *confusion* (×3), *phantasmal killer*; **3rd** *hypercognition*, *levitate*, *mind reading* (×3); **Cantrips (4th)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Envenom Weapon ➤ (manipulate) Jafaki applies their innate seugathi venom to one weapon they wield.

Magic Item Mastery Jafaki can Cast a Spell from magic items even if the spell isn't on their spell list. All such spells are occult spells and use Jafaki's innate spell DC and attack modifier.

Quick Consumption ➤ (flourish) Jafaki Interacts to draw an elixir or mutagen, then drinks it.

Seugathi Venom (poison): **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

KRAGALA

CREATURE 4

UNIQUE LE MEDIUM DUERGAR DWARF HUMANOID

Female duergar drummer

Perception +8; darkvision

Languages Common, Dwarven, Undercommon

Skills Athletics +11, Crafting +8, Intimidation +12, Occultism +10, Performance +12, Survival +8

Str +3, **Dex** +0, **Con** +4, **Int** +2, **Wis** +0, **Cha** +2

Items drumstick (2; as light hammer), *folding drums*

Light Blindness

AC 21; **Fort** +14, **Ref** +8, **Will** +11; +2 status to saves vs. magic

HP 62

Knock It Away ➤ **Trigger** Kragala is holding a drumstick and is targeted with a ranged weapon attack by an attacker she can see; **Effect** Kragala gains a +2 circumstance bonus to AC against the triggering attack.

Speed 20 feet

Melee drumstick +13 (agile), **Damage** 2d6+3 bludgeoning

Ranged drumstick +10 (agile, thrown 20 feet), **Damage** 2d6+3 bludgeoning

Occult Spontaneous Spells DC 21, attack +13; **2nd** (3 slots) *death knell, sound burst, telekinetic maneuver*; **1st** (4 slots) *bless, magic missile, protection, sanctuary*; **Cantrips (2nd)** *daze, ghost sound, guidance, mending, telekinetic projectile*

Occult Innate Spells DC 21; **2nd** *enlarge* (self only), *invisibility* (self only)

Guiding Rhythm When Kragala casts *guidance* while using a percussive instrument, her targets don't become temporarily immune to her *guidance*.

Percussive Reverberation Kragala deals an additional 1d6 damage with hammers, including drumsticks (already included in the Strikes' damage).

LALLIZANX

CREATURE 6

UNIQUE CE LARGE ABERRATION

Female drider

Perception +13; darkvision

Languages Elven, Undercommon

Skills Arcana +14, Athletics +12, Intimidation +14, Religion +13, Stealth +15

Str +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4

Items +1 composite longbow (20 arrows), glaive

AC 24; **Fort** +13, **Ref** +13, **Will** +15; +1 status to all saves vs. magic

HP 95; **Immunities** sleep

Speed 30 feet, climb 20 feet

Melee ♦ glaive +16 (deadly 1d8, forceful, reach 10 feet), **Damage** 1d8+10 slashing

Melee ♦ fangs +16, **Damage** 1d6+10 piercing plus drider venom

Ranged ♦ composite longbow +16 (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 50 feet), **Damage** 1d8+8 piercing

Ranged ♦ web +15 (range increment 30 feet), **Effect** web trap

Arcane Innate Spells DC 20; **4th** *clairvoyance, suggestion*; **3rd** *clairaudience, dispel magic, levitate*;

2nd *darkness* (at will), *faerie fire* (at will); **Cantrips (3rd)** *dancing lights, detect magic*

Arcane Prepared Spells DC 24, attack +17; **3rd** *fireball*; **2nd** *acid arrow, invisibility*; **1st** *magic missile* (x2), *ray of enfeeblement*; **Cantrips (3rd)** *ghost sound, mage hand, ray of frost*

Drider Venom (poison) **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and enfeebled 1 (1 round)

Web Trap A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

LIVING LANDSLIDE

CREATURE 5

N MEDIUM EARTH ELEMENTAL

Perception +12; darkvision, tremorsense (imprecise) 60 feet

Languages Terran

Skills Athletics +14, Stealth +8

Str +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +1, **Cha** -1

Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21; **Fort** +15, **Ref** +8, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep

Crumble ➤ Trigger The living landslide takes damage from a hostile source while atop rock or earth. Effect The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide

Melee ♦ fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Earth Glide The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.

MORLOCK**CREATURE 2**

NE	MEDIUM	HUMANOID	MORLOCK
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Perception +7; darkvision**Languages** Undercommon**Skills** Acrobatics +7, Athletics +8

(+11 Climbing), Crafting +8 (Repair only), Stealth +9

Str +4, **Dex** +3, **Con** +1, **Int** -2, **Wis** +3, **Cha** +1**Light Blindness****AC** 17; **Fort** +7, **Ref** +11, **Will** +9; +2 status to all saves vs. disease and poison**HP** 38**Speed** 30 feet, climb 20 feet**Melee** ♦ wooden chair +7 (forceful), **Damage** 1d8+4 bludgeoning**Melee** ♦ jaws +9 (agile), **Damage** 1d4+4 piercing**Ranged** ♦ pewter mug +8 (range increment 10 feet), **Damage** 1d6+4 bludgeoning**Instinctual Tinker** ♦♦ The morlock tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't succeed if the target's level is more than double the morlock's.**Critical Success** The target gains 4d6 HP and a +1 circumstance bonus to attack rolls for 1 minute.**Success** The target gains 2d6 HP.**Critical Failure** The morlock injures itself, taking 2d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).**Leap Attack** ♦♦ The morlock Strides up to twice its Speed, during which it attempts a High Jump or a Long Jump. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach. The morlock then can't use Leap Attack for 1 round.**Sneak Attack** A morlock's Strikes deal an extra 1d6 precision damage to flat-footed creatures.**Swarming Stance** A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.**MURSCHEN****CREATURE 8**

UNIQUE	CE	MEDIUM	HUMANOID	SKULK
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Male skulk brawler

Perception +16; low-light vision**Languages** Common, Undercommon**Skills** Acrobatics +16, Athletics +17, Deception +13, Stealth +18, Survival +17**Str** +3, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1**Items** +1 *striking handwraps of mighty blows*, platinum medal worth 20 gp, shuriken (10)**Camouflaged Step** Murschen gains the benefit of the Cover Tracks action in forests and subterranean settings without moving at half Speed.**Chameleon Skin** Murschen's skin shifts and changes to match the surroundings. As long as most of his body isn't covered by clothing or armor, he gains a +2 circumstance bonus to Stealth checks to Hide.**AC** 27; **Fort** +17, **Ref** +16, **Will** +15**HP** 140**Speed** 30 feet**Melee** ♦ fist +20 (agile, finesse, unarmed), **Damage** 2d6+7 bludgeoning**Melee** ♦ red claw +20 (finesse, sweep, unarmed), **Damage** 2d10+7 slashing**Ranged** ♦ shuriken +20 (agile, range increment 20 feet), **Damage** 1d4+7 piercing**Flurry of Blows** ♦ **Frequency** once per turn; **Effect** Murschen makes two unarmed Strikes. If both hit the same creature, combine their damage for the purposes of resistances and weaknesses. Murschen's multiple attack penalty applies normally to these Strikes.**Red Ruin Stance** ♦ (stance) **Requirement** Murschen is unarmored; **Effect** Murschen takes the stance of the red ruin, designed to tear away chunks of flesh like a ferocious beast. Murschen can make red claw unarmed attacks. These attacks deal 1d10 slashing damage; are in the brawling group; and have the finesse, sweep, and unarmed traits. While in this stance, when Murschen would reduce his frightened condition value by 1, he reduces it to 0.**Sneak Attack** Murschen's Strikes deals an additional 1d6 precision damage to flat-footed creatures.

NOX

CREATURE 4

UNIQUE N MEDIUM CALIGNI HUMANOID

Nonbinary caligni lutenist

Perception +11; greater darkvision

Languages Caligni, Common, Undercommon

Skills Acrobatics +11, Deception +10, Performance +12, Society +8, Stealth +11

Str +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +3, **Cha** +4

Items hand crossbow (10 bolts), kukri, leather armor, virtuoso handheld musical instrument (theorbo)

Light Blindness

AC 21; **Fort** +8, **Ref** +13, **Will** +11

HP 60 (death flame)

Death Flame (light) When Nox dies, their body combusts in a flash of white-hot flame that deals 5d6 fire damage to creatures in a 20-foot burst (DC 21 basic Reflex save). Nox's gear and treasure are unaffected by the flames and are left in a pile where they died.

Speed 25 feet

Melee ♦ kukri +14 (agile, finesse, trip), **Damage** 1d6+5 slashing

Ranged ♦ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Occult Innate Spells DC 20, attack +12; **2nd** *darkness* (at will), *sound burst* (at will); **Cantrips (2nd)** *detect magic*, *ghost sound*

Intense Performer When Nox has a musical instrument in hand, they can use Performance to Feint or Demoralize.

Sneak Attack Nox deals an additional 1d6 precision damage to flat-footed creatures.

OCHRE JELLY

CREATURE 5

N LARGE MINDLESS OOZE

Perception +7; motion sense 60 feet, no vision

Skills Athletics +13

Str +4, **Dex** -5, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense A ochre jelly can sense nearby motion through vibration and air movement.

AC 12; **Fort** +15, **Ref** +4, **Will** +7

HP 150; **Immunities** acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet

Melee ♦ pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab

Constrict ♦ 1d8+3 bludgeoning plus 1d4 acid, DC 23

Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

RYTA

CREATURE 4

UNIQUE LN SMALL HUMANOID RATFOLK

Female ratfolk vocalist

Perception +10; darkvision

Languages Common, Undercommon

Skills Acrobatics +11, Diplomacy +12, Intimidation +12, Performance +12, Society +9, Stealth +11

Str +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4

Items studded leather armor

AC 21; **Fort** +8, **Ref** +13, **Will** +10

HP 60

Dance Moves ➤ **Trigger** Ryta is targeted with a melee or ranged attack by an attacker she can see; **Effect** Ryta Steps and gains a +2 circumstance bonus to AC against the triggering attack.

Speed 25 feet

Melee ♦ fangs +13 (agile, finesse), **Damage** 1d4+1 piercing

Occult Spontaneous Spells DC 21, attack +13; **2nd** (3 slots) *deafness*, *shatter*, *soothe*; **1st** (4 slots) *charm*, *command*, *soothe*, *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *daze*, *ghost sound*, *shield*, *telekinetic projectile*

Cheek Pouches Ryta has stretchy cheek pouches that can store up to 1 cubic foot of objects (though no more than four light items). She can remove or store an item

using the Interact action. As long as she has at least one object in her cheek pouches, her speech is noticeably difficult to understand.

Swarming Ryta can end her movement in the same square as an ally that also has this ability. Only two such creatures can share the same space.

Vocal Warm-Up ♦ Ryta sets up devastating vibrations that echo in her throat and her cheek pouches. Until the start of her next turn, her fangs Strikes deal an additional 2d8 sonic damage. Ryta can't use Vocal Warm-up if she has an object in her cheek pouches.

SARGLAGON

CREATURE 8

LE LARGE AMPHIBIOUS DEVIL FIEND

Perception +18; greater darkvision, *see invisibility*

Languages Celestial, Infernal; telepathy 100 feet

Skills Arcana +14, Athletics +18, Deception +15, Diplomacy +15, Intimidation +17, Stealth +15

Str +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

AC 27; **Fort** +18, **Ref** +13, **Will** +16; +1 status to all saves vs. magic

HP 120; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Heavy Aura (aura, divine, incapacitation, transmutation) 10 feet. A creature that enters the heavy aura must attempt a DC 23 Will save. It is then temporarily immune for 10 minutes.

Success The creature is unaffected.

Failure The creature is encumbered while it remains in the area. If the creature is already encumbered, it is immobilized while it remains within the aura.

Critical Failure As failure, but the effect persists for 3 rounds after leaving the aura.

Stygian Guardian ↻ **Trigger** A creature or object within the sarglagon's reach is targeted by an attack; **Effect** The sarglagon interposes itself, giving the creature or object standard cover against the attack (+2 circumstance bonus to AC), or greater cover (+4 circumstance bonus to AC) if the sarglagon was already granting it lesser cover.

Speed 25 feet, fly 25 feet, swim 30 feet

Melee ♦ fangs +20 (evil, magical), **Damage** 2d12+9 piercing plus 1d6 evil

Melee ♦ tentacle arm +20 (agile, evil, magical), **Damage** 2d8+9 bludgeoning plus 1d6 evil and sarglagon venom

Divine Innate Spells DC 23, attack +18; **5th** *control water, dimension door*; **4th** *dimension door* (at will), *freedom of movement, hydraulic torrent*; **Constant** (2nd) *see invisibility*

Rituals DC 23; *infernal pact*

Drown ♦♦ (conjuration, divine, incapacitation) The sarglagon conjures murky water to fill the lungs of a creature that can't breathe water within 30 feet. The target must attempt a DC 26 Fortitude save.

Critical Success The target is unaffected.

Success The target coughs up water and is sickened 1.

Failure The target is holding its breath. The only action it can take is to attempt a Fortitude save against Drown to expel the water, which is a single action.

Critical Failure The target falls unconscious and begins suffocating. If the target succeeds at its Fortitude save while suffocating, it coughs up the water and can breathe again.

Sarglagon Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round)

SEUGATHI RESEARCHER

CREATURE 6

UNCOMMON CE LARGE ABERRATION SEUGATHI

Seugathi servant

Perception +14; darkvision, tremorsense 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +15, Crafting +12, Intimidation +15, Occultism +12, Stealth +13, Survival +10

Str +2, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5

Items longsword, *wand of status*, writing slate and chalk

AC 23; **Fort** +14, **Ref** +17, **Will** +12; +1 status to all saves vs. magic

HP 75; **Immunities** mental, poison; **Resistances** bludgeoning 5

Mindfog Aura (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 21 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. A seugathi can suppress or activate this aura as a single action with the concentrate trait.

Command Confusion ➤ **Trigger** A creature fails its save against the seugathi's mindfog aura; **Effect** The seugathi determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 21 Will save; on a success, its target is determined randomly as normal for confusion, and on a critical success the target is no longer confused.

Speed 25 feet

Melee ➤ bite +17 (agile, finesse), **Damage** 2d6+5 piercing plus seugathi venom

Melee ➤ longsword +14 (reach 10 feet, versatile P), **Damage** 1d8+5 piercing

Occult Innate Spells DC 24, attack +16; **3rd** *hypercognition*, *levitate*, *mind reading* (*3); **Cantrips** (3rd) *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Envenom Weapon ➤ (manipulate) The seugathi applies their seugathi venom to one weapon they wield.

Magic Item Mastery A seugathi can Cast a Spell from a magic item even if the spell isn't on their spell list. All

such spells are occult spells and use the seugathi's innate spell DC and attack modifier.

Seugathi Venom (poison): **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

SHANRIGOL BEHEMOTH

CREATURE 9

UNCOMMON N GARGANTUAN ABERRATION UNDEAD

Perception +18; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +20, Stealth +16

Str +7, **Dex** +4, **Con** +3, **Int** -4, **Wis** +3, **Cha** -5

AC 27, all-around vision; **Fort** +21, **Ref** +18, **Will** +16

HP 140, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 10, piercing 10; **Weaknesses** positive 10

Necrotic Decay (divine, necromancy, negative) When the shanrigol behemoth dies, its flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 9d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 27 basic Fortitude save).

Speed 30 feet, climb 20 feet, swim 20 feet

Melee ➤ fleshy slap +21 (forceful, reach 15 feet), **Damage** 2d10+11 bludgeoning plus Grab

Ranged ➤ bone shard +18 (agile, range increment 30 feet, versatile P), **Damage** 1d12+11 bludgeoning

Ranged ➤ web +18 (range increment 30 feet), **Effect** web trap

Sapping Squeeze ➤ As shanrigol heap, but 1d10+11 bludgeoning and 1d6 persistent bleed, DC 25.

Shred Flesh A shanrigol behemoth's attacks brutally rend its foes. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 2d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

Undulating Step ➤➤ As shanrigol heap.

Web Trap A creature hit by the shanrigol behemoth's web attack is immobilized and stuck to the nearest surface until it can Escape (DC 25).

SOD HOUND

CREATURE 3

N **SMALL** **EARTH** **ELEMENTAL**

Perception +9; crystal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

Str +4, **Dex** -1, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability

AC 19; **Fort** +12, **Ref** +6, **Will** +7

HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ♦ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

VISCHARI

CREATURE 7

UNIQUE **NE** **MEDIUM** **HUMANOID** **URDEFHAN**

Female urdefhan pugilist

Perception +15; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +15, Athletics +17 (+19 to Grapple or Shove), Intimidation +15, Medicine +13, Survival +15

Str +6, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +4

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 115, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10

Necrotic Decay (divine, necromancy, negative) When Vischari dies, her invisible flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around her body. This gas deals 7d6 negative damage to creatures in this area as their flesh curdles and rots (DC 24 basic Fortitude save).

Attack of Opportunity ➤

Speed 25 feet

Melee ♦ fist +18 (deadly d8), **Damage** 2d8+10 bludgeoning

Melee ♦ jaws +17, **Damage** 2d6+10 piercing plus wicked bite

Divine Innate Spells DC 22, attack +14; 3rd *fear*; 2nd *darkness*, *death knell*; 1st *feather fall* (at will, self only), *ray of enfeeblement*

Immobilizing Blow ♦♦ (incapacitation) Vischari makes a fist Strike that shuts down her target's motor control. The target must make a DC 25 Fortitude save. If the Strike was a critical hit, treat the target's save result as one degree worse. The target is then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 1 minute. At the end of each of its turns, it can attempt a new Fortitude save to reduce the remaining duration by 1 round or end it entirely on a critical success.

Wicked Bite ♦ **Requirements** Vischari damaged a creature with a jaws Strike on her last action; **Effect** Vischari maintains contact, turning the creature's flesh translucent around the site of the injury. Vischari chooses one of two options, each of which requires the target to attempt a DC 25 Fortitude save. If her jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** Vischari drinks some of the creature's blood. On a failed save, the creature is drained 1 and Vischari regains 10 HP (on a critical failure, it's drained 2 and Vischari regains 20 HP).
- **Drain Vitality** (necromancy) Vischari draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

YELLOW MOLD

HAZARD 8

ENVIRONMENTAL FUNGUS

Stealth DC 28 (trained)

Description Poisonous mold spores assault nearby creatures.

Disable Survival DC 26 (expert) to remove the mold without triggering the spores

AC 27, **Fort** +17, **Ref** +13

HP 70; **Immunities** critical hits, object immunities, precision damage

Spore Explosion ➤ **Trigger** A creature moves into the mold's space or damages the mold. The mold can't use this reaction if it's in direct sunlight or if the damage was fire damage. **Effect** The triggering creature and all creatures within 10 feet are exposed to yellow mold spores.

Yellow Mold Spores (inhaled, poison) Any drained condition from the spores persists after the poison's duration ends; **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 2d8 poison damage and drained 2 (1 round); **Stage 3** 3d8 poison damage and drained 3 (1 round)

ZEBUB

CREATURE 3

LE SMALL DEVIL FIEND

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Resistances** physical 5 (except silver), poison 5; **Weaknesses** good 5

Speed 15 feet, fly 50 feet

Melee ♦ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th** *dimension door*; **4th** *dimension door* (at will); **2nd** *invisibility* (at will; self only), *summon animal* (swarm creatures only); **Cantrips** (2nd) *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ♦♦♦ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

LEVEL 7 STATS

The heroes encounter these creatures and hazards in the Prison, the seventh level of the Abomination Vaults.

AULR

CREATURE 10

UNIQUE CE LARGE ABERRATION

Female gug

Perception +19; darkvision

Languages Undercommon

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

Str +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

AC 30; **Fort** +22, **Ref** +17, **Will** +19

HP 175

Attack of Opportunity ➤

Speed 40 feet, climb 20 feet

Melee ➤ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ➤ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ➤➤ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ➤ claw

AZVALVIGANDER

CREATURE 3

UNIQUE LE SMALL DEVIL FIEND

Female zebub quartermaster

Perception +12; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +10, Arcana +7, Deception +8, Religion +9, Stealth +10

Str +1, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

Items fragment of Urevian's pendant, key to area D4a

AC 20; **Fort** +8, **Ref** +10, **Will** +8; +1 status to all saves vs. magic

HP 30; **Immunities** fire; **Resistances** physical 5 (except silver), poison 5; **Weaknesses** good 5

Speed 15 feet, fly 50 feet

Melee ➤ mandibles +12 (evil, finesse, magical), **Damage** 1d10+3 piercing plus 1d6 evil and Cocytan filth

Divine Innate Spells DC 17; **5th dimension door**; **4th dimension door** (at will); **2nd invisibility** (at will; self only), *summon animal* (swarm creatures only);

Cantrips (2nd) *message*

Rituals DC 17; *infernal pact*

Cocytan Filth (disease, virulent) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day)

Infernal Eye ➤➤➤ (divine, divination) The zebub records everything they see, and though they don't remember all observations, they can pass them along to another creature. The zebub replays 10 minutes of witnessed events to a touched willing creature, which receives the memories in a flash of information. By remaining in contact, the zebub can spend additional 3-action activities to replay more information. After relaying their visions to another, the zebub can't ever recall those events again.

Sneak Attack The zebub's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

BARBAZU (AREA D3)

CREATURE 5

LE MEDIUM DEVIL FIEND

Perception +13; greater darkvision

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +11, Athletics +13, Intimidation +10, Religion +11, Stealth +11

Str +4, **Dex** +2, **Con** +4, **Int** -2, **Wis** +2, **Cha** +1

Items *drover's band*, glaive

AC 22; **Fort** +15, **Ref** +11, **Will** +11; +1 status to all saves vs. magic

HP 60; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Attack of Opportunity ➤

Speed 35 feet

Melee ♦ glaive +15 (deadly 1d8, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

Melee ♦ claw +15 (agile, evil, magical), **Damage** 2d6+7 slashing plus 1d6 evil

Melee ♦ beard +15 (magical), **Damage** 1d6+7 piercing plus Avernus fever

Divine Innate Spells DC 19; 5th *dimension door*; 4th *dimension door* (at will)

Rituals DC 19; *infernal pact*

Avernus Fever (disease) **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 2 (1 day)

Infernal Wound (divine, necromancy) A bearded devil's glaive Strike also deals 1d6 persistent bleed damage that resists attempts to heal it. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 21 counteract check or the magic fails to heal the creature.

Reposition ♦ **Trigger** The devil hits a creature with a glaive Strike; **Effect** The devil moves the creature 5

MORE BARBAZUS

There are three types of differently-equipped barbazus in this chapter. The statistics presented are for the one in area D3.

The one in area D5 instead has a +1 *flaming striking hellforged glaive* and the following attack:

Melee ♦ *flaming hellforged glaive* +16 (agile, deadly 1d10, evil, forceful, magical, reach 10 feet), **Damage** 2d8+7 slashing plus 2d6 evil and infernal wound

The barbazus in area D10 instead of a hellforged glaive and have the following attack:

Melee ♦ hellforged glaive +15 (agile, deadly 1d10, evil, forceful, magical, reach 10 feet), **Damage** 1d8+7 slashing plus 2d6 evil and infernal wound

feet in any direction. The destination square must be within reach of the devil's glaive. This movement doesn't trigger reactions.

Wriggling Beard ♦ **Frequency** once per round; **Effect** The barbazus makes a beard Strike. This Strike ignores their multiple attack penalty and doesn't count toward that penalty.

BARCUMBUK

CREATURE 8

UNIQUE

LE

MEDIUM

DEVIL

FIEND

Male erinys

Perception +18; greater darkvision, *true seeing*

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17

Str +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5

Items breastplate, fragment of Urevian's pendant, light hammer (4), 100 feet of erinys-hair rope, *+1 striking warhammer*

AC 27; **Fort** +17, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

HP 120; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Speed 25 feet, fly 40 feet

Melee ♦ *flaming warhammer* +20 (evil, fire, magical, shove), **Damage** 2d8+6 bludgeoning plus 1d6 evil and 1d6 fire

Ranged ♦ *flaming light hammer* +20 (agile, evil, fire, magical, thrown 20 feet), **Damage** 1d6+6 bludgeoning plus 1d6 evil and 1d6 fire

Ranged ♦ rope +19 (magical, range increment 30 feet), **Effect** rope snare

Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *divine wrath*, *retributive pain*; **3rd** *fear* (at will); **2nd** *illusory disguise* (at will), *illusory object*; **Constant (6th)** *true seeing*

Rituals DC 26; *infernal pact*

Flames of Fury Any weapon an erinys holds gains the effects of a *flaming* rune while they hold it.

Furious Fusillade ♦♦♦ The erinys hovers in place if they are flying and throws one light hammer at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinys's multiple attack penalty.

Rope Snare An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself

around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 26), the detached segment of rope withers away into useless black sludge.

DRESHKAN

CREATURE 4

UNCOMMON

N

MEDIUM

ABERRATION

CONSTRUCT

Perception +11; darkvision

Languages Undercommon

Skills Acrobatics +11, Athletics +12 (+14 to Climb), Intimidation +10, Stealth +13

Str +4, **Dex** +5, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2

Light Blindness

AC 20; **Fort** +10, **Ref** +13, **Will** +11; +2 status to all saves vs. bleed, death effects, disease, doomed, fatigued, paralyzed, poison, and sickened

HP 72; **Immunities** electricity

Partially Technological A dreshkan is partially technological. Positive healing effects only heal a dreshkan half as much as normal.

Defensive Needle ↻ **Trigger** A creature critically fails a melee Strike against the dreshkan; **Effect** The dreshkan makes a needle Strike against that creature.

Speed 30 feet, climb 30 feet

Melee ♦ claw +13 (agile, finesse), **Damage** 2d6+4 slashing

Ranged ♦ needle +13 (range increment 30 feet), **Damage** 1d4 piercing plus 2d8 electricity

Needle Spray ♦♦♦ The dreshkan braces itself on all four limbs and sprays needles at as many creatures as it would like in a 30-foot cone, dealing 2d4 piercing plus 2d8 electricity damage. Each targeted creature in the area must attempt a basic Reflex save.

Swarming Stance A dreshkan can share the same space as a morlock or another dreshkan, but no more than two such creatures can occupy the same space. When these creatures share the same space, they gain a +1 circumstance bonus to attack rolls.

ERINYES

CREATURE 8

LE MEDIUM DEVIL FIEND

Perception +18; greater darkvision, *true seeing*

Languages Celestial, Common, Draconic, Infernal; telepathy 100 feet

Skills Acrobatics +17, Crafting +14, Deception +19, Diplomacy +15, Intimidation +19, Religion +16, Stealth +17

Str +5, **Dex** +5, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5

Items +1 *striking composite longbow* (60 arrows), 100 feet of erinys-hair rope, breastplate, longsword; one erinys has a fragment of Urevian's pendant

AC 27; **Fort** +17, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

HP 120; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10; **Weaknesses** good 5

Speed 25 feet, fly 40 feet

Melee ♦ *flaming longsword* +19 (evil, fire, magical, versatile P), **Damage** 1d8+8 slashing plus 1d6 evil and 1d6 fire

Ranged ♦ *flaming composite longbow* +20 (deadly 1d10, evil, fire, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+4 piercing plus 1d6 evil and 1d6 fire

Ranged ♦ rope +19 (magical, range increment 30 feet), **Effect** rope snare

Divine Innate Spells DC 26; **5th** *dimension door*; **4th** *dimension door* (at will), *divine wrath*, *retributive pain*; **3rd** *fear* (at will); **2nd** *illusory disguise* (at will), *illusory object*; **Constant (6th)** *true seeing*

Rituals DC 26; *infernal pact*

Flames of Fury Any weapon an erinys holds gains the effects of a *flaming* rune while they hold it.

Furious Fusillade ♦♦♦ The erinys hovers in place if they are flying and fires one arrow at any number of creatures in a 30-foot cone. Each attack is rolled separately. This counts as one attack for the purpose of the erinys's multiple attack penalty.

Rope Snare An erinys carries a coil of rope woven of their hair (use the statistics for rope) that animates in their hands. When a creature is hit by the erinys's rope, a segment of the rope tears loose and wraps itself

around the creature, imposing a 10-foot circumstance penalty to Speed. The piece that tears off is 10 feet long for a Medium or smaller creature, and doubles in length for each size larger than Medium. When a creature Escapes the effect (DC 26), the detached segment of rope withers away into useless black sludge.

GIANT CRAWLING HAND

CREATURE 5

NE MEDIUM UNDEAD

Perception +12; **lifesense** 30 feet, **tremorsense** (imprecise) 30 feet

Languages Common (can't speak any language)

Skills Athletics +13, Stealth +11, Survival +12

Str +4, **Dex** +2, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0

AC 22; **Fort** +13, **Ref** +11, **Will** +10

HP 75 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst ↻ **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee ♦ claw +15, **Damage** 2d6+7 slashing plus Grab

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

GIBTANIUS

CREATURE 8

UNCOMMON CN LARGE ABERRATION

Perception +16; darkvision, scent (imprecise) 30 feet

Languages Aklo (can't speak any language)

Skills Athletics +18 (+22 to High Jump or Long Jump), Intimidation +15, Survival +16

Str +6, **Dex** +3, **Con** +6, **Int** -3, **Wis** +2, **Cha** +3

AC 28; **Fort** +20, **Ref** +15, **Will** +16

HP 140; **Immunities** acid; **Resistances** bludgeoning 10

Powerful Stench (aura, olfactory) 20 feet. A creature that enters the aura must succeed at a DC 26 Fortitude save. On a failure, the creature is sickened 2; on a critical failure, the creature is also slowed 1 for as long as it is sickened. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 30 feet

Melee ♦ jaws +20 (deadly 1d12, reach 10 feet), **Damage** 2d10+10 piercing plus 1d4 persistent acid

Ranged ♦ spit +17 (range increment 30 feet, splash), **Damage** 2d6 acid plus 1d6 persistent acid and 1d6 acid splash

Bouncing Crush ♦♦ The gibtanius Leaps and can end this Leap occupying the same space as other creatures. It deals 5d6 bludgeoning damage to each creature in the space it Leaps to (DC 26 basic Reflex save), then Shoves each of those creatures. If it fails to Shove any creature out of its space, it bounces to the closest available space of its choosing that does not contain any creatures. Bouncing Crush counts as one attack when determining the gibtanius's multiple attack penalty.

Breath Weapon ♦♦ (acid, evocation, primal) The gibtanius vomits a stream of acid that deals 9d6 acid damage to all creatures in a 60-foot line (DC 26 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

GROTHLUT

CREATURE 3

N MEDIUM ABERRATION MINDLESS

Perception +5; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -3

AC 19; **Fort** +11, **Ref** +5, **Will** +7

HP 50; **Immunities** acid, mental

Disgusting Demise (acid, poison) When the grothlut is reduced to 0 Hit Points, its digestive organs rupture, unleashing alchemical acid and poison upon all creatures in a 30-foot emanation. Each creature in the area must succeed at a DC 19 Fortitude save or take 2d6 acid damage and become sickened 1 (double damage and sickened 2 on a critical failure).

Piteous Moan (aura, auditory, emotion, mental, occult) 60 feet. Each non-grothlut creature that enters or starts its turn within the area must succeed at a DC 17 Will saving throw or become sickened 1 (sickened 2 on a critical failure). The creature then becomes temporarily immune for 1 minute. The grothlut can activate or deactivate the aura by using a single free action that has the concentrate trait. A grothlut usually does not begin moaning until it senses the presence of a non-grothlut creature, and it usually stops once it doesn't sense any more such creatures.

Speed 20 feet

Melee ♦ claw +11 (agile), **Damage** 1d10+8 slashing

Ranged ♦ digestive spew +7 (acid, range increment 15 feet, splash), **Damage** 2d6 acid damage plus 1d6 splash acid damage

IYAGIAN

CREATURE 9

UNIQUE LE LARGE DEVIL FIEND

Osyluth

Perception +21; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Arcana +18, Deception +19, Intimidation +21, Religion +17, Stealth +20

Str +5, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +4

AC 28; **Fort** +17, **Ref** +18, **Will** +17; +1 status to all saves vs. magic

HP 135; **Immunities** fire; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Speed 35 feet, fly 30 feet

Melee ♦ jaws +21 (evil, magical), **Damage** 2d10+11 piercing plus 1d6 evil

Melee ♦ claw +21 (agile, evil, magical, reach 10 feet), **Damage** 2d6+11 slashing plus 1d6 evil

Melee ♦ stinger +21 (evil, magical, reach 15 feet), **Damage** 1d10+11 piercing plus 1d6 evil and osyluth venom

Ranged ♦ bone shard +21 (evil, magical, range increment 30 feet), **Damage** 2d6+8 piercing

Divine Innate Spells DC 25; *5th dimension door*, *phantom pain*; *4th dimension door* (at will), *dimensional anchor* (×2), *discern lies*, *zone of truth*; *2nd invisibility* (at will; self only)

Rituals DC 25 *infernal pact*

Osyluth Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round). Once a creature reaches stage 3, it takes a -4 status penalty to Will saves against attempts to Coerce it for 1 hour (this is a mental effect).

Quick Invisibility The osyluth can cast innate *invisibility* using only 1 action.

Sadistic Strike An osyluth deals an extra 2d6 damage whenever they Strike an enfeebled, frightened, or prone creature.

Stygian Inquisitor ♦ (linguistic, mental) The osyluth telepathically questions a creature affected by *zone of truth*. After 1 round, if the creature intentionally refuses to answer the question, it takes 2d6 mental damage.

Tail Sweep ♦ The osyluth sweeps their tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.

MULVENTOK

CREATURE 7

UNCOMMON N MEDIUM ABERRATION

Perception +15; darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +17, Intimidation +17, Purpose Lore +15, Survival +15

Str +6, **Dex** +0, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6

War Leader (emotion, mental) A mulventok's fervor inspires its allies. Allies within 30 feet that can see or hear the mulventok gain a +1 status bonus to attack

rolls and skill checks as long as their actions don't impede the mulventok's imprinted purpose.

Items +1 *tamchal chakram*, steel shield (Hardness 5, HP 20, BT 10)

AC 24 (26 with shield raised); **Fort** +15, **Ref** +11, **Will** +17
HP 115, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10

Explosive Decay (necromancy, negative, occult) When a mulventok dies, its mirrored flesh ruptures and explodes in a 20-foot radius. Creatures caught in the blast are covered with viscera and take 8d6 negative damage (DC 22 basic Reflex save).

Stay in the Fight ↻ (healing, necromancy, occult); **Trigger** An allied creature within 30 feet reaches 0 HP; **Effect** The mulventok imparts some of its own energy to keep the ally fighting. The target creature gains 1 Hit Point, and the mulventok takes 2d6 mental damage.

Speed 25 feet

Melee ♦ *tamchal chakram* +18 (agile, deadly 1d6, finesse, magical), **Damage** 1d6+8 slashing plus 1d6 mental

Melee ♦ fist +17, **Damage** 2d8+8 bludgeoning

Ranged ♦ *tamchal chakram* +13 (agile, deadly 1d6, magical, thrown 20 feet), **Damage** 1d6+8 slashing plus 1d6 mental

Fervent Command ♦ (auditory, mental) The mulventok shouts an order to one of its allies within 30 feet. That ally immediately takes a Raise a Shield or Step action. A creature can benefit from Fervent Command only once per round.

Psychokinetic Honing (occult, transmutation) A thrown weapon gains the effects of a *returning* rune when a mulventok throws it. Thrown weapons the mulventok uses deal an additional 1d6 mental damage, whether used in melee or thrown.


PAINFUL SUGGESTION TRAP HAZARD 8

MAGICAL TRAP

Stealth DC 26 (expert)

Description A hidden rune on the floor under the filth, just past the threshold, triggers an ersatz ghost.

Disable DC 28 Thievery (expert) to remove the rune without triggering it, or *dispel magic* (4th level; counteract DC 26) to dispel the rune

Counterfeit Haunting  (auditory, enchantment, incapacitation, linguistic, mental) **Trigger** A living creature moves over the rune; **Effect** A frightful moan echoes through the room, and a hoarse telepathic voice shouts, "Get out!" This shout deals 6d12 mental damage to creatures in the room (DC 26 basic Will save). Creatures who fail this saving throw must immediately leave the room and can't willingly reenter it for 1 minute (1 hour on a critical failure).

Reset The trap automatically resets after 1 hour.


PARALYZING LIGHT TRAP HAZARD 8

COMPLEX MAGICAL TRAP

Stealth DC +18 (expert)

Description When any creature other than a devil enters the light, the magic interwoven in the light holds the creature in place and rings an alarm.

Disable DC 26 Thievery (master) to distort or diffuse the light, keeping the light cone intact but preventing the trap from triggering, or *dispel magic* (4th level; counteract DC 26) to dispel the light, leaving the room in darkness

Stasis Field  (enchantment, incapacitation, mental, occult) **Trigger** A non-devil creature moves into the light; **Effect** The light expands to fill the room, and each non-devil creature within the room must attempt a DC 26 Will save. A high-pitched chime sounds in the barracks (area D15), audible in this room as well. The trap then rolls initiative.

Critical Success The target is unaffected.

Success The target is stunned 2.

Failure The target is paralyzed for 1 round.

Critical Failure The target is stupefied 2 for 1d4 rounds and paralyzed for 1 round.

Routine (1 action) All stunned and paralyzed creatures in the room take 1d10 mental damage (DC 26 basic Will save). Creatures who fail also become paralyzed for 1 round but can use a reaction to mentally fight off this stasis; creatures who do so take 5d10 mental damage but are no longer paralyzed.

Reset The stasis magic in the light builds up over the course of an hour, after which the trap can trigger again.

SACUISHU

CREATURE 9

UNIQUE CE SMALL ABERRATION AIR

Female will-o'-wisp spy

Perception +21; darkvision

Languages Aklo, Common, Infernal, Undercommon

Skills Acrobatics +19, Deception +17, Intimidation +17, Religion +19, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +6, **Cha** +4

AC 30; **Fort** +16, **Ref** +18, **Will** +20

HP 80; **Immunities** magic


Glow (aura, light) 20 feet. Sacuishu is naturally invisible but glows with a sickly green light, casting bright light in the aura and making her visible.

Magic Immunity Sacuishu is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee  shock +21 (electricity, magical), **Damage** 2d8+8 electricity

Divine Prepared Spells DC 28, attack +20; **4th** *crisis of faith*, *dispel magic*, *divine wrath*, *read omens*; **3rd** *blindness*, *chilling darkness*, *fear* (2); **2nd** *augury*, *darkness*, *grim tendrils*, *see invisibility*; **1st** *bane*, *fear*, *ray of enfeeblement*, *sanctuary*; **Cantrips** (4th) *chill touch*, *daze*, *divine lance*, *prestidigitation*, *sigil*

Feed on Magic  (concentrate) **Requirement** A creature who can cast spells is within 15 feet of Sacuishu; **Effect** Sacuishu feeds on the creature's magic. Sacuishu regains 2d8 Hit Points, and the target must attempt a DC 28 Will save. The target is then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The first time the target Casts a Spell before the start of Sacuishu's next turn, the spell is

disrupted unless the target succeeds at a DC 15 flat check.

Failure As success, but the effect applies the first time the target Casts a Spell within the next minute.

Critical Failure As success, but the effect applies each time the target Casts a Spell within the next minute. In addition, Sacuishu doubles the Hit Points she regains.

Go Dark ♦ (concentrate) Sacuishu extinguishes her glow, becoming invisible. She can end this effect with another use of this action. If she uses her shock attack while invisible, the arc of electricity lets any observer determine her location, making Sacuishu hidden to observers only until she moves.

SZEK

CREATURE 1

UNIQUE LE TINY DEVIL FIEND

Female imp

Perception +7; greater darkvision

Languages Common, Infernal; telepathy (touch)

Skills Acrobatics +7, Arcana +6, Deception +7, Religion +5

Str -1, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

AC 17; **Fort** +5, **Ref** +9, **Will** +7

HP 15; **Immunities** fire; **Resistances** physical 3 (except silver), poison 5; **Weaknesses** good 3

Speed 20 feet, fly 30 feet

Melee ♦ stinger +9 (agile, evil, finesse, magical), **Damage** 1d4-1 piercing plus 1d4 evil and imp venom

Divine Innate Spells DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*, *detect alignment* (at will, good only); **Constant (1st)** *detect magic*

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Boar** size Medium; scent (imprecise) 30 feet; **Speed** 40 feet; **Melee** tusk +9 (finesse), **Damage** 1d10-1 piercing
- **Giant Spider** size Medium; **Speed** 25 feet, climb 25 feet; **Melee** fangs +9 (finesse, poison), **Damage** 1d6-1 piercing plus 1d4 poison
- **Rat** scent; **Speed** 20 feet; **Melee** jaws +9 (agile, finesse), **Damage** 1 piercing

- **Raven** scent; **Speed** 10 feet, fly 40 feet; **Melee** beak +9 (finesse), **Damage** 1 piercing

Diabolic Healing ♦ (concentrate, divine, healing, necromancy) **Frequency** once per round. **Effect** The imp regains 1d6 Hit Points.

Imp Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

Infernal Temptation ♦ (divine, concentrate, enchantment, evil, fortune) **Frequency** once per day. **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

UREVIAN

CREATURE 9

UNIQUE LE MEDIUM DEVIL FIEND

Male phistophilus field commander

Perception +19; greater darkvision

Languages Abyssal, Aklo, Celestial, Common, Infernal, Necril, Undercommon; telepathy 100 feet, *tongues*

Skills Acrobatics +17, Deception +21, Diplomacy +19, Intimidation +19, Legal Lore +23, Religion +19, Society +19, Thievery +18

Str +3, **Dex** +4, **Con** +3, **Int** +6, **Wis** +4, **Cha** +6

AC 28; **Fort** +18, **Ref** +17, **Will** +22; +1 status to all saves vs. magic

HP 135; **Immunities** fire, ward contract; **Resistances** physical 10 (except silver), poison 10; **Weaknesses** good 10

Distracting Declaration Urevian keeps a few sly words at the ready to distract enemies. He always uses Deception for initiative.

Ward Contract Any signed contract Urevian carries (including any draped over his horns) is immune to damage from creatures other than Urevian. In

addition, Urevian is immune to mental effects that would make him alter, nullify, or destroy a contract.

Speed 25 feet

Melee ♦ diabolic quill +21 (agile, evil, fatal 1d12, finesse, magical, reach 10 feet), **Damage** 2d6+9 piercing plus 1d6 evil and infernal wound

Melee ♦ horn +20 (magical), **Damage** 3d10+9 piercing and infernal wound

Divine Innate Spells DC 30: **6th** *scrying* (at will, see right of inspection); **5th** *dimension door*, *flame strike*, *locate* (at will), *mind probe*, *sending* (*3), *wall of force*; **4th** *dimension door* (at will), *private sanctum*, *silence*; **3rd** *enthrall*, *mind reading* (at will); **Cantrips** (**5th**) *detect magic*; **Constant** (**5th**) *tongues*

Rituals DC 30: *call spirit*, *infernal pact*, *inveigle*

Draft Contract ♦♦♦ (conjunction, divine, manipulate)

Urevian produces an infernal contract for a single living mortal. This contract can grant a wide range of abilities and effects, akin to the power of a *wish* spell but fulfilled to the letter by Urevian. To receive any of those benefits, the mortal must willingly sign its true name to the contract. At that point, the mortal's soul is bound to Urevian and to Hell.

While the contract is in effect, the mortal can't be restored to life except by *wish* or similar magic. If the mortal is restored to life by those means, Urevian knows which mortal came to life and can locate the creature or creatures who restored the mortal to life for 1 year, gaining the effects of a *locate* spell with unlimited range. Avoiding the terms of an infernal contract is difficult and often dangerous.

Infernal Wound (divine, necromancy) Urevian's Strikes also deal 2d6 persistent bleed damage that resists attempts to heal them. The flat check to stop the bleeding starts at DC 20. The DC is reduced to 15 only if the bleeding creature or an ally successfully assists with the recovery.

The DC to Administer First Aid to a creature with an infernal wound is increased by 5. A spellcaster or item attempting to use healing magic on a creature suffering from an infernal wound must succeed at a DC 28 counteract check or the magic fails to heal the creature.

Right of Inspection Urevian can cast his innate *scrying* spell at will, but only to target a creature with which he has a contract, a specific creature named in a contract he has, or a descendant of any of those creatures. The outcome of the target's saving throw is one step worse than the result it rolled.

WILL-O'-WISP

CREATURE 6

CE	SMALL	ABERRATION	AIR
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Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14

HP 50; **Immunities** magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ♦ shock +17 (electricity, magical), **Damage** 2d8+4 electricity

Feed on Fear ♦ (concentrate) **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark ♦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

WITCHFIRE WARDEN

CREATURE 9

UNIQUE	CE	MEDIUM	INCORPOREAL	SPIRIT
UNDEAD				

Witchfire

Perception +18; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +17, Deception +19, Intimidation +21, Occultism +18, Stealth +19


Str -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +3, **Cha** +6

Coven The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven: three witchfires cannot form a coven.


AC 28; **Fort** +15, **Ref** +21, **Will** +18


HP 125, negative healing, rejuvenation; **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When the witchfire warden is destroyed, and as long as any creatures remain in stasis in area **D17**, she reforms in 1d4 days at the soot-blackened pillar, fully healed.

Opportune Witchflame  **Trigger** A creature makes a melee Strike against or touches the witchfire; **Effect** The witchfire makes a witchflame caress Strike against the triggering creature.

Speed fly 40 feet

Melee  witchflame caress +21 (agile, evil, finesse, magical), **Damage** 3d6 fire plus 3d6 negative and witchflame

Ranged  witchflame bolt +21 (evil, magical, range 100 feet), **Damage** 2d6 fire plus 2d6 negative and witchflame

Occult Innate Spells DC 28; **6th** *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **Cantrips (5th)** *dancing lights*, *ghost sound*


Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 26 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 5 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 10 to fire.

Witchflame Kindling  (fire, necromancy, occult)

Requirements A creature within 30 feet of the witchfire burns with witchflame; **Effect** The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 5d6 fire damage and 5d6 negative damage to that creature (DC 28 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

YSONDKHELIR

CREATURE 8

UNIQUE CE MEDIUM ABERRATION DREAM

Male denizen of Leng

Perception +17; darkvision

Languages Aklo; *tongues*

Skills Acrobatics +15, Athletics +15, Deception +19, Occultism +18, Sailing Lore +20, Stealth +17, Thievery +17

Str +3, **Dex** +3, **Con** +4, **Int** +6, **Wis** +3, **Cha** +5

Items +1 *striking kukri*, fragment of Urevian's pendant, Leng ruby worth 30 gp

AC 27; **Fort** +16, **Ref** +19, **Will** +17

HP 100 (planar fast healing 5); **Immunities** cold;

Resistances critical hits 10, precision 10

No Breath Denizens of Leng don't need to breathe.

Planar Fast Healing A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, they have fast healing 5. They lose this ability on Leng or in areas where planar connections do not function. If killed, their body dissolves into nothingness in 1d4 rounds, leaving behind their equipment. A slain denizen reforms in Leng; they can be permanently killed only when their planar fast healing doesn't function.

Speed 30 feet

Melee ♦ kukri +18 (agile, finesse, magical, trip),

Damage 2d6+6 slashing plus 1d6 persistent bleed

Melee ♦ jaws +17 (agile, finesse), **Damage** 2d10+6 piercing plus debilitating bite

Occult Innate Spells DC 27, attack +19; **4th** *outcast's curse*, *phantom pain*, *suggestion*; **3rd** *hypnotic pattern*, *levitate*, *locate*, *mind reading*; **2nd** *mirror image*; **Cantrips (4th)** *chill touch*, *detect magic*, *mage hand*, *message*, *read aura*; **Constant (4th)** *tongues*

Debilitating Bite (curse, occult) A creature that takes damage from a denizen's bite must succeed at a DC 27 Fortitude save or become clumsy 1. Each time a target fails an additional save against this ability, the condition value increases by 1 (to a maximum of clumsy 4). This condition value decreases by 1 every 24 hours.

Leng Ruby (enchantment, occult) Many denizens of Leng carry strange rubies mined from quarries in Leng. As long as a creature holds a Leng ruby that it willingly accepted as a gift or payment from a denizen of Leng, any denizen of Leng can target that creature with *outcast's curse*, *phantom pain*, or *mind reading* at a range of 1 mile, and the bearer uses an outcome one degree of success worse than the result of its saving throw against *outcast's curse*.

LEVEL 8 STATS

The heroes encounter these creatures and hazards in the Farm, the eighth level of the Abomination Vaults.

BODAK

CREATURE 8

UNCOMMON CE SMALL UNDEAD

Perception +17; darkvision, lifesense 60 feet

Languages Abyssal, Common

Skills Acrobatics +18, Athletics +15, Intimidation +19, Stealth +18

Str +3, **Dex** +4, **Con** +1, **Int** -2, **Wis** +5, **Cha** +5

AC 27; **Fort** +13, **Ref** +16, **Will** +19

HP 160, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10

Sunlight Vulnerability If exposed to direct sunlight, the bodak can't use actions with the death trait and it becomes slowed 1. The slowed value increases by 1 each time the bodak ends its turn in sunlight. If the bodak loses all its actions this way, it is destroyed.

Draining Glance ➤ (aura, death, necromancy, occult, visual) **Trigger** A living creature within 30 feet that the bodak can perceive with its lifesense starts its turn; **Effect** The target must attempt a DC 23 Fortitude save. If it fails, the bodak regains 5 Hit Points and the target becomes drained 1.

Speed 20 feet

Melee ➤ fist +18 (agile, finesse), **Damage** 2d6+6 bludgeoning plus 1d6 negative

Bodak Spawn (necromancy, occult) Any humanoid who dies while drained or doomed by a bodak rises as an autonomous bodak 24 hours after its death.

Death Gaze ➤➤ (death, necromancy, occult, visual) The bodak stares at a living creature within 30 feet that it can sense with its lifesense. That creature must attempt a DC 26 Fortitude save. If the target becomes drained, the bodak gains a number of temporary Hit Points equal to 5 times the value of the drained condition the target gained. Multiple exposures to this ability can increase a creature's drained condition to a maximum of 4. If the bodak is destroyed, any

doomed condition a creature has gained from Death Gaze are removed.

Critical Success The creature is unaffected.

Success The creature is drained 1.

Failure The creature is doomed 1 and drained 2.

Critical Failure The creature is doomed 1 and drained 4.

BOG-ROTTED FROGHEMOTH

CREATURE 12

UNCOMMON N HUGE ABERRATION AMPHIBIOUS

Weak froghemoth

Perception +25; darkvision, otherworldly vision 30 feet

Skills Acrobatics +21, Athletics +25, Stealth +25 (+28 in swamps)

Str +8, **Dex** +6, **Con** +7, **Int** -4, **Wis** +6, **Cha** +4

Otherworldly Vision A froghemoth's alien eyes allow it to perceive creatures within 30 feet, even if they are invisible or ethereal. It can still be fooled by successful Stealth checks to Hide, but it has Perception DC 36 in such cases. It also sees through and is unaffected by illusions with the visual trait if they are within 30 feet.

AC 30, all-around vision; **Fort** +24, **Ref** +19, **Will** +21

HP 265; **Immunities** electricity

Electric Torpor Though a froghemoth is immune to electricity damage, it is slowed 1 for 1 round whenever it would have otherwise taken electricity damage.

Speed 20 feet, swim 30 feet

Melee ➤ jaws +25 (reach 10 feet), **Damage** 3d12+12 piercing plus Improved Grab

Melee ➤ tentacle +25 (agile, reach 15 feet), **Damage** 3d8+12 bludgeoning plus Improved Grab

Melee ➤ tongue +25 (agile, reach 30 feet), **Damage** 2d10+12 piercing plus barbed tongue

Aquatic Ambush ➤

Barbed Tongue A creature hit by the froghemoth's tongue becomes grabbed by the froghemoth. The creature isn't immobilized, but it can't move beyond

the reach of the froghemoth's tongue. A creature can sever the tongue with a successful Strike against AC 29 that deals at least 13 slashing damage. This deals no damage to the froghemoth but prevents it from using its tongue Strike until it regrows its tongue, which takes 1 minute.

Flailing Tentacles ♦♦ The froghemoth makes up to four tentacle Strikes, each against a different target. These count toward the froghemoth's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Greater Constrict ♦ 3d6+10, DC 31

Retract Tongue ♦♦ The froghemoth pulls a creature grabbed by its tongue toward itself. The froghemoth rolls an Athletics check against the creature's Fortitude DC. On a success, the froghemoth pulls the creature into an adjacent space, and if it critically succeeds it can also make a bite Strike against the creature after the pull.

Swallow Whole ♦ (attack) Large, 3d6+7 bludgeoning, Rupture 22

BROOD LEECH SWARM CREATURE 4

N **LARGE** **AMPHIBIOUS** **ANIMAL** **SWARM**

Perception +9; tremorsense 30 feet

Skills Athletics +8, Stealth +11

Str +0, **Dex** +3, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

AC 19; **Fort** +12, **Ref** +11, **Will** +9

HP 40; **Immunities** precision, swarm mind; **Resistances** bludgeoning 2, piercing 5, slashing 5; **Weaknesses** area damage 5, salt 5, splash damage 5

Speed 5 feet, swim 20 feet

Blood Draining Bites ♦ Each enemy in the swarm's space takes 2d6 bleed damage and is exposed to brood leech swarm venom.

Brood Leech Swarm Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** clumsy 1, sickened 1, and -5-foot status penalty to Speed (1 round); **Stage 2** clumsy 1, sickened 1, and -10-foot status penalty to Speed (1 round)

CALIGNI STALKER CREATURE 4

CN **MEDIUM** **CALIGNI** **HUMANOID**

Perception +10; greater darkvision, light blindness

Languages Caligni, Undercommon

Skills Acrobatics +13, Athletics +8, Stealth +13, Thievery +11

Str +2, **Dex** +5, **Con** +2, **Int** -1, **Wis** +2, **Cha** +1

Items black smear poison (6 doses), leather armor, shortsword (2)

AC 21; **Fort** +10, **Ref** +13, **Will** +8

HP 60 (death flame)

Death Flame (light) When the stalker dies, their body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 5d6 fire damage (DC 21 basic Reflex save). The stalker's gear and treasure are unaffected by the flames and are left in a pile where they died.

Speed 25 feet

Melee ♦ shortsword +13 (agile, finesse, versatile S), **Damage** 1d6+7 piercing plus black smear poison

Occult Innate Spells DC 19; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips (2nd)** *detect magic*

Double Slice ♦♦ The caligni stalker makes two Strikes against the same target, one with each of their shortswords. The stalker combines the damage of any attacks that hit and applies precision damage, resistances, and weaknesses only once. Both attacks count toward the stalker's multiple attack penalty, but the penalty increases only after both attacks.

Encircling Command ♦ (auditory) Each caligni creeper within 30 feet of the stalker can Step. Each creeper can benefit from Encircling Command only once per round.


Sneak Attack The Caligni Stalker deals 1d6 extra precision damage to flat-footed creatures.

CHILD OF BELCORRA

CREATURE 5

UNCOMMON LE SMALL MUMMY UNDEAD






Variant bog mummy

Perception +12; darkvision, tremorsense (imprecise) 30 feet**Languages** Common, Gnomish, Necril, Undercommon**Skills** Athletics +12, Stealth +11 (+13 while buried in a bog)**Str** +5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0**AC** 21; **Fort** +13, **Ref** +9, **Will** +14**HP** 85, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 5; **Weaknesses** cold 5**Breath of the Bog** (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 19 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new saving throw at the end of its turn. A creature that succeeds is temporarily immune to breath of the bog for 24 hours.**Rise Up**  **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.**Speed** 20 feet; burrow 15 feet**Melee**  fist +14, **Damage** 2d6+5 plus bog rot**Bog Rot** (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

CHUUL

CREATURE 7

CE LARGE ABERRATION AMPHIBIOUS

Perception +15; darkvision, tremorsense (imprecise) 30 feet**Languages** Aklo, Undercommon**Skills** Athletics +17, Nature +13, Stealth +14, Survival +13**Str** +6, **Dex** +3, **Con** +4, **Int** +0, **Wis** +2, **Cha** -1**AC** 28; **Fort** +18, **Ref** +15, **Will** +12**HP** 100; **Immunities** poison**Attack of Opportunity** **Speed** 30 feet; swim 25 feet**Melee**  claws +19 (reach 10 feet), **Damage** 2d8+9 bludgeoning plus Grab**Constrict**  1d8+9 bludgeoning, DC 25 (grabbed by claws only)**Mandibles**  **Requirement** A creature is grabbed and paralyzed by the chuul's tentacles. **Effect** The creature takes 3d6 piercing damage.**Paralytic Venom** (incapacitation, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** paralyzed (1 round).**Tentacle Transfer**  **Requirement** The chuul has a creature grabbed. **Effect** The chuul transfers the grabbed creature from its claws to its tentacles, or vice versa. A creature is exposed to the chuul's paralytic venom when transferred into the tentacles and at the start of each of the chuul's turns if it remains grabbed by the tentacles.

DEEPWATER DHUTHOREX**CREATURE 9**

UNCOMMON	CN	LARGE	ABERRATION	AQUATIC
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Perception +18; darkvision, wavesense (imprecise) 60 feet**Skills** Athletics +20, Stealth +18, Survival +19**Str** +7, **Dex** +3, **Con** +4, **Int** -4, **Wis** +4, **Cha** +0**AC** 28, all-around vision; **Fort** +19, **Ref** +18, **Will** +17**HP** 155; **Immunities** acid**Attack of Opportunity** ➤**Speed** 10 feet; swim 40 feet**Melee** ➤ jaws +21 (deadly d10, reach 10 feet), **Damage** 2d10+11 piercing plus Grab**Melee** ➤ snout +21 (reach 10 feet), **Damage** 2d8+11 bludgeoning plus Push**Melee** ➤ tentacle +19 (agile, reach 15 feet), **Damage** 2d6+11 slashing**Aquatic Ambush** ➤**Overpowering Jaws** A deepwater dhuthorex deals 7 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).**Swallow Whole** ➤ (attack) Medium, 2d6+7 bludgeoning plus 2d6 acid, Rupture 20**DRAGON'S BLOOD PUFFBALL****CREATURE 8**

UNCOMMON	N	LARGE	FUNGUS	MINDLESS
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Perception +12; motion sense 60 feet, no vision**Skills** Stealth +14**Str** +6, **Dex** +1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2**Motion Sense** The puffball senses motion through vibration and air movement.**AC** 24; **Fort** +20, **Ref** +15, **Will** +12**HP** 170; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** piercing 10**Spore Explosion** When the dragon's blood puffball dies, it explodes, dealing 7d8 poison damage to each creature in a 20-foot emanation (DC 26 basic Fortitude save).**Speed** 10 feet**Melee** ➤ bloom +18, **Damage** 2d10+8 bludgeoning plus 1d6 poison**Ranged** ➤ spore jet +18 (range increment 30 feet), **Damage** 3d8 poison**DRAKAUTHIX****CREATURE 9**

N	HUGE	FUNGUS
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Perception +17; darkvision, sporesight (imprecise) 60 feet**Skills** Acrobatics +15, Athletics +20, Stealth +17**Str** +7, **Dex** +2, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0**Sporesight** The drakauthix exudes a cloud of spores that it uses to see. This is an imprecise sense that functions only in areas without strong wind currents. Sporesight does not function underwater.**AC** 25; **Fort** +21, **Ref** +13, **Will** +15**HP** 190; **Weaknesses** fire 10, slashing 10**Obscuring Spores** Whenever the drakauthix takes at least 10 slashing damage, it releases a cloud of brown spores that has the effect of *obscuring mist* for 1 minute, centered around the drakauthix. This cloud of spores does not move with the drakauthix, nor is it displaced by its movement.**Speed** fly 20 feet**Melee** ➤ tentacle +20 (reach 30 feet), **Damage** 3d8+9 piercing plus Improved Grab**Reel In** ➤ The drakauthix pulls all creatures it has grabbed 15 feet closer to itself.**Spore Tendrils** ➤ The tendrils that cover the drakauthix's body reach out and infest adjacent creatures, dealing 4d6 poison damage and 1d6 persistent poison damage. A creature can attempt a basic DC 27 Reflex save to reduce this damage, but one grabbed by the drakauthix takes a -4 circumstance penalty to this save.**Whirlwind of Hooks** ➤➤ The drakauthix whirls, whipping creatures around it. The drakauthix makes a tentacle Strike against every creature within its reach.

DREAD WISP

CREATURE 9

UNCOMMON CE SMALL ABERRATION

Perception +20; darkvision

Languages Aklo, Common

Skills Acrobatics +23, Deception +16, Intimidation +16, Stealth +23

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 31; **Fort** +14, **Ref** +21, **Will** +18

HP 90, negative healing; **Immunities** magic;

Weaknesses positive 10

Dread Flickering (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 25 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.

Magic Immunity A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.

Speed fly 50 feet

Melee ♦ draining touch +17 (magical, negative),

Damage 3d8+8 negative plus wearying touch

Feed on Despair ♦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 25 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

Go Dark ♦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

Shadow Flitter ♦ (conjunction, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in an area of bright light. The

dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

DREAD WRAITH

CREATURE 9

LE LARGE INCORPOREAL UNDEAD WRAITH

Perception +19; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +19, Intimidation +21, Stealth +19

Str -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6

AC 28; **Fort** +16, **Ref** +19, **Will** +21; +1 status to all saves vs. positive

HP 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Draining Presence (aura, negative) 10 feet. A creature entering the aura must succeed at a DC 26 Fortitude save or become drained 1. It recovers after it has been out of the aura for 1 minute. This drained condition value is cumulative with the drained value caused by drain life, but not with multiple draining presence auras. A creature that succeeds at its save is temporarily immune to draining presence for 24 hours.

Sunlight Powerlessness A dread wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ↻

Speed fly 60 feet

Melee ♦ spectral hand +21 (finesse, reach 10 feet),

Damage 2d10+7 negative plus drain life

Absorb Wraith ♦♦ The dread wraith extends its hand toward another wraith creature within 100 feet. The target wraith dissolves and streaks toward the dread wraith in a straight line, dealing 6d10 negative damage to each creature along the line (DC 28 basic Fortitude save). The dread wraith absorbs the essence of the target wraith, becoming quickened and gaining a +10-foot status bonus to its fly Speed for a number of rounds equal to the level of the absorbed wraith. It can use its extra action only to Fly or Strike. An unwilling target can attempt a DC 28 Will save to resist being absorbed.

Drain Life (divine, necromancy) When the dread wraith damages a living creature with its spectral hand Strike, the wraith gains 10 temporary Hit Points and the target must succeed at a DC 28 Fortitude save or become drained 1. Further damage dealt by the wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the dread wraith that killed it. It doesn't have drain life or wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will and gains drain life and wraith spawn.

DROW HUNTER

CREATURE 7

UNCOMMON CN MEDIUM DROW ELF HUMANOID

Perception +16; darkvision

Languages Elven, Undercommon

Skills Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

Items chain shirt, +1 *composite longbow* (20 arrows), longsword

Light Blindness

AC 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 115; **Immunities** sleep

Deft Evasion When the hunter rolls a success on a Reflex save, they get a critical success instead.

Speed 30 feet

Melee ♦ longsword +16 (versatile P), **Damage** 1d8+7 slashing

Ranged ♦ *composite longbow* +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing

Divine Innate Spells DC 23; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights*

Hunter's Wound ♦ **Frequency** once per round;

Prerequisites The hunter is wielding a ranged weapon with a reload of 0; **Effect** The hunter makes two ranged Strikes against their prey. If both hit and deal damage,

the target takes an additional 1d8 persistent bleed damage.

Skirmish Strike ♦ The hunter can Step and then Strike, or Strike and then Step.

DROW WARDEN

CREATURE 4

UNCOMMON CN MEDIUM DROW ELF HUMANOID

Perception +11; darkvision

Languages Elven, Undercommon

Skills Athletics +12, Intimidation +8, Stealth +9, Survival +11

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items chainmail, elven curve blade, hand crossbow (10 bolts), lethargy poison (3)

Light Blindness

AC 21; **Fort** +11, **Ref** +11, **Will** +9; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 60; **Immunity** sleep

Attack of Opportunity ↻

Speed 30 feet

Melee ♦ elven curve blade +14 (forceful), **Damage** 1d8+6 slashing plus hampering slash

Ranged ♦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

Divine Innate Spells DC 19; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights*

Hampering Slash A target damaged by the warden's melee Strike must succeed at a DC 21 Fortitude save or be slowed 1 until the end of the warden's next turn.

Sneak Attack A warden deals an extra 1d6 damage to flat-footed creatures.

DULAC

CREATURE 9

UNIQUE N MEDIUM CALIGNI HUMANOID

Female caligni cult leader

Perception +18; greater darkvision

Languages Caligni, Undercommon

Skills Acrobatics +18, Athletics +19, Intimidation +18, Occultism +16, Religion +18, Stealth +18

Str +4, **Dex** +3, **Con** +0, **Int** +1, **Wis** +3, **Cha** +5

Items chain shirt, +1 *striking war flail*

Light Blindness

AC 28; **Fort** +15, **Ref** +18, **Will** +20

HP 155; death shadows

Death Shadows (cold, darkness) When Dulac dies, her body is destroyed in a burst of chilling shadows. All creatures in a 20-foot burst take 8d8 cold damage (DC 28 basic Reflex save). Dulac's gear and treasure are unaffected by the shadows and are left in a pile where she died.

Opportune Step ➤ **Trigger** A dazzled or blinded creature, or a creature with light blindness, ends its move adjacent to Dulac; **Effect** Dulac Steps.

Warding Shove ➤ **Trigger** An ally within Dulac's reach is targeted with a ranged or melee attack by an attacker she can see; **Effect** The ally gains a +2 circumstance bonus to AC against the triggering attack, and the ally can Step after the attack.

Speed 25 feet

Melee ➤ *war flail* +21 (disarm, sweep, trip), **Damage** 2d10+8 bludgeoning

Occult Innate Spells DC 28, attack +20; **4th** *darkness*, *read omens*, *suggestion*; **3rd** *haste*, *paralyze*, *vampiric touch*; **2nd** *darkness* (at will), *ghoulish craving*, *obscuring mist* (at will); **Cantrips (5th)** *daze*, *detect magic*, *shield*, *telekinetic projectile*

Sneak Attack Dulac deals an additional 1d6 precision damage to flat-footed creatures.

ELDER CHILD OF BELCORRA

CREATURE 9

RARE LE SMALL MUMMY UNDEAD

Variant bog mummy

Perception +18; darkvision, tremorsense (imprecise) 30 feet

Languages Common, Gnome, Undercommon

Skills Athletics +19, Nature +19, Stealth +19 (+21 while buried in a bog)

Str +6, **Dex** +3, **Con** +0, **Int** +0, **Wis** +3, **Cha** +0

AC 28; **Fort** +15, **Ref** +18, **Will** +20

HP 155, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** cold 10; **Resistances** fire 10

Breath of the Bog (aura, divine, enchantment, mental) 30 feet. A creature that begins its turn within the area feels as if its lungs were filling with water and must succeed at a DC 28 Fortitude save or be unable to speak or breathe. The creature can still hold its breath and can attempt a new save at the end of its turn. A creature that succeeds is temporarily immune for 24 hours.

Rise Up ➤ **Trigger** A creature walks on top of a bog mummy that lies buried in the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog mummy automatically notices the creature and Burrows before rolling initiative.

Speed 20 feet; burrow 15 feet

Melee ➤ fist +21, **Damage** 2d10+8 bludgeoning plus bog rot

Primal Prepared Spells DC 28, attack +20; **4th** *air walk*, *barkskin*, *freedom of movement*; **3rd** *blindness*, *glyph of warding*, *meld into stone*; **2nd** *acid arrow*, *entangle*, *glitterdust*; **Cantrips (5th)** *acid splash*, *detect magic*, *prestidigitation*, *produce flame*, *read aura*

Primal Innate Spells DC 28; **1st** *illusory disguise*

Rituals DC 28; *plant growth*

Bog Rot (curse, disease, divine, necromancy, negative) This affliction can't be reduced below stage 1, nor can the damage from it be healed, until it's successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by bog rot melts into a noxious sludge and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 negative damage and clumsy 1 (1 day)

GHONHATINE

CREATURE 10

CE LARGE ABERRATION

Perception +19; darkvision, scent (imprecise) 30 feet

Languages Undercommon

Skills Athletics +21, Intimidation +19, Stealth +19

Str +7, **Dex** +3, **Con** +6, **Int** -2, **Wis** +5, **Cha** +3

AC 30; **Fort** +22, **Ref** +17, **Will** +19

HP 175; **Immunities** disease; **Resistances** acid 10

Stench (aura, olfactory) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 26 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Speed 35 feet

Melee ♦ jaws +23 (reach 10 feet), **Damage** 2d12+10 piercing plus 1d6 persistent acid

Melee ♦ claw +23 (agile, reach 10 feet), **Damage** 2d10+10 slashing

Ranged ♦ vomit +19 (acid, range increment 20 feet), **Damage** 5d6 acid plus fleshgout

Feed ♦ (manipulate) **Requirement** The ghonhatine is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghonhatine devours a chunk of the corpse. For 1 minute, the ghonhatine gains fast healing 5 and a +2 status bonus to damage rolls. It can gain these benefits from any given corpse only once.

Fleshgout (disease) A ghonhatine's vomit carries an awful disease that, over time, can cause a suffering creature's flesh to develop painful boils that eventually slough away, leaving gaping wounds; **Saving Throw** DC 28 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** enfeebled 1 and drained 1 (1 day); **Stage 3** enfeebled 2 and drained 2 (1 day); **Stage 4** enfeebled 2 and drained 3 (1 day); **Stage 5** drained 4, enfeebled 2, and unconscious (1 day); **Stage 6** dead

GOLIATH SPIDER

CREATURE 11

N GARGANTUAN ANIMAL

Perception +22; darkvision, web sense

Skills Acrobatics +18, Athletics +23, Stealth +22

Str +8, **Dex** +5, **Con** +7, **Int** -5, **Wis** +3, **Cha** -4

Web Sense The spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 30; **Fort** +25, **Ref** +21, **Will** +17

HP 220

Spring Upon Prey ♦ (attack) **Requirement** Initiative has not yet been rolled. **Trigger** A creature touches the goliath spider's web while the spider is on it. **Effect** The spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 45 feet, climb 30 feet

Melee ♦ fangs +24 (reach 10 feet), **Damage** 2d12+12 piercing plus goliath spider venom

Ranged ♦ web +22 (range increment 60 feet), **Effect** web tether

Descend on a Web ♦ (move) The spider moves straight down up to 120 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 5, 20 HP) severs it, causing the spider to fall.

Goliath Spider Venom (incapacitation, poison); **Saving Throw** Fortitude DC 30; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison and slowed 1 (1 round); **Stage 2** 2d6 poison and slowed 2 (1 round); **Stage 3** paralyzed for 2d4 hours.

Web Tether A creature hit by the spider's web Strike is restrained and tethered to the spider, preventing it from moving farther away from the spider. The spider can have one creature tethered at a time. The DC to Escape or Force Open the web is 30. The tether can be severed with a Strike (AC 20, Hardness 5, HP 20), but this doesn't free the restrained creature.

HUNTING SPIDER

CREATURE 1

N **MEDIUM** **ANIMAL**

Perception +7; darkvision, web sense

Skills Acrobatics +7, Athletics +5, Stealth +7

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** -4

Web Sense The spider has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 17; **Fort** +6, **Ref** +9, **Will** +5 **HP** 16

Spring Upon Prey **↻** (attack); **Requirement** Initiative has not yet been rolled. **Trigger** A creature touches the hunting spider's web while the spider is on it. **Effect** The hunting spider automatically notices the creature and Strides, Climbs, or Descends on a Web before it rolls initiative.

Speed 25 feet, climb 25 feet

Melee **◆** fangs +9 (finesse), **Damage** 1d6+2 piercing plus hunting spider venom

Ranged **◆** web +7 (range increment 30 feet), **Effect** web trap

Descend on a Web **◆** (move) The hunting spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature that successfully Strikes the web (AC 20, Hardness 3, 5 HP) severs it, causing the spider to fall.

IRIBO

CREATURE 8

UNIQUE **CN** **MEDIUM** **DROW** **ELF** **HUMANOID**

Female drow shootist

Perception +16; darkvision

Languages Elven, Undercommon

Skills Acrobatics +19, Athletics +16, Deception +16, Intimidation +14, Stealth +17, Thievery +17

Str +2, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

Items +1 *repeating hand crossbow* (4 magazines), rapier, shootist bandolier, stupor poison (4), studded leather armor

Light Blindness

AC 27; **Fort** +15, **Ref** +17, **Will** +16; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 120; **Immunities** sleep

Shootist's Luck **↻** (fortune) **Trigger** The shootist fails a save; **Frequency** once per day; **Effect** The shootist rerolls the save and uses the better result.

Speed 30 feet

Melee **◆** rapier +18 (deadly d8, disarm, finesse), **Damage** 1d6+9 piercing

Ranged **◆** *repeating hand crossbow* +20 (range increment 60 feet, reload 0 [3 to reload magazine], repeating), **Damage** 1d6+9 piercing plus stupor poison

Divine Innate Spells DC 24: **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips** (4th) *dancing lights*

Distracting Shot **◆◆** The shootist takes aim and makes a ranged Strike. If the attack hits and deals damage, the target is flat-footed until the end of the shootist's turn, or until the end of the shootist's next turn on a critical hit.

Reloading Trick **◆◆** **Requirements** The shootist is holding an unloaded repeating hand crossbow; **Effect** The shootist Interacts to reload the repeating hand crossbow and Strikes with it.

Shootist's Draw **◆** **Frequency** once per round; **Effect** The shootist Interacts to draw a repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow they're holding then Interacts to stow it.

Sneak Attack The shootist deals an extra 2d6 precision damage to flat-footed creatures.

KROOTH**CREATURE 8****N** **LARGE** **AMPHIBIOUS** **ANIMAL****Perception** +16; low-light vision, scent (imprecise) 60 feet**Skills** Athletics +18, Stealth +18 (+20 in water), Survival +17 (+20 to Track a bleeding creature)**Str** +6, **Dex** +3, **Con** +6, **Int** -4, **Wis** +2, **Cha** +0**AC** 26; **Fort** +20, **Ref** +17, **Will** +14; +4 status to all saves vs. fear**HP** 150**Attack of Opportunity** ➤ Tail only.**Pain Frenzy** Whenever the krooth is damaged by a critical hit, it gains a +2 status bonus to attack and damage rolls until the end of its next turn. It can't use reactions while this frenzy lasts.**Speed** 40 feet, swim 30 feet**Melee** ➤ jaws +20 (deadly 1d10, poison, reach 10 feet), **Damage** 2d12+9 piercing plus Poison Tooth**Melee** ➤ claw +20 (agile), **Damage** 2d8+9 slashing**Melee** ➤ tail +20 (reach 15 feet), **Damage** 2d8+9 piercing**Aquatic Ambush** ➤**Poison Tooth** ➤ (poison) **Requirements** The krooth damaged a creature with its jaws on its most recent action this turn. **Effect** The krooth snaps off one of its teeth in the creature it hit. The creature takes 1d6 persistent bleed damage and is drained 1. Neither can be healed while the tooth remains. Removing the tooth safely requires a successful DC 26 check to Administer First Aid. Instead of ending bleeding or stabilizing, this removes the drained condition, but it doesn't automatically end the bleed damage.**MURMUR****CREATURE 7****UNIQUE** **LE** **MEDIUM** **HUMANOID**Female *feeble-minded* medusa**Perception** +16; darkvision**Languages** Common**Skills** Deception +16, Diplomacy +14, Stealth +16**Str** +2, **Dex** +5, **Con** +4, **Int** -5, **Wis** -5, **Cha** -5**Items** +1 *composite shortbow* (60 arrows), shortsword**AC** 25, all-around vision; **Fort** +15, **Ref** +16, **Will** +14**HP** 105**Petrifying Gaze** (arcane, aura, transmutation, visual) 30 feet. When a creature ends its turn in the aura, it must attempt a DC 25 Fortitude save. If the creature fails, it becomes slowed 1 for 1 minute. The medusa can deactivate or activate this aura by using a single action, which has the concentrate trait.**Biting Snakes** ➤ **Trigger** A creature ends its turn adjacent to the medusa. **Effect** The medusa makes a snake fangs Strike against the creature.**Speed** 25 feet**Melee** ➤ shortsword +18 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus serpent venom**Melee** ➤ snake fangs +16 (agile, finesse), **Damage** 1d4+8 piercing plus serpent venom**Ranged** ➤ *composite shortbow* +19 (deadly 1d10, magical, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing plus serpent venom**Focus Gaze** ➤ (arcane, concentrate, incapacitation, transmutation, visual) The medusa fixes their glare at a creature they can see within 30 feet. The target must immediately attempt a Fortitude save against the medusa's petrifying gaze. If the creature was already slowed by petrifying gaze before attempting its save, a failed save causes it to be petrified permanently. After attempting its save, the creature is then temporarily immune until the start of the medusa's next turn.**Serpent Venom** (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round)

NILITH

CREATURE 10

NE MEDIUM ABERRATION

Perception +19; darkvision

Languages Aklo, Common; telepathy 30 feet

Skills Acrobatics +21, Athletics +17, Intimidation +23, Occultism +19, Stealth +21, Survival +17

Str +3, **Dex** +5, **Con** +4, **Int** +3, **Wis** +3, **Cha** +5

AC 32; **Fort** +17, **Ref** +20, **Will** +20

HP 150; **Resistances** mental 10, physical 5 (except silver)

Speed 25 feet, climb 30 feet

Melee ♦ **claw** +23 (agile, finesse, magical), **Damage** 2d10+9 slashing plus Grab

Melee ♦ **fangs** +23 (finesse, magical), **Damage** 2d12+9 piercing

Occult Innate Spells DC 29; **5th** *hallucination*, *mind probe*; **4th** *blink*, *confusion*, *crushing despair*, *dream message*, *invisibility* (at will, self only), *nightmare*; **3rd** *mind reading* (at will); **Cantrips (5th)** *mage hand*, *message*, *read aura*, *shield*

Mind Crush ♦ (enchantment, mental, occult);

Requirements The nilith has a creature grabbed. **Effect** The nilith reaches into the mind of the grabbed creature and implants disjointed images of the victim's worst fears and nightmares. The grabbed creature takes 6d6 mental damage (DC 31 basic Will save). On a critical failure, the target is also affected as though by *feeblemind*, and it must attempt a second Will save against that effect.

NYZUROS

CREATURE 7

UNIQUE CN MEDIUM DROW ELF HUMANOID

Male drow hunter

Perception +16; darkvision

Languages Elven, Undercommon

Skills Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

Items chain shirt, +1 *composite longbow* (20 arrows), keys to areas A40 and A46, longsword

Light Blindness

AC 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 115; **Immunities** sleep

Deft Evasion When the hunter rolls a success on a Reflex save, they get a critical success instead.

Speed 30 feet

Melee ♦ **longsword** +16 (versatile P), **Damage** 1d8+7 slashing

Ranged ♦ *composite longbow* +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing

Divine Innate Spells DC 23; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights*

Hunter's Wound ♦ **Frequency** once per round;

Prerequisites The hunter is wielding a ranged weapon with a reload of 0; **Effect** The hunter makes two ranged Strikes against their prey. If both hit and deal damage, the target takes an additional 1d8 persistent bleed damage.

Skirmish Strike ♦ The hunter can Step and then Strike, or Strike and then Step.

OWB

CREATURE 6

UNCOMMON NE MEDIUM SHADOW

Perception +13; greater darkvision

Languages Caligni (can't speak any languages); telepathy 100 feet

Skills Acrobatics +15, Deception +13, Diplomacy +11, Occultism +12, Religion +11, Stealth +15

Str +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

Light Blindness

AC 24; **Fort** +14, **Ref** +15, **Will** +13; **Immunities** cold
HP 90

Speed 5 feet, fly 30 feet

Melee ♦ **claw** +16 (agile, magical), **Damage** 1d8+7 slashing plus 1d8 cold

Ranged ♦ **burning cold** +17 (magical, range 120 feet), **Damage** 2d8 cold plus 1d8 persistent cold

Occult Innate Spells DC 23, attack +15; **7th** *plane shift* (self only; to or from the Shadow Plane only); **5th** *shadow blast*, *shadow walk*; **4th** *darkness* (at will), *invisibility*; **3rd** *mind reading* (at will); **Cantrips (3rd)** *chill touch*, *daze*, *read aura*, *shield*

Curse of Darkness ♦ (curse, darkness, evocation, occult) The owb inflicts a curse on one creature taking persistent cold damage from their burning cold Strike, stealing the victim's vibrancy. The creature must attempt a DC 23 Fortitude save. On a failure, the creature gains light blindness and its coloration turns to washed out shades of gray, along with all equipment it carries, wields, or wears. These effects have an unlimited duration. Regardless of the result of its save, the creature is temporarily immune for 1 minute.

If the owb uses this ability on a caligni, the curse can't be removed short of *wish* or similar powerful magic

PADLI

CREATURE 9

UNIQUE CN MEDIUM CALIGNI HUMANOID

Male caligni subcommander

Perception +16; greater darkvision

Languages Caligni, Undercommon

Skills Acrobatics +18, Deception +20, Diplomacy +20, Intimidation +18, Occultism +14, Stealth +18

Str +2, **Dex** +5, **Con** +1, **Int** -1, **Wis** +1, **Cha** +5

Items dagger (3), key to area A7, leather armor, *wand of magic missile* (3rd level)

Light Blindness

AC 26; **Fort** +16, **Ref** +20, **Will** +18

HP 160; death flame

Death Flame (light) When Padli dies, his body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 6d10 fire damage (DC 28 basic Reflex save). His gear is unaffected by the flames and is left in a pile where he died.

Occult Ward ↻ **Trigger** Padli attempts a saving throw against a spell cast by a creature he can see; **Effect** Padli gains a +2 circumstance bonus to the triggering save.

Speed 25 feet

Melee ♦ dagger +15 (agile, finesse, versatile S), **Damage** 1d4+7 piercing

Occult Innate Spells DC 26, attack +18; **4th** *darkness*, *phantom pain*, *suggestion*; **3rd** *blindness*, *enthrall*, *paralyze*; **2nd** *darkness* (at will), *invisibility*, *obscuring*

mist (at will); **Cantrips** (5th) *chill touch*, *daze*, *detect magic*, *shield*

Sneak Attack Padli deals 3d6 extra precision damage to flat-footed creatures.

ROPER

CREATURE 10

UNCOMMON CE LARGE ABERRATION

Perception +21; darkvision

Languages Aklo, Undercommon

Skills Athletics +22, Nature +17 (+21 about caves), Religion +19, Stealth +17 (+25 in stony or icy areas)

Str +6, **Dex** +1, **Con** +6, **Int** +1, **Wis** +3, **Cha** +1

AC 29; **Fort** +20, **Ref** +15, **Will** +21; +2 status to all saves vs. magic

HP 215; **Resistances** electricity 10; **Weaknesses** fire 10

Reactive Lash ↻ **Trigger** A creature within reach of the roper's strand leaves a square during a move action it's using. **Effect** The roper makes a strand Strike against the triggering creature.

Speed 10 feet, climb 10 feet

Melee ♦ jaws +21, **Damage** 2d12+12 piercing

Melee ♦ strand +23 (reach 50 feet), **Effect** sticky strand

Extend Strands ♦ The roper extends or retracts six thin, sticky tendrils from its body. While the strands are extended, the roper takes a -4 circumstance penalty to Stealth checks, and while they're retracted, it can't use its strand Strikes.

Flurry of Strands ♦ The roper makes a strand Strike with each of its strands (except those that are immobilizing creatures). Each attack must be against a different target. These attacks count toward the roper's multiple attack penalty, but its multiple attack penalty doesn't increase until after all the attacks.

Pull the Strands ♦♦ The roper pulls every creature grabbed by its strands toward itself. The roper rolls a single Athletics check and compares the result to each immobilized creature's Fortitude DC. The roper pulls each creature it succeeds against up to 25 feet closer and each creature it critically succeeds against up to 50 feet closer.

Sticky Strand Any creature hit by a roper's strand is enfeebled 1 and grabbed. Each additional hit from a strand increases the enfeebled condition value by 1 (to

a maximum of enfeebled 4). This enfeebled value decreases by 1 every 8 hours. The roper can move while it has a creature grabbed with a strand, but it automatically releases the creature if it moves beyond the strand's reach. The roper can release an grabbed creature as a free action. A creature can sever a strand with a target attack that hits AC 27 and deals at least 18 slashing damage. This doesn't deal any damage to the roper itself, though it can no longer attack with a severed strand.

SKELETAL HULK

CREATURE 7

NE LARGE MINDLESS SKELETON UNDEAD

Perception +16; darkvision

Skills Athletics +20, Intimidation +15

Str +7, **Dex** +2, **Con** +4, **Int** -5, **Wis** +2, **Cha** +2

AC 25; **Fort** +15, **Ref** +15, **Will** +13

HP 105, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ claw +18 (agile, reach 10 feet), **Damage** 2d6+11 slashing

Broad Swipe ♦♦ The hulk makes two Strikes with its claw against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Massive Rush ♦♦ The hulk Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the strike hits, the hulk automatically Shoves the target 10 feet.

URTHAGUL

CREATURE 10

UNIQUE CE LARGE ABERRATION

Male gug

Perception +19; darkvision

Languages Undercommon

Skills Acrobatics +19 (+23 to Squeeze), Athletics +23, Stealth +19, Survival +17

Str +7, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +0

Items *Crimson Fulcrum Lens* (invested)

AC 30; **Fort** +22, **Ref** +17, **Will** +19

HP 175

Attack of Opportunity ⤵

Speed 40 feet, climb 20 feet

Melee ♦ jaws +23 (reach 15 feet), **Damage** 2d12+13 piercing

Melee ♦ claw +23 (agile, reach 15 feet), **Damage** 2d8+13 slashing

Eerie Flexibility Despite its size, the gug's multiple joints allow it to fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full Speed.

Furious Claws ♦♦ The gug makes up to four claw Strikes, each against a different target. These attacks all count toward the gug's multiple attack penalty, but the penalty doesn't increase until after the gug makes all its attacks.

Rend ♦ claw

VETHRIS

CREATURE 9

UNIQUE

NE

LARGE

ABERRATION

Female spirit naga

Perception +18; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Athletics +16, Deception +17, Intimidation +19, Occultism +20, Stealth +20

Str +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +5

Coven A spirit naga adds *hallucination*, *mind probe*, and *suggestion* to their coven's spells.

AC 28; **Fort** +15, **Ref** +20, **Will** +18

HP 160

Speed 25 feet, swim 15 feet

Melee ♦ fangs +19 (agile, finesse), **Damage** 2d8+9 piercing plus spirit naga venom

Occult Spontaneous Spells DC 28, attack +20; **5th** (3 slots) *black tentacles*, *sending*, *subconscious suggestion*; **4th** (4 slots) *clairvoyance*, *confusion*, *fly*, *modify memory*; **3rd** (4 slots) *dream message*, *mind reading*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *blur*, *humanoid form*, *mirror image*, *telekinetic maneuver*; **1st** (4 slots) *charm*, *command*, *grim tendrils*, *unseen servant*; **Cantrips (5th)** *daze*, *detect magic*, *mage hand*, *read aura*, *sigil*

Rituals DC 28; *inveigle*

Spirit Naga Venom (poison) **Saving Throw** DC 28; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and stupefied 2 (1 round)

WILL-O'-WISP

CREATURE 6

CE

SMALL

ABERRATION

AIR

Perception +16; darkvision

Languages Aklo, Common

Skills Acrobatics +18, Deception +12, Intimidation +12, Stealth +16

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 27; **Fort** +10, **Ref** +16, **Will** +14

HP 50; **Immunities** magic

Glow (aura, light) 20 feet. A will-o'-wisp is itself naturally invisible, but glows with a colored light, casting bright light in the aura and making it visible.

Magic Immunity A will-o'-wisp is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, and *maze*.

Speed fly 50 feet

Melee ♦ shock +17 (electricity, magical), **Damage** 2d8+4 electricity

Feed on Fear ♦ (concentrate) **Requirement** An enemy is under a fear effect or dying within 15 feet of the will-o'-wisp. **Effect** The will-o'-wisp feeds on the creature's terror. It regains 2d4 Hit Points, and if it has Gone Dark, its glow reignites. A will-o'-wisp can take this action only once per round.

Go Dark ♦ (concentrate) The will-o'-wisp extinguishes its glow, becoming invisible. It can end this effect with another use of this action. If it uses its shock attack while invisible, the arc of electricity lets any observer determine its location, making the will-o'-wisp only hidden to all observers until it moves.

LEVEL 9 STATS

The heroes encounter these creatures and hazards in the Hunting Grounds, the sprawling ninth level of the Abomination Vaults.

BELUTHUS

CREATURE 11

UNIQUE NE SMALL UNDEAD

Male variant devourer

Perception +22; darkvision

Languages Abyssal, Celestial, Common, Infernal, Necril

Skills Arcana +21, Deception +21, Intimidation +23, Occultism +23, Stealth +19

Str +7, **Dex** +3, **Con** +5, **Int** +5, **Wis** +4, **Cha** +5

AC 31; **Fort** +20, **Ref** +18, **Will** +24; +1 status to all saves vs. magic

HP 175, negative healing; **Immunities** death effects, disease, paralyzed, poison, spell deflection, unconscious

Spell Deflection (abjuration, divine) A spellcaster who targets a devourer with a mental spell, *banishment*, *bind soul*, *divine decree*, *divine wrath*, *possession*, *spirit blast*, or *spirit song* can attempt a counteract check to free a soul the devourer has trapped with Devour Soul. If this counteract attempt succeeds, the trapped soul is released (though the creature remains dead), and the devourer can't use any soul charges from that creature. Devourers are otherwise immune to these spells.

Speed 30 feet, fly 30 feet

Melee ♦ claw +24 (agile, reach 10 feet), **Damage** 2d10+13 slashing plus drain life

Occult Innate Spells DC 31, see soul spells below; **6th** *feeblemind*, *true seeing*; **4th** *confusion*, *suggestion*; **3rd** *bind undead*, *paralyze*; **2nd** *death knell*; **1st** *harm*

Rituals DC 31; *create undead*

Devour Soul ♦♦ (death, divine, necromancy) The devourer touches a creature within reach, dealing 8d6 negative damage (DC 31 basic Fortitude save). If a creature is slain by this attack, its soul becomes trapped within the devourer. While its soul is trapped, a creature can't be resurrected except by powerful magic such as a *wish* spell. Destroying the devourer

or successfully counteracting Devour Soul (see Spell Deflection above) releases the soul. The devourer can hold only one soul at a time. A soul has 5 soul charges per level of the originating creature (see Soul Spells below). The devourer can expend these charges to cast spells. If the soul is freed and the creature returns to life, the creature is drained 1 for every 5 soul charges expended. If reduced to 0 soul charges, the soul is consumed and can be restored to life only by powerful magic such as *wish*.

Drain Life (divine, necromancy) When the devourer damages a living creature with its claw Strike, the devourer gains 10 temporary Hit Points and the creature must succeed at a DC 24 Fortitude save or become drained 1. Further damage dealt by the devourer increases the condition value by 1 on a failed save, to a maximum of drained 4.

Soul Spells A devourer casts occult innate spells, but to do so it must expend a number of soul charges equal to the spell's level (similar to casting a spell using charges from a staff). It can heighten any spell to a maximum of 6th level by expending more charges as it Casts the Spell. When encountered, a devourer typically has one trapped soul with 10 soul charges.

BLAST TUMBLER

HAZARD 10

MAGICAL MECHANICAL TRAP

Stealth DC 32 (master)

Description A hard-to-reach rune is placed on the lock's tumbler. It emits a blast of force when the door is jostled.

Disable DC 32 Thievery (master) to disarm the rune, or *dispel magic* (5th level; counteract DC 28) to counteract the rune's magic.

Force Blast ➤ (evocation, force, occult) **Trigger** A non-undead creature opens the door or critically fails an attempt to disarm or dispel the rune; **Effect** A 30-foot cone of force issues forth from the lock.

Creatures within the cone must succeed a DC 29 basic Fortitude saving throw or take 8d12 force damage. Those who fail the save are pushed 10 feet. Those who critically fail are pushed 20 feet and are stunned 2.

Reset The rune resets 1 minute after it triggers.

BOTTOMLESS PIT

HAZARD 9

MAGICAL **MECHANICAL** **TRAP**

Stealth DC 30 (or 0 if the trapdoor is disabled or broken) or *detect magic*

Description An iron trapdoor covers an infinitely deep 10-foot-square pit.

Disable Thievery DC 28 (trained) to remove the trapdoor
AC 28, **Fort** +12, **Ref** +12

Trapdoor Hardness 9, **Trapdoor HP** 36 (BT 18);
Immunities critical hits, object immunities, precision damage

Infinite Pitfall ➤ **Trigger** A creature walks onto the trapdoor. **Effect** The triggering creature falls in and continues to fall, potentially forever. That creature can try to Grab an Edge to avoid falling. The DC to Climb the walls or Grab an Edge is 26. The pit contains many handholds, so the falling creature can try to Grab an Edge again every 6 seconds. If the creature succeeds, it can start to Climb out from that point (though it might be a very long climb, depending on how far the creature fell). Since the creature falls endlessly, it can rest and even prepare spells while falling, though items dropped while falling are usually lost forever.

Reset The trap still causes creatures to fall forever if they fall in, but the trapdoor must be reset manually for the trap to become hidden again.

BRIGHT WALKER

CREATURE 9

RARE **NE** **MEDIUM** **INCORPOREAL** **SPIRIT** **UNDEAD**

Perception +19, greater darkvision

Languages Caligni

Skills Acrobatics +19, Intimidation +18, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +0, **Wis** +4, **Cha** +3

AC 26; **Fort** +15, **Ref** +21, **Will** +19

HP 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistance all damage 10 (except for force, *ghost touch*, or positive; double resistance vs. non-magical).

Bright Release (fire, light) When a bright walker is reduced to 0 Hit Points, they flash out in a burst of light, obtaining the blazing end they were denied at death. This blaze deals 10d6 fire damage (DC 25 basic Reflex save) to creatures within 20 feet. Creatures who fail this save are also dazzled for 1 minute (blinded for 1 minute on a critical failure).

Light Aura (aura, divine, light) 30 feet. The bright walker sheds bright light. Any creature that starts its turn in the aura must attempt at a DC 24 Fortitude save.

Critical Success The creature is temporarily immune for 24 hours.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round.

Critical Failure The creature is blinded for 1 hour.

Suppress Aura ♦ (concentrate) The bright walker suppresses their light aura for 1 round, reducing it to a faint, ghostly glow of dim light.

Speed fly 25 feet; landbound

Melee ♦ radiant touch +21 (agile, finesse, fire, light, magical), **Damage** 2d8+11 fire

Ranged ♦ radiant ray +21 (fire, light, magical, range increment 60 feet) **Damage** 2d6+11 fire

Landbound A bright walker can't fly higher than 1 foot above the ground. If they fly higher than this distance, they fall but don't take any damage from falling.

Light Flare ♦♦ (divine, evocation, fire, light);

Requirement The bright walker's Light Aura is suppressed; **Effect** The bright walker reignites their Light Aura with a burst of brightness that deals 5d6 fire damage (DC 25 basic Reflex save) to creatures within a 20-foot burst. Creatures who are dazzled or with light blindness find this flare particularly painful; such a creature's save result is one degree of success worse than the result it rolled.

Shadow Jump ♦ (conjuration, divine, teleportation);

Requirement The bright walker's Light Aura is suppressed; **Effect** The bright walker teleports to a square it can see within 60 feet that is not in an area of bright light. The bright walker can't use Shadow Jump again for 1d4 rounds.

CALIDDO HARUVEX

CREATURE 10

UNIQUE LE MEDIUM UNDEAD

Male graveknight

Perception +19; darkvision

Languages Common, Necril

Skills Athletics +23, Intimidation +22, Religion +19, Warfare Lore +20

Str +7, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +5

Items composite longbow (20 arrows), +1 *resilient full plate*, greatsword, keys to Belcorra's vault

AC 31; **Fort** +21, **Ref** +19, **Will** +18

HP 175, negative healing, rejuvenation; **Immunities** cold, death, disease, paralyzed, poison, unconscious

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, the graveknight automatically attempts to counteract it, with a +17 counteract modifier.

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ *frost greatsword* +24 (cold, magical, versatile P), **Damage** 2d12+10 slashing plus 1d6 cold

Melee ➤ fist +23 (agile, cold), **Damage** 2d6+10 bludgeoning plus 1d6 cold

Ranged ➤ *frost composite longbow* +21 (cold, deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing plus 1d6 cold

Devastating Blast ➤➤ (arcane, cold, evocation) The graveknight unleashes a 30-foot cone of energy. Creatures in the area take 6d12 cold damage (DC 29 basic Reflex save). The graveknight can use this ability once every 1d4 rounds.

Graveknight's Curse (arcane, curse, necromancy) This curse affects anyone who wears a graveknight's armor for at least 1 hour. **Saving Throw** DC 33 Will save; **Onset** 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, -10 foot penalty to Speeds, and cannot remove the armor (1 day); **Stage 3** dies and transforms into the armor's graveknight.

Phantom Mount ➤➤➤ (arcane, conjuration) The graveknight summons a supernatural mount as per phantom steed, heightened to 5th level. Unlike phantom steed, the steed's AC and saving throw

bonuses are **AC** 27, **Fort** +17, **Ref** +15, **Will** +14, and the steed has 58 Hit Points. If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.

Weapon Master The graveknight has access to the critical specialization effects of any weapons it wields.

CALIGNI DEFENDER

CREATURE 8

RARE CN MEDIUM CALIGNI HUMANOID

Perception +16; greater darkvision

Languages Caligni, Undercommon

Skills Acrobatics +17, Athletics +18, Intimidation +16, Stealth +17, Survival +16

Str +4, **Dex** +5, **Con** +1, **Int** -1, **Wis** +2, **Cha** +2

Items black smear poison (2 doses), chainmail, shortbow (20 arrows)

Light Blindness

AC 28; **Fort** +13, **Ref** +19, **Will** +16

HP 125; death flame

Bravery When the caligni defender rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they gain the frightened condition, reduce its value by 1.

Death Flame (light) When the caligni defender dies, their body combusts in a flash of white-hot flame. All creatures in a 20-foot burst take 6d10 fire damage (DC 26 basic Reflex save). Their gear and treasure are unaffected by the flames and are left in a pile where they died.

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ *shortsword* +19 (agile, finesse, versatile S), **Damage** 1d6+8 piercing plus black smear poison

Ranged ➤ *shortbow* +19 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+8 piercing plus black smear poison

Occult Innate Spells DC 24; 2nd *darkness* (at will), *obscuring mist* (at will); **Cantrips** (3rd) *detect magic*

Shoulder to Shoulder When adjacent to one or more defenders they can see, the defender deals an additional 2d6 damage with their Strikes.

CAUTHOOJ

CREATURE 12

N MEDIUM BEAST

Perception +22; thoughtsense (imprecise) 60 feet**Languages** Sylvan (can't speak any language)**Skills** Athletics +24, Stealth +25**Str** +6, **Dex** +4, **Con** +7, **Int** -3, **Wis** +2, **Cha** +0**Thoughtsense** (divination, mental, occult) The cauthooj senses creatures' mental essence at the listed range.**AC** 33; **Fort** +25, **Ref** +20, **Will** +18**HP** 215; **Resistances** sonic 15**Hop-Dodge** ➡ (move) **Trigger** The cauthooj is the target of a melee Strike and is adjacent to another enemy that is also within the reach of the melee Strike. **Effect** The cauthooj nimbly hops aside, redirecting the triggering Strike against the adjacent enemy. The cauthooj Strides up to half its Speed, and this movement does not trigger reactions.**Speed** 35 feet**Melee** ♦ beak +26 (agile, deadly 1d12, reach 10 feet), **Damage** 2d12+12 piercing**Staccato Strike** ♦ (mental, primal, sonic) With subtle alterations in the pitch and tone of its song, the cauthooj directs one creature confused by its Warbling Song to make a Strike. This works like other Strikes made by confused creatures, except that the cauthooj chooses the target. If no target is in reach or range, or the creature is unable to Strike for any other reason, this ability has no effect.**Warbling Song** ♦♦ (auditory, incapacitation, mental, primal) The cauthooj gives a strange, ululating cry that causes nearby creatures to lash out violently and without control. Each creature within a 120-foot emanation that can hear the cauthooj must attempt a DC 32 Will save to resist the effect.**Critical Success** The target is unaffected and is temporarily immune for 1 minute.**Success** The target is unaffected.**Failure** The target is confused for 1 round.**Critical Failure** The target is confused for 1 round and immediately attacks itself (in the normal fashion for attacking oneself while confused). This Strike

doesn't give the creature a flat check to recover from the confusion.

CEUSTODAEMON

CREATURE 6

NE LARGE DAEMON FIEND

Perception +14; darkvision, *see invisibility***Languages** Common, Daemonic; telepathy 100 feet**Skills** Deception +15, Intimidation +13, Stealth +12, Survival +10**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +2, **Cha** +3**AC** 23; **Fort** +16, **Ref** +12, **Will** +12**HP** 130; **Immunities** death effects; **Weaknesses** good 10**Speed** 25 feet**Melee** ♦ jaws +16 (evil, reach 10 feet), **Damage** 2d10+5 piercing plus 1d6 evil and vicious wounds**Melee** ♦ claw +16 (agile, evil, magical, reach 10 feet), **Damage** 2d6+5 slashing plus 1d6 evil and vicious wounds**Divine Innate Spells** DC 23; **7th** *fly*, **4th** *dimension door* (at will), **3rd** *dispel magic* (x2), *paralyze*, **1st** *detect alignment* (at will; good only); **Constant (2nd)** *see invisibility***Breath Weapon** ♦♦ (divine, evocation, fire) The ceustodaemon breathes flames in a 30-foot cone. Creatures in the cone take 7d6 fire damage (DC 24 basic Reflex save). The ceustodaemon and each creature that fails the save catch fire, taking 2d6 persistent fire damage. The breath weapon can't be used again for 1d4 rounds.**Drawn to Service** When bringing a ceustodaemon to another plane with effects like a *planar binding* or *planar ally* ritual, the primary and secondary skill DCs are reduced by 5, and the ceustodaemon demands only half the normal cost for its service.**Vicious Wounds** On a successful jaws or claw Strike, the ceustodaemon viciously tears into its victim as similar wounds appear on its own body. The target takes an extra 1d6 amount of damage, and the ceustodaemon takes the same extra damage. If this extra damage to the target is doubled, due to a critical hit, the ceustodaemon takes double damage as well.

CLAY GOLEM

CREATURE 10

UNCOMMON

N

LARGE

CONSTRUCT

GOLEM

MINDLESS

MINDLESS

Perception +16; darkvision**Skills** Athletics +24**Str** +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5**AC** 29; **Fort** +23, **Ref** +16, **Will** +17**HP** 175; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantine)**Berserk** If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.**Golem Antimagic** harmed by cold and water (5d10, 2d6 from areas or persistent damage); healed by acid (area 2d6 HP); slowed by earth**Vulnerable to Disintegrate** A *disintegrate* spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.**Quicken** ♦ (divine, transmutation) **Frequency** Once per day. **Trigger** The golem's turn begins. It can't trigger this free action on the first turn of combat. **Effect** The clay golem becomes quickened for 1 minute.**Speed** 20 feet**Melee** ♦ fist +24 (magical, reach 10 feet), **Damage** 2d10+12 bludgeoning plus cursed wound**Berserk Slam** ♦ **Requirement** The golem is berserk. **Effect** The clay golem Strikes with its fist at a -1 circumstance penalty. If it hits, the clay golem deals an additional 1d8 damage and knocks the target prone.**Cursed Wound** (divine, curse, necromancy) A creature hit by the clay golem's fist must succeed at a DC 29 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 29 counteract check or the healing has no effect. The golem's counteract level is equal to its creature level.

DAEMONIC FOG

HAZARD 10

ENVIRONMENTAL

MAGICAL

Stealth DC 30 (expert)**Description** The fog solidifies into tiny, gnawing creatures that devour everyone within before fading back into mist.**Disable** DC 28 Survival (expert) to disrupt the fog before the hazard triggers or *dispel magic* (5th level; counteract DC 26) to counteract the magic.**Gnawing Fog** ☞ (divine, evocation) **Trigger** A creature crosses the cavern's midpoint (the dotted line on the map): **Effect** The hazard deals 9d6 piercing damage (DC 32 basic Reflex save) to the triggering creature and all other non-fiend creatures within 20 feet. A creature that critically fails the saving throw is confused for 1d4 rounds.**Reset** The hazard resets over the course of an hour as the daemonic stain reenergizes the fog.

DEEPWATER DHUTHOREX

CREATURE 9

UNCOMMON

CN

LARGE

ABERRATION

AQUATIC

Perception +18; darkvision, wavesense (imprecise) 60 feet**Skills** Athletics +20, **Stealth** +18, **Survival** +19**Str** +7, **Dex** +3, **Con** +4, **Int** -4, **Wis** +4, **Cha** +0**AC** 28, all-around vision; **Fort** +19, **Ref** +18, **Will** +17**HP** 155; **Immunities** acid**Attack of Opportunity** ☞**Speed** 10 feet; swim 40 feet**Melee** ♦ jaws +21 (deadly d10, reach 10 feet), **Damage** 2d10+11 piercing plus Grab**Melee** ♦ snout +21 (reach 10 feet), **Damage** 2d8+11 bludgeoning plus Push**Melee** ♦ tentacle +19 (agile, reach 15 feet), **Damage** 2d6+11 slashing**Aquatic Ambush** ♦**Overpowering Jaws** A deepwater dhuthorex deals 7 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).**Swallow Whole** ♦ (attack) Medium, 2d6+7 bludgeoning plus 2d6 acid, Rupture 20

DERGHODAEMON**CREATURE 12****NE****LARGE****DAEMON****FIEND****Perception** +24; darkvision, scent (imprecise) 60 feet**Languages** Common, Daemonic; telepathy 100 feet**Skills** Acrobatics +22, Athletics +25, Intimidation +24, Stealth +24**Str** +7, **Dex** +6, **Con** +5, **Int** +1, **Wis** +6, **Cha** +6**AC** 33; **Fort** +21, **Ref** +24, **Will** +22; +1 status to all saves vs. magic**HP** 240; **Immunities** confusion, death effects, swarm attacks; **Weaknesses** good 10**Speed** 35 feet**Melee** ♦ claw +25 (deadly 1d12, evil, magical, reach 10 feet), **Damage** 3d8+10 slashing plus 1d6 evil**Ranged** ♦ swarm spit +25 (evil, magical, range 60 feet), **Damage** 2d6+13 piercing plus 1d6 evil**Divine Innate Spells** DC 32; 6th *blade barrier*, *feeblemind* (×3); 5th *dimension door*; 4th *dimension door* (at will); 1st *detect alignment* (good only; at will)**Derghodaemon's Stare** ♦ (divine, emotion, enchantment, incapacitation, mental, visual) A non-evil target must succeed at a DC 32 Will save or become confused for 1 round, or 1 minute on a critical failure. It is temporarily immune for 10 minutes.**Rend** ♦ claw**Savage Assault** ♦♦ The derghodaemon makes up to five claw Strikes, each against a different target. These attacks count toward the derghodaemon's multiple attack penalty, but the penalty doesn't increase until after all the attacks.**Swarming Infestation** ♦♦ The derghodaemon spews a large swarm, making a swarm spit Strike against up to two adjacent targets within range. Whether or not the targets are hit, each must attempt a DC 31 Reflex save (at a -2 circumstance penalty if it was actually hit by the swarm spit). Persistent damage caused by the swarming infestation ends as soon as the creature takes any amount of damage from an area effect. The derghodaemon can't use this ability for 1d4 rounds.**Critical Success** The swarm disperses as soon as it deals its swarm spit Strike damage.**Success** The swarm clings to the target and infests it, dealing 1d6 persistent piercing damage.**Failure** The swarm clings to the target and infests it, dealing 2d6 persistent piercing damage.**Critical Failure** As failure, but the hissing sounds caused by the infestation also cause the target to become confused for 1 round; this additional effect has the auditory, emotion, and mental traits.**DREAD WISP****CREATURE 9****UNCOMMON****CE****SMALL****ABERRATION****Perception** +20; darkvision**Languages** Aklo, Common**Skills** Acrobatics +23, Deception +16, Intimidation +16, Stealth +23**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2**AC** 31; **Fort** +14, **Ref** +21, **Will** +18**HP** 90, negative healing; **Immunities** magic; **Weaknesses** positive 10**Dread Flickering** (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 25 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.**Magic Immunity** A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.**Speed** fly 50 feet**Melee** ♦ draining touch +17 (magical, negative), **Damage** 3d8+8 negative plus wearying touch**Feed on Despair** ♦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 25 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.**Go Dark** ♦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can

end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

Shadow Flitter ♦ (conjunction, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in an area of bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

DROW CAVERN SEER

CREATURE 9

RARE CN MEDIUM DROW ELF HUMANOID

Perception +18; darkvision

Languages Common, Elven, Undercommon

Skills Acrobatics +17, Nature +18, Occultism +18 (+20 underground), Stealth +19, Survival +18

Str +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +3, **Cha** +4

Items staff, *wand of manifold missiles* (1st level)

Light Blindness

AC 27; **Fort** +15, **Ref** +19, **Will** +18; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 110; **Immunities** sleep

Stone Defense ⤵ **Trigger** An enemy is about to damage the cavern seer with bludgeoning damage or with a spell that has the earth trait; **Effect** The cavern seer gains resistance 10 against the triggering damage.

Speed 30 feet

Melee ♦ staff +19 (two-hand d8), **Damage** 1d4+4 bludgeoning

Divine Innate Spells DC 28; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (5th)** *dancing lights*

Occult Spontaneous Spells DC 28, attack +20; **5th** (3 slots) *black tentacles*, *ectoplasmic expulsion*, *prying eyes*; **4th** (4 slots) *dimension door*, *globe of invulnerability*, *outcast's curse*, *sound burst*; **3rd** (4 slots) *blindness*, *heroism*, *slow*, *wanderer's guide*; **2nd** (4 slots) *augury*, *false life*, *invisibility*, *paranoia*; **1st** (4 slots) *bless*, *command*, *grim tendrils*, *mending*; **Cantrips (5th)** *chill touch*, *daze*, *detect magic*, *know direction*, *shield*

Rituals DC 28; *commune*, *geas*

NAMED DROW

There are several named drow on this level that use the stats of ordinary types of drow. Each has the Unique trait as well.

Bhazrade and **Klathor** are both drow cavern seers.

Rikizlia has the stats of a regular drow hunter.

Taklitur has the stats of a regular drow warden.

Tanieth and **Yrorix** have the stats of a regular drow shootist.

Cavern Distortion ♦♦ (occult, transmutation)

Frequency once per day; **Requirements** The cavern seer is underground; **Effect** Pebbles and dust rise from the stone to impede vision. The cavern seer and their allies within 60 feet become concealed for 1 minute. This concealment can't be used to Hide or Sneak.

Underground Stride The cavern seer ignores difficult terrain while underground.

DROW WARDEN

CREATURE 4

UNCOMMON CN MEDIUM DROW ELF HUMANOID

Perception +11; darkvision

Languages Elven, Undercommon

Skills Athletics +12, Intimidation +8, Stealth +9, Survival +11

Str +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0

Items chainmail, elven curve blade, hand crossbow (10 bolts), lethargy poison (3)

Light Blindness

AC 21; **Fort** +11, **Ref** +11, **Will** +9; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 60; **Immunity** sleep

Attack of Opportunity ⤵

Speed 30 feet

Melee ♦ elven curve blade +14 (forceful), **Damage** 1d8+6 slashing plus hampering slash

Ranged ♦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

Divine Innate Spells DC 19; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (2nd)** *dancing lights*

Hampering Slash A target damaged by the warden's melee Strike must succeed at a DC 21 Fortitude save or be slowed 1 until the end of the warden's next turn.

Sneak Attack A warden deals an extra 1d6 damage to flat-footed creatures.

DROW HUNTER

CREATURE 7

UNCOMMON CN MEDIUM DROW ELF HUMANOID

Perception +16; darkvision

Languages Elven, Undercommon

Skills Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

Items chain shirt, +1 *composite longbow* (20 arrows), longsword

Light Blindness

AC 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 115; **Immunities** sleep

Deft Evasion When the hunter rolls a success on a Reflex save, they get a critical success instead.

Speed 30 feet

Melee ♦ longsword +16 (versatile P), **Damage** 1d8+7 slashing

Ranged ♦ *composite longbow* +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing

Divine Innate Spells DC 23: **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights*

Hunter's Wound ♦ **Frequency** once per round: **Prerequisites** The hunter is wielding a ranged weapon with a reload of 0; **Effect** The hunter makes two ranged Strikes against their prey. If both hit and deal damage, the target takes an additional 1d8 persistent bleed damage.

Skirmish Strike ♦ The hunter can Step and then Strike, or Strike and then Step.

DROW SHOOTIST

CREATURE 8

UNCOMMON CN MEDIUM DROW ELF HUMANOID

Perception +16; darkvision

Languages Elven, Undercommon

Skills Acrobatics +19, Athletics +16, Deception +16, Intimidation +14, Stealth +17, Thievery +17

Str +2, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

Items +1 *repeating hand crossbow* (4 magazines), rapier, shootist bandolier, stupor poison (4), studded leather armor

Light Blindness

AC 27; **Fort** +15, **Ref** +17, **Will** +16; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 120; **Immunities** sleep

Shootist's Luck ➤ (fortune) **Trigger** The shootist fails a save; **Frequency** once per day; **Effect** The shootist rerolls the save and uses the better result.

Speed 30 feet

Melee ♦ rapier +18 (deadly d8, disarm, finesse), **Damage** 1d6+9 piercing

Ranged ♦ *repeating hand crossbow* +20 (range increment 60 feet, reload 0 [3 to reload magazine], repeating), **Damage** 1d6+9 piercing plus stupor poison

Divine Innate Spells DC 24: **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (4th)** *dancing lights*

Distracting Shot ♦♦ The shootist takes aim and makes a ranged Strike. If the attack hits and deals damage, the target is flat-footed until the end of the shootist's turn, or until the end of the shootist's next turn on a critical hit.

Reloading Trick ♦♦ **Requirements** The shootist is holding an unloaded repeating hand crossbow; **Effect** The shootist Interacts to reload the repeating hand crossbow and Strikes with it.

Shootist's Draw ♦ **Frequency** once per round; **Effect** The shootist Interacts to draw a repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow they're holding then Interacts to stow it.

Sneak Attack The shootist deals an extra 2d6 precision damage to flat-footed creatures.

FALXI ORSHENDIEL**CREATURE 2**

UNIQUE	CN	MEDIUM	DROW	ELF	HUMANOID
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Perception +6; darkvision**Languages** Elven, Undercommon**Skills** Acrobatics +8, Deception +7, Society +4, Stealth +10, Thievery +8**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1**Items** hand crossbow (10 bolts), lethargy poison (2), shortsword, studded leather armor**Light Blindness****AC** 19; **Fort** +6, **Ref** +10, **Will** +6; +1 status to all saves vs. magic, +2 status to all saves vs. mental**HP** 26; **Immunities** sleep**Nimble Dodge** ➤ **Requirement** A drow rogue can't use this reaction while encumbered. **Trigger** The drow rogue is hit or critically hit by an attack made by a creature the drow rogue can see. **Effect** The drow rogue gains a +2 circumstance bonus to their Armor Class against the triggering attack.**Speed** 30 feet**Melee** ➤ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing**Ranged** ➤ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus lethargy poison**Divine Innate Spells** DC 16; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips** (2nd) *dancing lights***Quick Draw** ➤ The drow draws a weapon using the Interact action, then Strikes with that weapon.**GALUDU****CREATURE 11**

UNIQUE	CN	MEDIUM	CALIGNI	HUMANOID
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Female caligni leader

Perception +18; greater darkvision**Languages** Caligni, Common, Undercommon**Skills** Acrobatics +20, Arcana +18, Deception +22, Diplomacy +20, Stealth +20**Str** +2, **Dex** +5, **Con** +0, **Int** +1, **Wis** +3, **Cha** +5**Items** dagger, *wand of continuation* (stoneskin)**Light Blindness****AC** 30; **Fort** +18, **Ref** +21, **Will** +22**HP** 195, death motes**Death Motes** (force, light) When Galudu dies, her body explodes into brilliant motes of magical energy. All creatures in a 20-foot burst take 12d6 force damage (DC 30 basic Reflex save). Galudu's gear is unaffected by the explosion and is left in a pile where she died.**Opportune Step** ➤ **Trigger** A dazzled or blinded creature, or a creature with light blindness, ends its move adjacent to Galudu; **Effect** Galudu Steps.**Speed** 25 feet**Melee** ➤ dagger +22 (agile, finesse, versatile S), **Damage** 1d4+9 piercing**Melee** ➤ dagger +22 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing**Occult Innate Spells** DC 28, attack +20; **4th** *darkness*; **2nd** *darkness* (at will), *obscuring mist* (at will); **Cantrips** (6th) *detect magic***Arcane Prepared Spells** DC 30, attack +22; **6th** *dominate*, *mislead*, *repulsion*; **5th** *banishment*, *cloudkill*, *cone of cold* (×2); **4th** *create food* (×2), *globe of invulnerability*, *veil*; **3rd** *blindness*, *glyph of warding*, *lightning bolt* (×2); **2nd** *create food*, *hideous laughter*, *invisibility*, *telekinetic maneuver*; **1st** *alarm*, *create water* (×3); **Cantrips** (6th) *acid splash*, *daze*, *message*, *ray of frost*, *shield***Sneak Attack** Galudu deals an additional 3d6 precision damage to flat-footed creatures.**Survivor's Nourishment** (healing) A creature that eats food conjured by Galudu's *create food* spell regains 4d4 Hit Points. A creature can only benefit from this healing once per week.

GOGITETH

CREATURE 12

CE

LARGE

ABERRATION

Perception +21; darkvision

Languages Undercommon (can't speak)

Skills Acrobatics +19, Athletics +24, Stealth +21, Survival +17 (+24 to Track)

Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0

AC 31; all-around vision; **Fort** +25, **Ref** +22, **Will** +20

HP 250; **Resistances** poison 10

Skittering Reposition ⤿ (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach. **Effect** The gogiteth moves 10 feet. This does not trigger reactions.

Speed 40 feet; climb 30 feet

Melee ♦ jaws +26, **Damage** 3d10+12 piercing plus Improved Grab

Melee ♦ leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing

Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.

Constrict ♦ 3d6+12 bludgeoning, DC 32

Skittering Assault ♦♦ The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If any of the Strikes result in a critical failure, Skittering Assault ends.

GREEN SLIME

HAZARD 9

ENVIRONMENTAL

Stealth DC 30 (expert)

Description A caustic green film clings to the ceiling above, watching for prey to pass beneath it.

Disable DC 33 Survival (expert) to carefully peel the slime off the ceiling without touching it

AC 20, **Fort** +25, **Ref** +15

HP 200 (BT 100); **Immunities** critical hits, object immunities, precision damage, **Weaknesses** cold 20, fire 20

Dissolving Ambush ⤿ **Trigger** A creature walks beneath the slime; **Effect** The green slime drops on top of the creature, attempting to dissolve it into a nutritious slurry. The target must attempt a DC 28 Reflex save.

Critical Success The target leaps out of the way, and it is unaffected.

Success A small amount of the slime splashes onto the target. The target is drained 1.

Failure The slime lands on its target. The target is drained 1, and this condition value increases by 1 at the end of its turn each round until the slime is removed. If the target reaches drained 4, the next time its drained value would increase, it dies and collapses into a slurry of nutrients. A slime covering a target can no longer be removed through Survival checks, and damage dealt to the slime is also dealt to the target (applying the target's immunities, weaknesses, and resistances rather than those of the green slime).

Critical Failure The slime completely coats its target. This has the same effect as a failure, except the target is immediately drained 2, becomes drained 4 after 1 round, and dies after 2 rounds.

Reset 1 hour, as the slime feasts and then slowly creeps back up to the ceiling

KHURFEL

CREATURE 10

UNIQUE NE MEDIUM HUMANOID URDEFHAN

Male urdefhan war champion

Perception +19; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +22, Intimidation +19, Survival +20

Str +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +5, **Cha** +4

Items chain mail, *Emerald Fulcrum Lens*, heavy crossbow (10 bolts), *+1 striking rhoka sword*

AC 28; **Fort** +20, **Ref** +19, **Will** +22

HP 200, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10

Necrotic Decay (divine, necromancy, negative) When Khurfel dies, his invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 10-foot emanation around his body. The gas deals 10d6 negative damage to creatures in this area as their flesh too curdles and rots (DC 28 basic Fortitude save).

Attack of Opportunity ➤

Speed 25 feet

Melee ➤ *rhoka sword* +24 (deadly 2d8, magical, two-hand 2d10), **Damage** 2d8+11 slashing

Melee ➤ jaws +23, **Damage** 2d8+11 piercing plus wicked bite

Ranged ➤ heavy crossbow +22 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

Divine Innate Spells DC 28, attack +20; **4th** *harm, read omens*; **3rd** *blindness, paralyze*; **2nd** *augury, death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Frenzied Attack ➤➤ Khurfel makes one rhoka sword Strike and two jaws Strikes against one or two different creatures (splitting up the attacks any way he wishes). His multiple attack penalty doesn't increase until after all three attacks.

Insightful Swing ➤➤ Khurfel makes a melee weapon Strike. On this Strike, he gains a +2 circumstance bonus to the attack roll and ignores any concealment the target has.

Wicked Bite ➤ **Requirements** Khurfel damaged a creature with a jaws Strike on his last action; **Effect**

Khurfel maintains contact, turning the creature's flesh translucent around the injury. Khurfel chooses one of two options, each of which requires a DC 28 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** Khurfel drinks some of the creature's blood. On a failed save, the creature is drained 1 and Khurfel regains 10 HP (or, on a critical failure, it's drained 2 and Khurfel regains 20 HP).
- **Drain Vitality** (necromancy) Khurfel draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

LADY'S WHISPER

CREATURE 11

UNIQUE NE MEDIUM UNDEAD

Perception +25; darkvision, *see invisibility, true seeing*

Language Aklo, Common, Necril, Undercommon

Skills Acrobatics +22, Athletics +20, Deception +21, Diplomacy +21, Intimidation +21, Occultism +21, Religion +23, Society +21, Stealth +22

Str +3, **Dex** +5, **Con** +3, **Int** +4, **Wis** +8, **Cha** +4

Death's Grace Lady's Whisper can choose whether or not it counts as undead for effects that affect undead differently. Even if it does not count as undead, Lady's Whisper never counts as a living creature.

AC 31; **Fort** +18, **Ref** +20, **Will** +25; +1 status to all saves vs. magic

HP 195, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Negative Recovery Lady's Whisper can choose whether or not it takes positive damage.

Sibilant Whispers (auditory, aura, divine, emotion, enchantment, mental) 20 feet. Each creature that begins its turn within the aura and can hear the ominous whispers must succeed at a DC 30 Will save or become frightened 2. On a success, the creature is temporarily immune for 1 minute.

Speed 25 feet

Melee ➤ claw +23 (agile, finesse), **Damage** 2d10+7 slashing plus unwilling teleportation

Divine Innate Spells DC 30, attack +22; **Constant** (6th) *true seeing*; (3rd) *haste*; (2nd) *see invisibility*

Occult Spontaneous Spells DC 30, attack +22; **5th** (4 slots) *crushing despair*, *mind probe*, *shadow blast*, *vampiric touch*; **4th** (4 slots) *blink*, *gaseous form*, *modify memory*, *phantasmal killer*; **3rd** (4 slots) *hypercognition*, *levitate*, *paralyze*, *slow*; **2nd** *calm emotions*, *death knell*, *mirror image*, *touch of idiocy*; **1st** (4 slots) *command*, *fear*, *illusory disguise*, *magic missile*; **Cantrips** (6th) *daze*, *ghost sound*, *mage hand*, *shield*, *telekinetic projectile*

Gatekeeper's Will ♦ (concentrate) Lady's Whisper mentally causes any doors or portals within the Gate of Nhimbaloth (areas B60 to B64 and areas C1 through C18) to open or shut. If Lady's Whisper wills a door closed, it must be Forced Open or battered down.

Unwilling Teleportation (conjunction, divine, teleportation) When Lady's Whisper hits and damages a creature with its claw Strike, it can choose to teleport that creature to any open space within 15 feet, even if Lady's Whisper can't see the destination. The target can attempt a DC 30 Will saving throw to resist this effect.

OFALTH

CREATURE 10

CE LARGE ABERRATION

Perception +18; darkvision

Languages Common (can't speak any language)

Skills Athletics +23, Stealth +19 (+23 in trash and rubbish)

Str +7, **Dex** +3, **Con** +6, **Int** -2, **Wis** +2, **Cha** -2

Refuse Pile When it's not in danger, an ofalth can spend 1 minute settling into a 10-foot pile that looks like a heap of garbage. While doing so, the ofalth gains a +2 circumstance bonus to AC but can't use attack, manipulate, or move actions. A creature that enters the area of the garbage heap or interacts with it must attempt a save against the ofalth's putrid stench and wretched weeps disease. An ofalth can leave this form using a single action.

AC 31; **Fort** +22, **Ref** +17, **Will** +18

HP 170, filth wallow; **Immunities** disease, poison

Putrid Stench (aura) 30 feet. A creature entering the aura must succeed at a DC 28 Fortitude save or become sickened 1 until the end of its turn (plus slowed 1 for as long as it is sickened on a critical failure). While within the aura, an affected creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

Filth Wallow A ofalth gains fast healing 2 when in an area with a high concentration of debris, junk, or excrement, such as a refuse heap or sewer.

Speed 30 feet

Melee ♦ fist +23 (reach 10 feet), **Damage** 2d12+13 bludgeoning plus wretched weeps

Ranged ♦ fling offal +19 (range increment 30 feet), **Damage** 2d10+7 bludgeoning plus wretched weeps

Wretched Weeps (disease); **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d8 persistent bleed damage every hour and enfeebled 1 (1 day); **Stage 3** 2d8 persistent bleed damage every hour and enfeebled 2 (1 day)

QUARA ORSHENDIEL

CREATURE 11

UNIQUE CN MEDIUM DROW ELF HUMANOID

Female drow leader

Perception +21; darkvision

Languages Common, Daemonic, Elven, Undercommon

Skills Acrobatics +22, Athletics +20, Deception +22, Diplomacy +20, Intimidation +22, Stealth +20, Survival +19

Str +3, **Dex** +5, **Con** +0, **Int** +1, **Wis** +2, **Cha** +5

Items chain shirt, +1 striking repeating hand crossbows (2, with 3 magazines), shootist bandolier, +1 striking kukri, stupor poison (4)

Light Blindness

AC 30; **Fort** +16, **Ref** +22, **Will** +21; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 190; **Immunities** sleep

Commanding Aura (aura, emotion, mental) 30 feet. Drow around Quara are heartened by her presence. Her drow allies in the aura gain a +1 status bonus to attack rolls and skill checks.

Deny Advantage Quara isn't flat-footed to hidden, undetected, or flanking creatures of 11th level or lower, or to creatures of 11th level or lower using Surprise Attack.

Evasion When Quara rolls a success on a Reflex saving throw, she gets a critical success instead.

Speed 30 feet

Melee ♦ *kukri* +24 (agile, finesse, trip), **Damage** 2d6+9 slashing

Ranged ♦ *repeating hand crossbow* +24 (range increment 60 feet, reload 0, repeating), **Damage** 2d6+9 piercing plus stupor poison

Divine Innate Spells DC 28; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips (6th)** *dancing lights*

Defensive Shooter Quara's ranged attacks don't trigger reactions.

Poison Weapon ♦ (manipulate) **Requirements** Quara is holding a piercing or slashing weapon and has a free hand; **Effect** Quara applies poison to the weapon.

Reloading Trick ♦ **Requirements** Quara is holding an unloaded repeating hand crossbow; **Effect** Quara Interacts to reload the repeating hand crossbow and Strikes with it.

Shootist's Draw ♦ **Frequency** once per round; **Effect** Quara Interacts to draw a loaded repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow she's holding and then Interacts to stow it.

Skirmishing Dash ♦♦ Quara Strides or Steps, then Strikes. This Strike deals an additional 3d6 damage.

RAVIREX

CREATURE 11

UNIQUE	CE	LARGE	ACID	AMPHIBIOUS	DRAGON
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Male adult black dragon

Perception +22; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Jotun

Skills Acrobatics +18, Arcana +19, Athletics +24, Deception +20, Intimidation +20, Stealth +20

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

AC 31; **Fort** +23, **Ref** +18, **Will** +21; +1 status to all saves vs. magic

HP 215; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28

Tail Lash ↻ **Trigger** A creature within reach of the dragon's tail takes an action to Strike or attempt a skill check; **Effect** The dragon Strikes with its tail at the triggering creature at a -2 penalty. If it hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 50 feet, fly 120 feet, swim 50 feet

Melee ♦ jaws +25 (acid, magical, reach 10 feet), **Damage** 2d12+13 piercing plus 2d6 acid

Melee ♦ claw +25 (agile, magical), **Damage** 2d10+13 slashing

Melee ♦ tail +23 (magical, reach 15 feet), **Damage** 2d12+11 bludgeoning

Melee ♦ horns +23 (magical, reach 10 feet), **Damage** 1d10+11 piercing

Arcane Innate Spells DC 30; **2nd** *darkness* (at will)

Breath Weapon ♦♦ (acid, arcane, evocation); The dragon breathes a spray of acid that deals 12d6 acid damage in an 80-foot line (DC 30 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Corrupt Water ♦ (arcane, concentrate, necromancy); **Frequency** Once per day; **Effect** The dragon permanently befouls 10 cubic feet of liquid within 90 feet. The liquid becomes undrinkable and unable to support water-breathing life. This destroys liquid magic or alchemical items if they're of a lower level than the dragon (a creature can attempt a DC 28 Will save to protect liquids in its possession). This doesn't affect the liquids in a creature's body.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one horns Strike in any order.

Draconic Momentum The dragon recharges its Breath Weapon whenever it scores a critical hit with a Strike.

REAPER SKULL PUFFBALL**CREATURE 9****UNCOMMON** **N** **LARGE** **FUNGUS** **MINDLESS****Perception** +15; motion sense 60 feet, no vision**Skills** Acrobatics +19, Stealth +17**Str** +4, **Dex** +6, **Con** +3, **Int** -5, **Wis** +2, **Cha** -2**Motion Sense** The puffball senses motion through vibration and air movement.**AC** 25; **Fort** +18, **Ref** +21, **Will** +15**HP** 195; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious; **Weaknesses** fire 10, piercing 10**Spore Explosion** When the reaper skull puffball dies, it explodes, dealing 8d8 poison damage to each creature in a 20-foot emanation (DC 28 basic Fortitude save). Creatures that fail the save are exposed to skull rot.**Speed** 10 feet, fly 20 feet**Melee** ♦ tendril +21 (finesse, reach 10 feet), **Damage** 2d12+8 plus paralysis**Spore Cloud** ♦♦ (poison) The puffball releases a 30-foot cone of spores that deals 4d8 poison damage (DC 28 basic Fortitude save) to creatures in the cone. Creatures that fail are also exposed to skull rot.**Paralysis** (incapacitation, poison) A creature hit by the puffball's tendril must succeed a DC 28 Fortitude save or become paralyzed. The paralyzed creature can attempt a new save at the end of each of its turns.**Skull Rot** (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage plus enfeebled 2 (1 round); **Stage 2** 2d8 poison damage plus enfeebled 2 and drained 1 (1 round); **Stage 3** 3d8 poison damage plus enfeebled 2 and drained 2 (1d4 rounds)**RIDING LIZARD****CREATURE 5****N** **LARGE** **ANIMAL**

Domesticated giant frilled lizard

Perception +11; low-light vision, scent (imprecise) 30 feet**Skills** Acrobatics +10, Athletics +14, Stealth +10**Str** +5, **Dex** +1, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0**AC** 22; **Fort** +13, **Ref** +12, **Will** +9**HP** 75**Speed** 30 feet, climb 30 feet**Melee** ♦ jaws +16 (reach 10 feet), **Damage** 2d8+7 piercing**Melee** ♦ tail +16 (agile, reach 10 feet), **Damage** 2d6+7 bludgeoning**Intimidating Display** ♦♦ (auditory, emotion, fear, mental, visual) The giant frilled lizard Strides. If it ends that Stride adjacent to at least one other creature, it suddenly displays its colorful neck frills and issues a frightening hiss. Each adjacent creature must succeed at a DC 21 Will save or become frightened 2 (or frightened 3 on a critical failure). The creature is then temporarily immune to Intimidating Display for 1 minute.

SALAIISA MALTHULAS

CREATURE 11

UNIQUE N MEDIUM DROW ELF HUMANOID

Female drow head warden

Perception +22; darkvision

Languages Elven, Undercommon

Skills Acrobatics +21, Athletics +22, Intimidation +20, Stealth +21, Survival +20

Str +5, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1

Items breastplate, hand crossbow (10 bolts), +1 *striking corrosive longsword*, stupor poison (3)

Light Blindness

AC 31; **Fort** +20, **Ref** +21, **Will** +22; +1 status to all saves vs. magic, +2 status to all saves vs. mental

HP 200; **Immunities** sleep

Attack of Opportunity ➤

Speed 30 feet

Melee ➤ *longsword* +24 (versatile P), **Damage** 2d8+9 slashing plus 1d6 acid

Ranged ➤ hand crossbow +22, **Damage** 1d6+8 piercing plus stupor poison

Divine Innate Spells DC 28; 2nd *darkness* (at will), *faerie fire* (at will); **Cantrips** (6th) *dancing lights*

Attack Now! ➤ Salaisa shouts, and a drow ally within 30 feet that can see or hear Salaisa makes a melee or ranged Strike as a reaction.

Storm of Blades ➤➤ Salaisa Strides up to her Speed. She can make up to three longsword Strikes at any point during this movement, each against a different target within reach. These attacks count toward her multiple attack penalty, but the multiple attack penalty doesn't increase until after she makes all of her attacks. If she moves half her speed or less during Storm of Blades, that movement doesn't trigger reactions.

SHULN

CREATURE 12

RARE N HUGE BEAST

Perception +20; scent 30 feet, tremorsense (imprecise) 60 feet

Skills Athletics +25, Survival +22

Str +7, **Dex** +4, **Con** +6, **Int** -3, **Wis** +4, **Cha** +1

AC 33; **Fort** +25, **Ref** +19, **Will** +21

HP 195; **Resistances** physical 10 (except adamantine or bludgeoning), poison 15

Speed 40 feet, burrow 20 feet; unstoppable burrow

Melee ➤ adamantine claw +25 (agile, reach 15 feet), **Damage** 3d8+10 slashing

Melee ➤ adamantine fangs +25 (reach 15 feet), **Damage** 3d10+10 piercing plus shuln saliva

Armor-Rending Any time the shuln scores a critical hit with a melee Strike, it also deals the same amount of damage to the target's armor, bypassing any Hardness lower than 10, like adamantine.

Shuln Saliva (incapacitation, poison); **Saving Throw** DC 32 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and slowed 1 (1 round); **Stage 2** 3d6 poison damage, and slowed 1 (1 round); **Stage 3** 4d6 poison damage and paralyzed for 2d6 hours. Shuln saliva overcomes the inexorable ability.

Unstoppable Burrow Shulns can burrow into solid rock and any metal with a hardness less than that of adamantine like it is soil or loose rubble, leaving a tunnel 10 feet in diameter.

URDEFHAN BLOOD MAGE

CREATURE 8

UNCOMMON NE MEDIUM HUMANOID URDEFHAN

Perception +15; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Arcana +16, Athletics +16, Intimidation +16, Occultism +18, Religion +16

Str +4, **Dex** +2, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2

Items +1 *striking kukri*

AC 26; **Fort** +18, **Ref** +14, **Will** +17

HP 140, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 10

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 8d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 24 basic Fortitude save).

Speed 25 feet

Melee ➤ *kukri* +16 (agile, trip), **Damage** 2d6+8 piercing

Melee ➤ jaws +15, **Damage** 2d6+8 plus Wicked Bite

Divine Innate Spells DC 26, attack +18; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Occult Spontaneous Spells DC 26, attack +18; **4th** (4 slots) *call the blood*, *confusion*, *dimension door*, *phantasmal killer*; **3rd** (4 slots) *haste*, *levitate*, *slow*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *ghoulish craving*, *invisibility*, *touch of idiocy*; **1st** (4 slots) *bane*, *fear*, *grim tendrils*, *phantom pain*; **Cantrips** (8th) *chill touch*, *daze*, *message*, *shield*, *telekinetic projectile*

Blood Offering ♦ (occult, metamagic, necromancy) **Frequency** once per round; **Effect** The blood mage cuts themself and takes 8 slashing damage. If the blood mage's next action is to Cast a Spell, the action can't be disrupted, and if the spell has a range, the blood mage can increase that spell's range by 30 feet.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 26 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN DEATH SCOUT CREATURE 6

NE MEDIUM HUMANOID URDEFHAN

Perception +15; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +14, Athletics +12, Intimidation +11, Stealth +14, Thievery +14

Str +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +3, **Cha** +1

Items leather armor, moderate necrotic bomb (3), *shauth blade*

AC 24; **Fort** +15, **Ref** +16, **Will** +11

HP 92, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 6d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 23 basic Fortitude save).

Speed 25 feet

Melee ♦ *shauth blade* +17 (agile, deadly d6, finesse), **Damage** 1d6+4 slashing plus 1d6 persistent bleed and Wicked Bite

Melee ♦ jaws +16, **Damage** 2d6+4 piercing plus Wicked Bite

Ranged ♦ necrotic bomb +16 (range increment 20 feet, splash), **Damage** 2d6 negative plus 2 negative splash damage (and sickened 2 on a critical hit)

Divine Innate Spells DC 21, attack +13; **4th** *invisibility* (self only); **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Shauth Bite The death scout deals an additional 1d6 bleed damage with shauth blades and can use their Wicked Bite through magical shauth weapon Strikes.

Sneak Attack The death scout deals an extra 2d6 precision damage to flat-footed creatures.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 24 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN LASHER

CREATURE 7

NE MEDIUM HUMANOID URDEFHAN

Perception +16; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +17, Intimidation +13, Religion +14, Survival +14

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

Items chain shirt, +1 *striking shauth lash*

AC 24; **Fort** +17, **Ref** +14, **Will** +16

HP 120, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 7d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 24 basic Fortitude save).

Speed 25 feet

Melee ♦ *shauth lash* +18 (deadly d8, trip), **Damage** 2d8+7 slashing plus Grab and Wicked Bite

Melee ♦ jaws +17, **Damage** 2d6+7 plus Wicked Bite

Divine Innate Spells DC 22, attack +14; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Constrict ♦ 1d8+7 slashing, DC 25

Shauth Seize The lasher gains the Grab ability with a shauth lash and can use their Wicked Bite through magical shauth weapon Strikes.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 25 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 10 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 20 HP).

- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN TORMENTOR

CREATURE 5

NE MEDIUM HUMANOID URDEFHAN

Perception +13; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Acrobatics +8, Crafting +9, Intimidation +11, Occultism +11, Religion +13

Str +3, **Dex** +1, **Con** +3, **Int** +2, **Wis** +4, **Cha** +2

Items warhammer

AC 21; **Fort** +11, **Ref** +10, **Will** +15

HP 77, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 5d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 21 basic Fortitude save).

Speed 25 feet

Melee ♦ warhammer +12 (shove), **Damage** 1d8+5 bludgeoning

Melee ♦ jaws +14, **Damage** 2d6+5 piercing plus Wicked Bite

Divine Innate Spells DC 23, attack +15; **3rd** *harm*, *paralyze*; **2nd** *darkness*, *death knell*, *false life*, *harm*; **1st** *feather fall* (self only), *grim tendrils*, *harm*, *ray of enfeeblement*

Rituals DC 23; *daemonic pact*

Stoke the Fervent ♦♦ (auditory, divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** The urdefhan lets out a battle cry, sending itself and its allies into a fanatical frenzy. Each ally that hears the call gains a +1 status bonus to attack rolls, damage rolls, and saving throws, and takes a -1 status penalty to AC. Affected allies must use at least one of their actions to Strike each round, if they are able (even if it means attacking an ally, object, or thin air). This lasts for 2d4 rounds.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 22 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

URDEFHAN WARRIOR

CREATURE 3

NE MEDIUM HUMANOID URDEFHAN

Perception +9; greater darkvision

Languages Aklo, Daemonic, Undercommon

Skills Athletics +10, Intimidation +9, Religion +7, Survival +7

Str +3, **Dex** +1, **Con** +2 **Int** +0, **Wis** +2, **Cha** +2

Items composite longbow (20 arrows), rhoka sword, studded leather

AC 18; **Fort** +9, **Ref** +8, **Will** +9

HP 55, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 5

Necrotic Decay (divine, necromancy, negative) When an urdefhan dies, its invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 3d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 17 basic Fortitude save).

Attack of Opportunity ➤

Speed 25 feet

Melee ♦ rhoka sword +12 (deadly 1d8, two-hand 1d10), **Damage** 1d8+6 slashing

Melee ♦ jaws +12, **Damage** 1d6+6 piercing plus Wicked Bite

Ranged ♦ composite longbow +10 (deadly 1d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+4 piercing

Divine Innate Spells DC 17, attack +9; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

Ravenous Attack ♦♦ The urdefhan makes one rhoka sword Strike and one jaws Strike against a single creature. Its multiple attack penalty doesn't increase until after both attacks.

Wicked Bite ♦ **Requirements** The urdefhan damaged a creature with a jaws Strike on its last action; **Effect** The urdefhan maintains contact, turning the creature's flesh translucent around the site of the injury. The urdefhan chooses one of two options, each of which requires a DC 20 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** The urdefhan drinks some of the creature's blood. On a failed save, the creature is drained 1 and the urdefhan regains 5 HP (or, on a critical failure, it's drained 2 and the urdefhan regains 10 HP).
- **Drain Vitality** (necromancy) The urdefhan draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).

LEVEL 10 STATS

The heroes encounter these creatures and hazards in the Temple, the lowest level of the Abomination Vaults.

BEFUDDLING GAS TRAP

HAZARD 11

COMPLEX **MECHANICAL** **TRAP**

Stealth +21 (expert) or DC 31 (expert) to notice the hidden override mechanism on the north wall.

Description Seven nozzles hidden within holes in the 15-foot-high ceiling release a poison gas.

Disable DC 33 Thievery (master) to disable the hidden mechanism on the north wall, immediately sucking the gas from the room, or DC 29 Thievery (expert) to plug one of the seven nozzles. When all seven nozzles are plugged or destroyed, the trap is deactivated.

AC 31; **Fort** +24, **Ref** +18

Nozzle Hardness 20; **Nozzle HP** 32 (BT 16); **Immunities** critical hits, object immunities, precision damage

Gas Release ➤ (inhaled, mental, poison) **Trigger** Both secret doors are closed and at least one creature is in the room; **Effect** Gas fills the chamber. Creatures within the chamber must succeed on a DC 30 Fortitude save or become stupefied 1 (stupefied 2 on a critical failure). The trap then rolls initiative.

Routine (1 action) The gas intensifies. Each creature in the room must make a DC 30 Fortitude save.

Critical Success The creature is unaffected and temporarily immune to the gas for 1 hour, though if the creature has already been stupefied by the trap, that condition remains for its normal duration.

Success The creature is unaffected.

Failure The creature becomes stupefied 1 for 24 hours. If the target is already stupefied, the condition value increases by 1 (to a maximum of stupefied 4) and the target takes 8d6 mental damage.

Critical Effect As failure, except the target takes double the mental damage.

Reset After an hour, the trap deactivates; the gas disperses slowly, and the doors can be opened again. After 24 hours, the gas builds up and the trap can be triggered again.

BELCORRA HARUVEX

CREATURE 12

UNIQUE **CG** **MEDIUM** **GHOST** **INCORPOREAL**
SPIRIT **UNDEAD**

Female ghost sorcerer

Perception +22; darkvision, magic sense

Languages Aklo, Common, Undercommon

Skills Arcana +23, Diplomacy +23, Intimidation +25, Occultism +26, Religion +22, Stealth +22

Str -5, **Dex** +4, **Con** +0, **Int** +5, **Wis** +4, **Cha** +7

Magic Sense (detection, divination) Belcorra can sense the presence of magic auras as though she were always using a 1st-level *detect magic* spell. When she Seeks, she gains the benefits of a 3rd-level *detect magic* spell on things she sees.

Site Bound (lowest three levels of the Abomination Vaults)

AC 30; **Fort** +16, **Ref** +22, **Will** +20; +1 status to all saves vs. magic

HP 175, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When Belcorra is destroyed, she re-forms in 2d4 days within the Empty Vault (though she can reduce that time by empowering herself with glimmers of Nhimbalo's essence using the *Ebon Fulcrum Lens*). Belcorra can only be permanently destroyed if she enacts her full revenge on Absalom or if Nhimbalo devours her soul.

Speed fly 25 feet

Melee ➤ ghostly hand +24 (agile, finesse, magical), **Damage** 3d8+12 negative

Occult Spontaneous Spells DC 33, attack +25; **6th** (4 slots) *dispel magic*, *feeblemind*, *phantasmal calamity*, *true seeing*; **5th** (4 slots) *black tentacles*, *crushing despair*, *illusory scene*, *tongues*; **4th** (4 slots)

confusion, globe of invulnerability, phantasmal killer, spell immunity; 3rd (4 slots) mind reading, nondetection, paralyze, vampiric touch; 2nd (4 slots) death knell, see invisibility, telekinetic maneuver, touch of idiocy; 1st (4 slots) mindlink, ray of enfeeblement, spider sting, true strike; Cantrips (6th) daze, ghost sound, mage hand, message, read aura, shield, telekinetic projectile

Sorcerer Bloodline Spells DC 33; **6th** (2 Focus Points) *aberrant whispers, tentacular limbs*

Rituals DC 33; *legend lore, planar binding, teleportation circle*

Blood Magic Each time Belcorra casts a sorcerer bloodline spell or an aberrant bloodline granted spell, she can grant herself or a target of the spell a +2 status bonus to Will saving throws for 1 round.

Corrupting Gaze ♦♦ Belcorra stares at a creature she can see within 30 feet. The target takes 9d6 mental damage (DC 33 basic Will save). A creature that fails its save is also stupefied 1 for 1 minute.

Haunted Lighthouse ♦ **Frequency** once every 10 minutes; **Effect** Belcorra extends her presence throughout the lowest three levels of *Gauntlight* until the end of her next turn. She can see with the benefits of all-around vision and can make ghostly hand attacks or use special abilities originating from any surface in this area.

Quickened Casting ♦ **Frequency** once per day; **Effect** If Belcorra's next action is to cast a sorcerer spell of 4th level or lower, she reduces the number of actions to cast it by 1 (minimum 1 action).

DREAD DHUTHOREX

CREATURE 11

UNCOMMON CN LARGE ABERRATION AMPHIBIOUS

Perception +22; darkvision, wavesense (imprecise) 60 feet
Languages Aklo

Skills Athletics +23, Occultism +16, Stealth +20, Survival +21

Str +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +4, **Cha** +0

AC 31, all-around vision; **Fort** +24, **Ref** +18, **Will** +21

HP 195; **Immunities** acid

Attack of Opportunity ↻

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 27

Speed 20 feet; swim 40 feet

Melee ♦ jaws +24 (deadly d12, reach 10 feet), **Damage** 3d10+12 piercing plus Grab

Melee ♦ snout +24 (reach 10 feet), **Damage** 3d8+12 bludgeoning plus Push

Melee ♦ tentacle +22 (agile, reach 15 feet), **Damage** 3d6+12 slashing

Occult Innate Spells DC 27; **5th** *mariner's curse*; **3rd** *hypnotic pattern, mind reading*

Aquatic Ambush ♦

Overpowering Jaws A deepwater dhuthorex deals 8 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).

Swallow Whole ♦ (attack) Large, 3d6+8 bludgeoning plus 2d6 acid, Rupture 23

ELITE STONE GOLEM

CREATURE 12

UNCOMMON N LARGE CONSTRUCT GOLEM
MINDLESS MINDLESS

Perception +19; darkvision

Skills Athletics +28

Str +7, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 32; **Fort** +26, **Ref** +20, **Will** +21

HP 195; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantite)

Golem Antimagic harmed by cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth

Vulnerable to Stone to Flesh A *stone to flesh* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round. A *flesh to stone* spell reverses this effect immediately.

Speed 20 feet

Melee ♦ fist +26 (magical, reach 10 feet), **Damage** 2d10+15 bludgeoning

Impose Paralysis ↻ (incapacitation) **Trigger** The stone golem hits a slowed creature. **Effect** The creature must

succeed at a DC 32 Fortitude save or become paralyzed for 1 round.

Inexorable March ♦ The stone golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 36 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the golem's fist.

Slowing Pulse ♦ (arcane, concentrate, transmutation) Each creature in a 10-foot emanation must succeed at a DC 32 Fortitude save or be slowed 1 for 1 minute. The golem can't use Slowing Pulse again for 1d4 rounds.

IMAGES OF FAILURE

HAZARD 12

MAGICAL TRAP

Stealth DC 35 (expert) to realize the illusory images conceal a magical trap (noticing the images has a DC of 0)

Description Psychically enhanced illusions flood the minds of creatures in the 40-foot-long, 15-foot-wide hallway (the white dotted box on the map) with memories of their past failures.

Disable DC 32 Occultism (master) or *dispel magic* (5th level; counteract DC 26) to weaken the images; three successes are required to disable the trap

Echoes of Defeat ♦ (curse, emotion, enchantment, mental) **Trigger** A creature ends a move action within the trap's area; **Effect** The triggering creature takes 2d10+10 mental damage (DC 32 basic Will save) as it recalls its past failures. A creature that takes damage hears a soft whisper offering, "Let me take something from you and I can stop the pain." A creature who agrees loses access to a random skill feat that isn't a prerequisite for another feat, and the creature doesn't take further damage from Echoes of Defeat. This effect lasts for 1 week and can be ended by effects that remove curses.

Reset The trap resets immediately and can affect the same creature multiple times on the creature's turn.

IMAGES OF POWERLESSNESS HAZARD 12

MAGICAL TRAP

Stealth DC 35 (expert) to realize the illusory images conceal a magical trap (noticing the images has a DC of 0)

Description Psychically-enhanced illusions flood the minds of creatures in the 95-foot-long, 15-foot-wide hallway (the white dotted box on the map) with visions of their failures yet to come.

Disable DC 32 Occultism (master) or *dispel magic* (5th level; counteract DC 26) to weaken the images; three successes are required to disable the trap

Flood of Despair ♦ (curse, emotion, enchantment, mental) **Trigger** A creature ends a move action within the trap's area; **Effect** The triggering creature takes 2d10+10 mental damage (DC 32 basic Will save) as it considers its future failures. A creature that takes damage hears a soft whisper offering, "Let me take something from you and I can stop the pain." A creature who agrees loses access to a random class feat that isn't a prerequisite for another feat, and the creature doesn't take further damage from Flood of Despair. This effect lasts for 1 week and can be ended by effects that remove curses. The creature also immediately detects the secret door at the end of the hall, no matter how far away from the end of the hall they are.

Reset The trap resets immediately and can affect the same creature multiple times on the creature's turn.

IRLGAUNT

CREATURE 13

NE LARGE ABERRATION EARTH

Perception +24, darkvision

Languages Aklo, Common, Jotun, Terran

Skills Acrobatics +25, Athletics +26, Deception +23, Stealth +27, Survival +22

Str +7, **Dex** +8, **Con** +5, **Int** +4, **Wis** +5, **Cha** +4

AC 34; **Fort** +22, **Ref** +25, **Will** +24

HP 265, **Immunities** acid; **Weaknesses** bludgeoning 10

Speed 30 feet, climb 30 feet; stone step

Melee ♦ jaws +26, **Damage** 3d8+13 piercing plus 2d6 acid

Melee ♦ legs +26 (agile), **Damage** 3d10+13 bludgeoning
Primal Innate Spells DC 31; **6th** *stone tell*; **4th** *meld into stone* (at will), *shape stone* (at will)

Regurgitate Gastrolith ♦♦ (acid, evocation, primal) The irlgaunt violently regurgitates a melon-sized clot of brittle stone supernaturally infused with digestive enzymes. The stone and acid explode on impact within a range of 30 feet, dealing 7d6 piercing damage and 7d6 acid damage to creatures in a 20-foot burst (DC 33 basic Reflex save). The irlgaunt can't Regurgitate Gastroliths for 1d4 rounds.

Stone Step The irlgaunt ignores difficult terrain composed of rocks and stone.

ISQULUG

CREATURE 11

UNCOMMON NE MEDIUM ABERRATION AMPHIBIOUS

Perception +24, greater darkvision, host scent 30 feet

Languages Aklo

Skills Acrobatics +22, Athletics +24, Nature +22, Survival +22

Str +7, **Dex** +5, **Con** +7, **Int** +3, **Wis** +7, **Cha** +5

Host Scent An isqulug can precisely sense any creature infected with isqulugia within 30 feet, and knows the current stage of the disease.

AC 31, all-around vision; **Fort** +24, **Ref** +20, **Will** +18

HP 230, regeneration 10 (deactivated by cold);

Immunities swarm mind; **Weaknesses** cold 10;

Resistances fire 10

Speed 25 feet, swim 25 feet; swamp stride

Melee ♦ tentacle +22 (agile, reach 10 feet), **Damage** 2d12+11 bludgeoning plus isqulugia

Primal Innate Spells DC 30, attack +22; **6th** *tangling creepers*; **5th** *control water*, *entangle* (at will), *hallucinatory terrain*, *obscuring mist* (at will); **4th** *fly*; **Cantrips (5th)** *dancing lights*; **Constant (1st)** *pass without trace*

Expel Infestation ♦♦ The isqulug expels larvae from the hivemind in its head in a 30-foot cone. Creatures in this area take 6d10 piercing damage as the swarm feeds on their flesh (DC 30 basic Reflex save). Any creature that takes damage is exposed to isqulugia. The isqulug becomes stupefied 1 for 1d4 rounds, during which it can't Expel Infestation.

Isqulugia (disease, incapacitation, primal, transmutation, virulent) Isqulugia's sickened, slowed, and paralyzed conditions can't be removed until this affliction is removed; **Saving Throw** DC 30 Fortitude; **Stage 1** sickened 1 (1 hour); **Stage 2** fatigued and sickened 2 (1 day); **Stage 3** fatigued and slowed 1 (1 day); **Stage 4** paralyzed (1 day); **Stage 5** the creature dies, and its body violently transforms into a new isqulug. *Wish*, similar magic, or a 9th-level *resurrect* ritual can return the victim to life. The new isqulug remains even if the victim is brought back to life.

Malleability The isqulug can Squeeze through tight spaces as if it were a Small creature. While Squeezing, it can move at its full Speed. The isqulug can even Squeeze through spaces that typically fit only a Tiny creature, but does so at the standard speed for Squeezing.

Swamp Stride An isqulug ignores difficult terrain that's caused by typical features of swamps.

MAGMA SCORPION

CREATURE 8

N LARGE ELEMENTAL FIRE

Perception +18; darkvision, smoke vision

Skills Athletics +18

Str +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +4, **Cha** +0

Smoke Vision The magma scorpion ignores the concealed condition from smoke.

AC 28; **Fort** +19, **Ref** +14, **Will** +16

HP 155; **Immunities** bleed, fire, paralyzed, poison, sleep; **Weaknesses** cold 10

Speed 40 feet, climb 30 feet

Melee ♦ pincer +20 (agile, reach 10 feet), **Damage** 2d6+9 bludgeoning plus 1d6 persistent fire and Grab

Melee ♦ tail sting +20 (reach 10 feet), **Damage** 1d10+9 piercing plus 1d6 persistent fire and magma scorpion venom

Ranged ♦ magma spit +17 (fire, range increment 40 feet); **Damage** 1d6+9 fire plus 1d6 persistent fire

Magma Scorpion Venom (fire, injury, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 fire damage (1 round) and enfeebled 1; **Stage 2** 3d6 fire damage and enfeebled 2 (1 round)

NHIMBALOTH'S CUTTER

CREATURE 8

UNCOMMON	N	LARGE	CONSTRUCT	GOLEM
MINDLESS			MINDLESS	

Variant glass golem

Perception +14; darkvision

Skills Acrobatics +16, Athletics +19, Stealth +14

Str +5, **Dex** +4, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

AC 26; **Fort** +17, **Ref** +16, **Will** +14

HP 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantite or bludgeoning)

Golem Antimagic harmed by sonic (6d6, 2d6 from areas or persistent damage); healed by fire (area 2d6 HP); slowed by cold

Vulnerable to Shatter A glass golem is affected by the *shatter* spell as though the golem were an unattended object.

Spell Reflection ➤ (abjuration, arcane) **Trigger** The glass golem is targeted by a spell; **Effect** The glass golem positions its magical, reflective surfaces to turn the spell back on the caster. It tries to counteract the spell by attempting an Acrobatics check for its counteract check. If it successfully counteract the spell, the effect is turned back on the caster.

Speed 25 feet

Melee ♦ bladed limb +20 (agile, magical, versatile P), **Damage** 2d6+8 slashing plus 1d6 bleed

Grim Glimmering ♦♦ (evocation, light, visual) The golem creates waves of baleful light that cast dim light in a 60-foot emanation. The light lasts until the start of the golem's next turn, after which the golem can't use Grim Glimmering for 1d4 rounds. A creature within the light or that enters the light must attempt a DC 23 Will save.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure The creature is doomed 1 and blinded for 1 round.

SOUL FEEDER

CREATURE 10

UNCOMMON	CE	SMALL	ABERRATION
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Elite dread wisp

Perception +22; darkvision

Languages Aklo, Common

Skills Acrobatics +25, Deception +18, Intimidation +18, Stealth +25

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

AC 33; **Fort** +16, **Ref** +19, **Will** +20

HP 110, negative healing; **Immunities** magic; **Weaknesses** positive 10

Dread Flickering (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 27 Will saving throw or become frightened 1 (or frightened 2 on a critical failure). Those that critically succeed are temporarily immune for 10 minutes.

Magic Immunity A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.

Speed fly 50 feet

Melee ♦ draining touch +19 (magical, negative), **Damage** 3d8+10 negative plus wearying touch

Feed on Despair ♦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 27 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

Go Dark ♦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

Shadow Flitter ♦ (conjuration, occult, teleportation) The dread wisp teleports to a square they can see

within 30 feet that isn't in an area of bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

Wearying Touch If the dread wisp critically hits with their draining touch Strike, the target is drained 1.

SPECTER

CREATURE 7

LE MEDIUM INCORPOREAL UNDEAD

Perception +15; darkvision

Languages Common, Necril; telepathy 100 feet (with spectral thralls only)

Skills Acrobatics +17, Intimidation +15, Stealth +17 (+21 in the shooting gallery)

Str -5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +4, **Cha** +4

AC 25; **Fort** +13, **Ref** +17, **Will** +15

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 30 feet, DC 22

Pain Starvation A specter that goes for more than a month without dealing negative damage to a living humanoid becomes desperate and almost feral. It changes alignment from lawful evil to chaotic evil, loses control of any corrupted thralls it might have, and becomes quickened. It can use its additional action only to make vile touch Strikes against humanoid targets. At the end of any turn in which it deals any amount of negative damage to a living humanoid, it reverts to lawful evil and is no longer quickened, but any thralls it lost control of remain free.

Sunlight Powerlessness A specter caught in sunlight is clumsy 2 and slowed 2 for as long as it remains in the sunlight.

Speed fly 40 feet

Melee ♦ vile touch +16 (finesse), **Damage** 2d8+8 negative

Ranged ♦ vile blowgun +18 (range increment 20 feet), **Damage** 3d6 negative plus 3d6 poison

Spectral Corruption ♦♦ (curse, divine, enchantment, incapacitation, mental) The specter makes a vile

touch or vile blowgun Strike. If it damages a living creature, the specter gains 5 temporary Hit Points and the target creature must attempt a DC 24 Will save to avoid becoming corrupted.

Critical Success The creature is unaffected and is temporarily immune to spectral corruption for 1 minute.

Success The creature is stupefied 2 for 1 hour.

Failure The creature succumbs to the corruption and becomes a spectral thrall temporarily. The creature is controlled by the specter, obeying the specter's telepathic or spoken orders, though a spectral thrall does not obey obviously self-destructive orders. This lasts until the end of the thrall's next turn, at which point it is no longer controlled but becomes stupefied 2 for 1 hour.

Critical Failure As failure, but the duration is unlimited. The thrall can attempt a new Will save at the end of each of its turns; on a success, it is no longer controlled by the specter but becomes stupefied 2 for 1 hour.

VOIDBRACKEN CHUUL

CREATURE 9

RARE

CE

LARGE

ABERRATION

AMPHIBIOUS

Variant chuul

Perception +18; darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Undercommon

Skills Athletics +21, Nature +16, Stealth +17, Survival +16

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

AC 31; **Fort** +21, **Ref** +18, **Will** +15

HP 140; **Immunities** poison

Attack of Opportunity ➤

Speed 30 feet, swim 25 feet

Melee ➤ **claw** +22 (reach 10 feet), **Damage** 2d8+12 bludgeoning plus Grab

Constrict ➤ 1d8+12 bludgeoning, DC 28 (grabbed by claws only)

Draining Venom (poison) **Saving Throw** DC 28 Fortitude;

Maximum Duration 6 rounds; **Stage 1** drained 1 (1 round); **Stage 2** drained 2 (1 round)

Mind Feeding ➤ **Requirements** A drained creature is grabbed by the chuul's tentacles; **Effect** The creature takes 3d6 mental damage.

Swamp Stride The Voidbracken chuul ignores difficult terrain and greater difficult terrain in swamps.

Tentacle Transfer ➤ **Requirements** The Voidbracken chuul has a creature grabbed; **Effect** The chuul transfers the grabbed creature from its claws to its tentacles, or vice versa. The creature is exposed to the chuul's draining venom when transferred into the tentacles and at the start of each of the chuul's turns if it remains grabbed by the tentacles.

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