

#5-09 The Traitor's Lodge

Compiled by Carlos Robledo
GA PFS

IMPERFECT EIDOLONS (subtier 3-4)**CR 4**

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision;Perception +0 (*quasit-face gains all around vision*)**Aura** foul stench (DC 12, 1 round) (*quasit-face loses aura*)**DEFENSE****AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +2, **Will** +1**DR** 5/bludgeoning or slashing; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft. (*serpentine 20 ft.*)**Melee** 2 slams +7 (1d8+3 plus disease) (*4-player: 1 slam w damage 1d8+4*)**Special Attacks** plague carrier**STATISTICS****Str** 17, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +4; **CMB** +7; **CMD** 18 (*serpentine immune to trip/prone*)**SPECIAL ABILITIES****Foul Stench (Ex)** This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.**Immune to Magic (Ex)** A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).
- Any magical attack that deals cold or fire damage slows a carrion golem (as the slow spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastes a carrion golem (as the haste spell) for 2d6 rounds.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.*Filth Fever.* Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

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IMPERFECT EIDOLONS (subtier 6-7)**CR 7**

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)**hp** 79 (9d10+30)**Fort** +3, **Ref** +2, **Will** +3**DR** 5/adamantine; **Immune** construct traits, magic*(quasit-face loses the DR but gains all around vision)***OFFENSE****Speed** 30 ft. (*serpentine 20 ft.*)**Melee** 2 slams +13 (2d8+5) (*4-player: 1 slam w damage 2d8+7*)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** berserk**STATISTICS****Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +9; **CMB** +15; **CMD** 24 (*serpentine immune to trip/prone*)**SQ** flexible form**SPECIAL ABILITIES****Berserk (Ex)** When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.**Immunity to Magic (Ex)** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Flexible Form (Ex): The eidolon can squeeze its body into small areas with ease. It does not take penalties on its attack rolls or to its AC for squeezing through a narrow space that is at least half as wide as its normal space, though each move into or through such a space still counts as if it were 2 squares.

GLOBSTER

CR 5

N Large ooze (aquatic)

Init –5; **Senses** Perception –5

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 16, touch 4, flat-footed 16 (–5 Dex, +12 natural, –1 size)

hp 57 (6d8+30)

Fort +7, **Ref** –3, **Will** –3

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +9 (2d6+9 plus grab and nausea)

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

Special Attacks create spawn, constrict (2d6+9)

STATISTICS

Str 16, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 16 (can't be tripped)

Skills Swim +14

SQ decompose, water dependency

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

YOUNG GLOBSTER

CR 4

N Medium ooze (aquatic)

Init –3; **Senses** Perception –5

Aura stench (DC 16, 10 rounds)

DEFENSE

AC 17, touch 7, flat-footed 17 (–3 Dex, +10 natural)

hp 45 (6d8+18)

Fort +5, **Ref** –1, **Will** –3

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +5 (1d10+1 plus grab and nausea)

Special Attacks create spawn, constrict (1d10+1)

STATISTICS

Str 12, **Dex** 5, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +5 (+9 grapple); **CMD** 12 (can't be tripped)

Skills Swim +9

SQ decompose, water dependency

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 16 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

ADVANCED GLOBSTER

CR 6

N Large ooze (aquatic)

Init -3; **Senses** Perception -3

Aura stench (DC 20, 10 rounds)

DEFENSE

AC 20, touch 6, flat-footed 18 (-3 Dex, +14 natural, -1 size)

hp 69 (6d8+42)

Fort +9, **Ref** -1, **Will** -1

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +11 (2d6+11 plus grab and nausea)

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

Special Attacks create spawn, constrict (2d6+11)

STATISTICS

Str 20, **Dex** 4, **Con** 24, **Int** —, **Wis** 5, **Cha** 5

Base Atk +4; **CMB** +13 (+17 grapple); **CMD** 20 (can't be tripped)

Skills Swim +16

SQ decompose, water dependency

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 20 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.