

MOHRG CR 8

XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 21)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning

Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +23, Stealth +21, Swim +19

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

ARANEA CR 4

N Medium magical beast (shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 37 (5d10+10)

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

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +8 (1d6 plus poison)

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

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*invisibility*, *mirror image*

1st (7/day)—*charm person* (DC 14), *mage armor* (1 already cast), *grease* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *resistance*

TACTICS

Before Combat The araneas cast *mage armor*, renewing it as needed. If alerted to intruders, they cast *invisibility* and *mirror image*.

During Combat These araneas attack intruders in both area **A8a** and area **A8b** using web-slinging to move, attack, and withdraw, attacking with bites and webs. The araneas prefer to cast *invisibility* and *mirror image* before entering melee combat.

Morale Once half their number are slain, the araneas retreat to area **A9b** to guard Akinosa and defend him to the death.

STATISTICS

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

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

Feats Eschew Materials^B, Improved Initiative, Iron Will, Weapon Finesse

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

Languages Common, Sylvan

SQ change shape (humanoid; *alter self*)

Gear: Several small gemstones worth 400GP

SPECIAL ABILITIES

Change Shape (Su) An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.

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

Spells An aranea casts spells as a 5th-level sorcerer, but does not gain any additional abilities, such as a sorcerous bloodline.

The Gossamer (hybrid form) (4) CR 8

Female aranea shadowdancer 4 LE Medium magical beast (shapechanger)

Init +9; **Senses** darkvision 90 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 16, flat-footed 17 (+4 armor, +5 Dex, +1 dodge, +3 natural)

hp 75 each (9 HD; 5d10+4d8+32)

Fort +9, **Ref** +11, **Will** +1

Defensive Abilities evasion, uncanny dodge

Weaknesses opium addict

OFFENSE

Speed 30 ft. (cannot run or charge)

Melee mwk dagger +14/+9 (1d4+1/19–20 plus aranea poison [DC 14])

Ranged mwk dagger +14 (1d4+1/19–20 plus aranea poison [DC 14])

Special Attacks web (+13 ranged, DC 16, 5 hp)

Spell-Like Abilities (CL 4th; concentration +8)

2/day—shadow illusion (DC 15)

1/day—shadow call (DC 18)

Sorcerer Spells Known (caster level 5th; concentration +9)

2nd (5/day)—*false life*, *mirror image*

1st (7/day)—*charm person* (DC 15), *mage armor*, *magic missile* (3d4 + 1), *vanish**

0 (at will)—*bleed* (DC 14), *ghost sound* (DC 14), *mage hand*, *message*, *resistance*, *touch of fatigue* (DC 14)

TACTICS

Before Combat The Gossamer cast *false life* and *mage armor* before combat, and poison their daggers with their own poison.

During Combat The Gossamer initially use their shadow call abilities to summon 1d3 shadowy giant spiders to attack enemies, hoping to draw their opponents' attention while they try to outflank them. The Gossamer use their shadowdancer abilities and spells such as *mirror image* and *vanish* to confuse their enemies, always attempting to flank their enemies with each other or their shadow companions. They reserve their shadow jump abilities to escape if they are cornered.

Morale The Gossamer fight to the death to protect their lover and master Akinosa.

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +8; **CMB** +9; **CMD** 25

Feats Ability Focus (web), Combat Reflexes, Dodge, Eschew Materials^B, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +16, Bluff +11, Climb +8, Escape Artist +12, Knowledge (arcana) +6, Perception +10, Perform (dance) +15, Sleight of Hand +12, Stealth +16

Languages Common, Minkaian, Sylvan, Tien

SQ change shape (humanoid; *alter self*), hide in plain sight, rogue talent (finesse rogue), shadow jump (40 feet/day), summon shadow

Combat Gear *potion of blur*, *potion of cure serious wounds*;

Other Gear masterwork daggers (8), black porcelain mask, black silk kimono embroidered with dark draconic figures (worth 75 gp), necklace of Akinosa's hair

Aranea Poison —injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength; *cure* 1 save

Shadow Companions (4) CR —

LE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)**hp** 35 each (3d8+6)**Fort** +7, **Ref** +8, **Will** +3**Defensive Abilities** cannot be turned or commanded, channel resistance +4, incorporeal; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +10 (1d6 Strength damage)**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +8; **CMB** +10; **CMD** 23**Feats** Dodge, Skill Focus (Perception)**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light)**Giant Sapphire Spiders (8) CR 3**Advanced giant spider (*Pathfinder RPG Bestiary* 258)

N Medium vermin

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5**DEFENSE****AC** 16, touch 15, flat-footed 11 (+5 Dex, +1 natural)**hp** 32 each (5d8+10)**Fort** +6, **Ref** +6, **Will** +2**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +5 (1d6+3 plus poison)**STATISTICS****Str** 15, **Dex** 21, **Con** 14, **Int** —, **Wis** 12, **Cha** 2**Base Atk** +3; **CMB** +5; **CMD** 20 (32 vs. trip)**Skills** Acrobatics +13, Climb +18, Perception +5, Stealth +9 (+13 in webs)**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves.