

The Blakros Connection

Subtier 5-6

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A. The Collection Esoterica

INVISIBLE STALKER

CR 7

N Medium outsider (air, elemental, extraplanar) [Red = 4 Player Adjustment]

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20 [19], touch 14 [13], flat-footed 16 (+4 Dex [+3], +6 natural)

hp 80 (7d10+42)

Fort +11, **Ref** +11 [+10], **Will** +4

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

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4) [+11 (2d6+3)]

STATISTICS

Str 18 [16], **Dex** 19 [17], **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11 [+10]; **CMD** 25 [23]

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

Skills Acrobatics +14 [+13], Bluff +10, Fly +22 [+21], Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14 [+13], Survival +12

Languages Auran, Common

SQ improved tracking

DESCRIPTION

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

SPECIAL ABILITIES

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

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

4 Player Adjustment The exceptional dustiness partially outlines the invisible stalker, granting it only concealment against attacks; a PC must still identify which square to target but suffers a reduced miss chance.

B. The Sealed Wing

Primal Magic Table

Whenever a creature activates a magic item, casts a spell, or uses a spell-like ability in the sealed wing, there is a 50% chance that the spell effect is replaced by a special primal magic effect. A spellcaster casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item can attempt a concentration check (DC = 15 + twice the spell's level) to focus the magic and avoid triggering a primal magic effect. Creatures activating other kinds of magic items do not have the option of attempting a concentration check to avoid triggering a primal magic effect.

The save DC of any of the primal magic effects is **16 in Subtier 5–6** or ~~19 in Subtier 8–9~~. The effective caster level for any effect is **7 in Subtier 5–6** or ~~10 in Subtier 8–9~~. The primal magic zone can only sustain three effects at once, and should a creature trigger a fourth effect, the oldest effect ends immediately.

01-10	The entire sealed wing is affected by <i>reverse gravity</i> for 1d4 rounds. Creatures adjacent to the walls or pillars may attempt a Reflex save to secure themselves and avoid falling. Creatures who “fall” up to the ceiling take 3d6 points of falling damage and in Subtier 8–9 must also succeed at a Reflex save or suffer an additional 2d6 points of bludgeoning damage from falling tables and chairs . When the duration of the reverse gravity ends, the PCs suffer the same effects as when the reverse gravity effect began.
11-35	The creature who triggered the primal magic effect is subject to the violent thrust form of <i>telekinesis</i> in a random direction (determine as a splash weapon) with an attack bonus equal to 10 + that creature's caster level. This hurls the target up to 10 ft per caster level and deals 1d6 points of damage if the creature is hurled against a surface.
36-43	The creature that triggered the primal magic effect is flash frozen, suffering 2d6 points of cold damage and being staggered for 1 round. A successful Fortitude save halves this damage and negates the staggering effect.
44-59	The entire sealed wing shakes violently. All creatures that cannot fly must succeed at a Reflex save or fall prone. The sealed wing continues to shake for 1d4 rounds, and creatures must continue to successfully save each round or fall prone.
60-75	The temperature suddenly drops in the entire sealed wing, covering every surface with a thin layer of frost. Every creature in the sealed wing takes 1d6 points of cold damage per round for 1d4 rounds, after which time the temperature normalizes again. A successful Fortitude save negates this damage.
76-90	A 20-foot-radius area, centered on the creature who triggered the primal magic effect, bursts into spectral flames for 1d4 rounds. Any creature that enters or begins its turn in this area takes 1d6 points of fire damage and catches on fire (a successful Reflex save halves this damage and prevents the creature from catching on fire). These flames do not affect inanimate objects.
91-99	The creature that triggered the primal magic event is affected by <i>haste</i> until the end of its next turn.
100	Roll twice and apply both results.

B2. The Ruined Library

SPRITE SWARM

CR 5

CN Diminutive fey (swarm)

Init +7; **Senses** low-light vision, *detect evil*, *detect good*; Perception +14

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size)**hp** 45 (10d6+10)**Fort** +4, **Ref** +10, **Will** +7**Defensive Abilities** swarm traits**DR** 2/cold iron; **Immune** weapon damage

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)**Melee** swarm (2d6 plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** angry glow, concentrated rush, distraction (DC 16)**Spell-Like Abilities** (CL 5th; concentration +5)Constant—*detect evil*, *detect good*1/day—*mass daze*^{UM} (DC 14)

STATISTICS

Str 3, **Dex** 17, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10**Base Atk** +5; **CMB** —; **CMD** —**Feats** Alertness, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception)**Skills** Fly +30, Intimidate +10, Perception +14, Sense Motive +9, Stealth +28**Languages** Common, Sylvan**SQ** mob mentality

DESCRIPTION

Thousands of tiny, colorful winged humanoids crawl from every corner of the forest to form this buzzing, writhing swarm.

SPECIAL ABILITIES

Angry Glow (Su) Once per minute as a full-round action, the sprites that make up a sprite swarm may coordinate their luminous abilities to create a singular, searing glow. Creatures within 10 feet of a sprite swarm with line of sight must succeed at a DC 16 Fortitude save or be blinded for 1d4 rounds. A creature that succeeds at its save is dazzled for 1 round. The save DC is Constitution-based.

Concentrated Rush (Ex) Once every 1d4 rounds, if more than one creature occupies a sprite swarm's space, the swarm may use its attack action to concentrate on one of these creatures to deal 4d6 points of damage in place of its normal swarm damage. Other creatures within the horde's space do not take swarm damage that round.

Mob Mentality (Ex) As long as a sprite swarm has at least 10 hit points, it retains its Intelligence score and can act accordingly. Even so, it cannot be targeted by mind-affecting spells or effects that target a single creature. If its hit points fall below 10, the swarm is considered mindless as the individual creatures within begin to panic.

B3. Lower Planes Archive

CRUSHING DESPAIR

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a single tear)

Range 30 ft.

Area cone-shaped burst

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

C1. The Memory Pools

ASLYNN'S EYES (2)

CR 4

Dream eater soulsliver

NE Medium outsider (extraplanar, shapechanger)

Init +8; **Senses** darkvision 120 ft.; Perception +12

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 25 (3d10+9); fast healing 1

Fort +6, **Ref** +7, **Will** +3

Immune mind-affecting effects, **Resist** acid 5, fire 5

Weakness vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +8 (1d4+5)

Special Attacks death throes (DC 14), dream eating (DC 14), psychic assault (DC 14)

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image* (DC 14)

1/day—*mirror image* (1d4+1 images, **expended for 4-player**)

TACTICS

Before Combat The soulslivers already have a reserve of 2 psychic points.

During Combat Aslynn's soulslivers appear as duplicates of 322 with mirror-like eyes. At the start of combat the soulslivers use *mirror image*, then use either their dream eating ability if no creatures are attacking them in melee.

Morale The soulslivers fight to the death.

STATISTICS

Str 20, **Dex** 19, **Con** 16, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +8; **CMD** 23

Feats Dodge, Improved Initiative

Skills Acrobatics +10, Bluff +9, Disguise +9 (+13 when using change shape), Intimidate +9, Perception +12, Sense Motive +8, Stealth +14; **Racial Modifiers** +4 Disguise when using change shape, +4 Perception, +4 Stealth

Languages Aklo, Common; telepathy 30 ft. (other dream eaters only)

SQ change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 14 half).

Dream Eating (Su) As a full-round action that provokes attacks of opportunity, a soulsliver can consume a creature's subconscious dreams (DC 14 Will negates). The victim takes 1d4 points of Charisma damage, and the soulsliver gains a number of psychic points equal to the Charisma drained (maximum 3). A sleeping target (including the PCs, due to the nature of the ritual) takes a –2 penalty on saves to resist this ability.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability

again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Psychic Assault (Su) As a swift action, a soulsliver can imbue its slam attack with a psychic assault, infusing the mind of the creature struck with hideous nightmare visions and hallucinations (DC 14 Will negates). The magnitude of the effect depends on how many psychic points the soulsliver spends in the assault. By expending 1 point, the soulsliver can the victim to become dazzled for 1d6 rounds. By expending 3 points, it can cause the victim to become staggered for 1d6 rounds.

C3. Aslynn's Mirror

ANIMATE DREAM

CR 8

NE Medium outsider (extraplanar, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)**hp** 90 (12d10+24)**Fort** +10, **Ref** +8, **Will** +12**Defensive Abilities** incorporeal; **SR** 19

OFFENSE

Speed fly 40 ft. (perfect)**Melee** incorporeal touch +16 (6d8 negative energy plus nightmare curse)**Spell-Like Abilities** (CL 12th; concentration +17)3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20)1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

TACTICS

During Combat The animate dream casts *phantasmal killer* against any heavily armored opponent that does not have the Acquainted with Aslynn boon. If foes do not approach it to fight, it casts *confusion* before entering combat with its touch attacks.

Morale If reduced to 42 or fewer hp, the animate dream uses *dimension door* to move to area **C1** or **C2** in order to use its ranged spells again before re-engaging in melee combat. It then fights until destroyed.

STATISTICS

Str —, **Dex** 18, **Con** 15, **Int** 10, **Wis** 15, **Cha** 21**Base Atk** +12; **CMB** +16; **CMD** 32**Feats** Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility**Skills** Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19**Languages** telepathy 100 ft.

DESCRIPTION

This indistinct figure suddenly takes on a nightmarish shape, not quite human or animal or fiend.

SPECIAL ABILITIES

Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; *save* Will DC 21; *frequency* 1/day; effect 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or dispel evil, dream, or remove curse.

DAUGHTERS OF ASLYNN (2)**CR 3**

Changeling animus shade witch (ley line guardian) 2 [Blue = if someone has Spoils of the Siege (322)]

NE Medium undead (humanoid, changeling, incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +15**Aura** mental static (30 ft., DC 13)**DEFENSE****AC** 16, touch 15, flat-footed 14 (+3 deflection, +1 Dex, +1 dodge, +1 natural)**hp** 17 (2d6+8) [plus 10 temps]**Fort** +3, **Ref** +1, **Will** +6; +4 bonus vs. channeled energy**Defensive Abilities** channel resistance +4, incorporeal, mental schism; **Immune** undead traits**OFFENSE****Speed** fly 30 ft. (perfect)**Melee** incorporeal touch +2 (animus insinuation, DC 13 [14])**Ranged** rend psyche +2 touch (3d6 plus 1d6 Charisma damage)**Special Attacks** animus insinuation, corrupt intent, hex (coven), rend psyche**Witch Spells Known** (CL 2nd; concentration +4)1st (5/day)—*ill omen*^{APG}, *ray of enfeeblement* (DC 13 [14]), *shield of faith*0 (at will)—*bleed* (DC 12 [13]), *daze* (DC 12 [13]), *detect magic*, *spark*^{APG} (DC 12 [13]), *touch of fatigue* (DC 12 [13])**Patron** wisdom**STATISTICS****Str** —, **Dex** 13, **Con** —, **Int** 15, **Wis** 16, **Cha** 16**Base Atk** +1; **CMB** +2; **CMD** 16**Feats** Dodge**Skills** Acrobatics +3, Fly +13, Intimidate +15, Perception +15, Sense Motive +7, Spellcraft +7; **Racial****Modifiers** +8 Intimidate, +8 Perception**Languages** Aklo, Common, Draconic, Giant**SQ** conduit surge 6/day**SPECIAL ABILITIES**

Animus Insinuation (Sp) Whenever an animus shade touches a creature, it inspires that creature's animus to rise up and overthrow the creature's dominant personality. This effect functions as per *id insinuation II* (*Occult Adventures* 173) except that either way, the effect only targets a single creature touched and lasts for 2 rounds, without the need for concentration. (*Id insinuation II* = confused, 1st round roll twice and you pick which is used.)

Conduit Surge (Su): At 1st level, a ley line guardian is adept at channeling energy from ley lines to enhance her own spells. As a swift action, she can increase her effective caster level for the next spell she casts in that round by 1d4–1 levels. After performing a conduit surge, the ley line guardian must succeed at a Fortitude save (DC = 10 + level of spell cast + number of additional caster levels granted) or become staggered for a number of minutes equal to the level of the spell cast. At 8th level, the caster level increase becomes 1d4. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces familiar and the hexes gained at 1st and 8th levels.

Corrupt Intent (Su) An animus shade subverts the intent and willpower of its enemies, filling them with doubt and conflicting desires that play into the animus shade's hands. Whenever a creature strikes the animus shade with a melee or ranged attack, it must succeed at a DC 13 [14] Will save or take a –1 penalty on all further attacks against the animus shade for 1d4 rounds. Each subsequent failed save

against this ability by a creature already under its effect increases the total penalty by 1 and extends the duration of the effect by 1 round.

Ley Line Powered: Instead of preparing her spells, a ley line guardian draws the power casting spells directly from ley lines. A ley line guardian is a spontaneous spellcaster. She knows the same number of spells and receives the same number of spell slots per day as a sorcerer of her witch level. Bonus spells granted by a ley line guardian's patron are added to the ley line guardian's total spells known at the appropriate levels. This ability alters the witch's spellcasting.

Mental Static Aura (Su) A creature with this ability creates a field around it that makes concentrating difficult for those without this ability. Living creatures within 30 feet must succeed at a DC 13 [14] concentration check to cast a spell with a thought component (*Occult Adventures* 144). Failing this check causes the spell to be lost with no effect. In addition, all spellcasters must attempt this check at the start of their turns if they are concentrating on an active spell or effect. Failure means that they cease concentrating on the spell or effect. Creatures with this ability are immune to its effects and can cast spells normally.

Rend Psyche (Su) As a standard action, an animus shade unleashes a jet of dark energy at a creature within 30 feet. On a successful ranged touch attack, the target is wracked with mental agony as its own animus attempts to wrench free from its physical form. This violent struggle deals 3d6 damage as well as 1d6 points of Charisma damage. A successful DC 13 [14] Will save halves the damage and negates the Charisma damage. The save DC is Charisma-based.

1st level spells

Ill Omen (enchantment[compulsion][curse, mind-affecting], VSM, close, one creature, 1rd/lvl or until discharges, SRYes) – Next d20 roll the target makes they roll twice and take the worst.

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRYes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Shield of Faith (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC

Conclusion

Items

MALLEABLE SYMBOL

CL 9, Aura moderate conjuration, Weight 1 lb.; Price 10,000 gp

This undistinguished metal lump has no powers in its default state. By concentrating on it for 1 minute, a creature who worships a deity may transform it into a masterwork holy symbol of that deity. Whenever this holy symbol is used as a focus for channeled energy, as a free action the bearer can alter the channel area to one of the following options:

- 10-foot burst centered anywhere within 30 feet
- 60-foot line
- 30-foot cone

The symbol reverts to its nondescript lump form after being away from its bearer for 24 hours.

LESSER RING OF REVELATION

CL 11, Aura moderate varies, Weight - , Slot ring; Price 10,000 gp

A *ring of revelation* is a divine item attuned to a particular oracular mystery and containing a revelation associated with that mystery (see the oracle class description). While wearing the ring, an oracle has access to that revelation and may use it as if she had it as a normal class feature. The oracle must have the appropriate mystery to use the ring, and must meet the level requirements (if any) of the revelation itself; for example, a *ring of revelation* (combat healer) is only usable by an oracle of at least 7th level with the battle mystery. If the oracle already has that revelation and the revelation gives an ability with a limited number of uses per day, the oracle can use that ability one additional time per day. The ring has no effect if worn by a non-oracle.

A *lesser ring of revelation* contains a revelation that has no level prerequisite or a prerequisite that is less than 6th level.

SEDUCER'S BANE

CL 6, Aura moderate abjuration, Weight - , Slot wrists; Price 9,900 gp

This slender silver bracelet is worked in an intertwined design of three flowers. A DC 20 Knowledge (nature) check identifies the flowers as acacia, apocynum, and bilberry, symbolizing concealment, treachery, and falsehood.

The bracelet grants the wearer a +5 competence bonus on Sense Motive checks, and a +5 resistance bonus on Will saves against enchantment effects. If the wearer makes a successful Will save against an enchantment, the caster of that spell incorrectly senses the effect has succeeded. Additionally, the bracelet's wearer knows an enchantment targeted him and the enchantment's source. *Seducer's bane* creates an aura on its wearer, visible to *detect magic*, matching the failed enchantment spell or effect, and lasting as long as the intended enchantment's duration. However, if the bracelet's wearer attacks the caster or its allies, or otherwise acts in a way that's contradictory to the failed spell's effect, the caster of that spell immediately realizes the enchantment was ineffective.

VOIDFROST ROBE

CL 10, Aura moderate abjuration and evocation, Weight 1 lb., Slot body; Price 11,000 gp

This blue and white silk robe gives the impression of ice and frozen fog forming over its surface. The robe grants the wearer cold resistance 5 and increases the wearer's caster level for all spells with the cold descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of cold. Creatures other than the wearer within the area take 2d6 points of cold damage (Reflex DC 16 half).