

# The Blakros Connection

## Subtier 8-9

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## A. The Collection Esoterica

**INVISIBLE STALKER (2)**
**CR 7**

N Medium outsider (air, elemental, extraplanar)

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

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

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

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

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

**OFFENSE**
**Speed** 30 ft., fly 30 (perfect)

**Melee** 2 slams +12 (2d6+4)

**STATISTICS**
**Str** 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

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

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

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

**Languages** Auran, Common

**SQ** improved tracking

**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.

**DEVIL, MNEMOR (2)****CR 5**

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

**Init** +8; **Senses** darkvision 60 ft., *detect magic*, *detect thoughts*, see in darkness; Perception +11**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 57 (6d10+24)**Fort** +6, **Ref** +9, **Will** +7**Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16**OFFENSE****Speed** 30 ft.**Melee** 2 claws +11 (1d6+4), proboscis +10 touch (memory siphon)**w/ Power Attack** 2 claws +9 (1d6+8), proboscis +8 touch (memory siphon)**Special Attacks** memory siphon**Psychic Magic** (CL 6th; concentration +9)16 PE—*aversion*<sup>OA</sup> (2 PE, DC 15), *calm emotions* (2 PE, DC 15), *confusion* (4 PE, DC 17), *deja vu*<sup>OA</sup> (1 PE), *invisibility* (2 PE)**Spell-Like Abilities** (CL 6th; concentration +9)Constant—*detect magic*, *detect thoughts* (DC 15)At will—*greater teleport*, *suggestion* (DC 15)1/day—*summon* (level 3, 1 bearded devil or 6 lemures 50%)**STATISTICS****Str** 18, **Dex** 18, **Con** 18, **Int** 17, **Wis** 15, **Cha** 17**Base Atk** +6; **CMB** +10; **CMD** 24**Feats** Improved Initiative, Power Attack, Weapon Focus (claw)**Skills** Bluff +12, Diplomacy +12, Knowledge (religion) +11, Knowledge (planes) +16, Knowledge (all others) +8, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +13, Use Magic Device +9; **Racial Modifiers** +4 Knowledge**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SQ** easily forgotten**DESCRIPTION**

This ghoulish figure wears a tattered robe and stares with milky-white eyes, a proboscis-like tongue snaking out over its distended jaw.

**SPECIAL ABILITIES****Easily Forgotten (Su)** A mnemor devil's appearance and presence are difficult to fix in one's mind. Once a mnemor devil moves out of line of sight of a creature (or otherwise becomes unseen), that creature must succeed at a DC 16 Will save or be unable recall the last known location or direction of the devil. Such a creature cannot recall the details or nature of their encounter with the devil, though it retains a vague recollection that the encounter occurred. The mnemor can choose to suppress this ability.**Memory Siphon (Sp)** A creature struck by a mnemor devil's proboscis suffers the effect of the *memory lapse*<sup>APG</sup> spell with no saving throw. Additionally, the mnemor devil can choose to attempt to affect the creature as with the *repress memory*<sup>OA</sup> spell (DC 16 Will save negates)—the spell targets the creature struck, rather than the mnemor devil itself, and spell resistance applies. If the target is a willing creature, the mnemor devil may alter memories of any length, as if through multiple applications of *repress memory*<sup>OA</sup>.**Psychic Magic (Sp)** A mnemor devil can cast a limited number of psychic spells (including the emotion and thought components) by spending one or more uses of psychic energy (PE).

Psychic Spells

**Aversion** (enchantment(compulsion)[mind-affecting], VS, close, one creature, 1 day/lvl, SR yes) – WILL or target tries to avoid a 50 ft. cube. Won't come within 60 ft. of it unless it would be in danger otherwise. If it makes WILL, it is only sickened while within that area.

**Calm Emotions** (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

**Confusion** (enchantment(compulsion)[mind-affecting], VSMDf, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

**Déjà Vu** (enchantment(compulsion)[mind-affecting], V, medium, one creature, 2 rounds, SRyes) – Whatever actions the target takes on its first round following the spell it must take the same general actions for the 2<sup>nd</sup> round, although it is not required to make the exact same decisions.

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

Spell Like Abilities

**Greater Teleport** (conjunction(teleportation), V, personal and touch) – Teleport anywhere.

**Suggestion** (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

**SUMMONED LEMURES (6)**

**CR 1**

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

**Init** +0; **Senses** darkvision 60 ft., see in darkness;

**Perception** +0

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 13 (2d10+2)

**Fort** +4, **Ref** +3, **Will** +0

**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

**OFFENSE**

**Speed** 20 ft.

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

**STATISTICS**

**Str** 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

**Base Atk** +2; **CMB** +2; **CMD** 12

**SUMMONED BEARDED DEVIL (BARBAZU)****CR 5**

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

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10**DEFENSE****AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 57 (6d10+24)**Fort** +9, **Ref** +7, **Will** +3**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16**OFFENSE****Speed** 40 ft.**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)**w/ Power Attack** glaive +9/+4 melee (1d10+12 plus infernal wound) or 2 claws +8 melee (1d6+8)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)**Special Attacks** beard**Spell-Like Abilities** (CL 12th)At will—~~greater teleport (self plus 50 lbs. of objects only)~~1/day—~~summon (level 3, 1 bearded devil or 6 lemures, 50%)~~**STATISTICS****Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SPECIAL ABILITIES****Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.*Devil Chills:* Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

## 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

### DEATHWEB

CR 6

N Large undead

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

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### DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)**hp** 71 (11d8+22)**Fort** +5, **Ref** +5, **Will** +8**Immune** undead traits

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### OFFENSE

**Speed** 30 ft., climb 20 ft.**Melee** bite +15 (2d8+12)w/ **Power Attack** bite +12 (2d8+21)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** web (+9 ranged, DC 15, 11 hp)

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### STATISTICS

**Str** 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15**Base Atk** +8; **CMB** +17; **CMD** 29 (41 vs. trip)**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike**Skills** Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth**SQ** compression

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### DESCRIPTION

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

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### SPECIAL ABILITIES

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

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

**HUNGRY FOG****CR 6**

N Huge ooze

**Init** –3; **Senses** blindsight 60 ft.; **Perception** –5**Aura** bewitching brume (10 ft., DC 8)**DEFENSE****AC** 5, touch 5, flat-footed 5 (–3 Dex, –2 size)**hp** 59 (7d8+28)**Fort** +6, **Ref** –1, **Will** –3**Defensive Abilities** gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10**Weaknesses** vulnerable to wind**OFFENSE****Speed** fly 15 ft. (perfect)**Melee** +5 touch (6d6 negative energy)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** enveloping mists (DC 17, 3d6 negative energy and staggered)**STATISTICS****Str** —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +5; **CMB** +5; **CMD** 12 (can't be tripped)**DESCRIPTION**

Horrid shapes form within this cloying green mist, which pulses sporadically and with seeming voracity.

**SPECIAL ABILITIES****Bewitching Brume (Su)** Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect.**Enveloping Mists (Ex)** A hungry fog can engulf foes (see *Bestiary* 3 294). A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes.**Gaseous (Ex)** A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.**Vulnerable to Wind (Ex)** A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

## 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 (3)

CR 6

Dream eater soulsliver

NE Medium outsider (extraplanar, shapechanger)

**Init** +8; **Senses** darkvision 120 ft., low-light vision; Perception +16

#### DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

**hp** 66 (7d10+28); fast healing 1

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

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

**Weaknesses** vulnerable to sonic

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +13 (1d4+6)

**Special Attacks** death throes (DC 17), dream eating (DC 17), psychic assault (DC 19)

**Spell-Like Abilities** (CL 3rd; concentration +7)

3/day—*mage hand*, *open/close*, *silent image* (DC 15)

1/day—*mirror image* (1d4+1 images)

#### 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** 22, **Dex** 19, **Con** 18, **Int** 13, **Wis** 15, **Cha** 18

**Base Atk** +7; **CMB** +13; **CMD** 28

**Feats** Ability Focus (psychic assault), Dodge, Improved Initiative, Power Attack

**Skills** Acrobatics +14, Bluff +14, Disguise +14 (+18 when using change shape), Knowledge (planes) +19, Perception +16, Sense Motive +12, Stealth +18; **Racial Modifiers** +4 Disguise when using change shape, +4 Perception, +4 Stealth

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

**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 17 half).

**Dream Eating (Su)** As a full-round action that provokes attacks of opportunity, a soulsliver can consume a creature's subconscious dreams (DC 17 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 19 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. By expending 5 points, the soulsliver can make the victim nauseated for 1d6 rounds. By expending 7 points, it can make the victim confused for 1d6 rounds.

## C3. Aslynn's Mirror

### ASLYNN'S WILL

CR 10

Giant feargaunt

CE Huge outsider (extraplanar, incorporeal)

**Init** +8; **Senses** darkvision 60 ft.; Perception +18**Aura** nightmare (60 ft., DC 20)

### DEFENSE

**AC** 22, touch 22, flat-footed 17 (+7 deflection, +4 Dex, +1 dodge, +2 profane, –2 size)**hp** 126 (12d10+60)**Fort** +9, **Ref** +12, **Will** +11**Defensive Abilities** incorporeal

### OFFENSE

**Speed** fly 40 ft. (perfect)**Melee** tormenting touch +14 (8d6)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** tormenting touch**Spell-Like Abilities** (CL 12th; concentration +16)At will—*fear* (DC 18), *ghost sound* (DC 14)3/day—*confusion* (DC 18), *nightmare* (DC 19), *phantasmal killer* (DC 18)

### TACTICS

**During Combat** The feargaunt casts *phantasmal killer* against any heavily armored opponent that does not have the Acquainted with Aslynn boon. It then uses its tormenting touch to strike foes in melee.**Morale** The feargaunt fights to the death.

### STATISTICS

**Str** —, **Dex** 19, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19**Base Atk** +12; **CMB** +18; **CMD** 38**Feats** Blind-fight, Dodge, Flyby Attack, Improved Initiative, Lunge, Skill Focus (Stealth)**Skills** Bluff +19, Craft (nightmare) +15, Fly +23, Intimidate +19, Knowledge (planes) +17, Perception +18, Sense Motive +18, Stealth +17**Languages** Abyssal, Common (can't speak); telepathy 100 ft.**SQ** never far behind, prideful defense

### SPECIAL ABILITIES

**Oneiric Titan (Ex)** Due to its incorporeal nature, the giant simple template grants the feargaunt a +2 profane bonus to AC and a +2 bonus to its Intelligence in place of any bonuses to natural armor or Strength.**Never Far Behind (Su)** A number of times per day equal to its Charisma modifier, a feargaunt can teleport to a square adjacent to a creature that's still shaken from the feargaunt's nightmare aura or damaged by its tormenting touch. This ability functions as *greater teleport*, and only if the feargaunt and the creature are both in the Dimension of Dreams.**Nightmare Aura (Su)** A feargaunt is cloaked in a 60-foot-radius aura of fear, which manifests as darkened shadows, subtle rot, and skewed perspective. The first time a creature ends its turn within the aura, it must succeed at a DC 20 Will save or be shaken for as long as it stays within the aura and for 1d4 rounds thereafter. Creatures within the aura suffering from any fear effect automatically fail Charisma checks to attempt impossible feats in a dreamscape (*Pathfinder RPG Occult Adventures* 243). The feargaunt can suppress or reactivate this aura as a swift action. If the creature succeeds at the save, it cannot be

affected again by the aura for another 24 hours. This is a mind-affecting fear effect. The DC is Charisma-based.

**Prideful Defense (Su)** A feargaunt gains a deflection bonus to its Armor Class equal to its Wisdom modifier, in addition to the deflection bonus an incorporeal creature normally receives based on its Charisma modifier.

**Tormenting Touch (Su)** A feargaunt's touch is an incorporeal touch attack that deals 8d6 points of damage and bypasses damage reduction. A creature that is suffering from a fear effect and is struck by the feargaunt's tormenting touch also takes 1d2 points of Charisma bleed damage. This bleed damage can be stopped as normal, but it also stops when the subject is no longer suffering from a fear effect.

**DAUGHTERS OF ASLYNN (4)****CR 3**

Changeling animus shade witch (ley line guardian) 5 [Blue = if someone has Spoils of the Siege (322)]

NE Medium undead (humanoid, changeling, incorporeal)

**Init** +6; **Senses** darkvision 60 ft.; Perception +17**Aura** mental static (30 ft., DC 13 [14])**DEFENSE****AC** 17, touch 16, flat-footed 14 (+3 deflection, +2 Dex, +1 dodge, +1 natural)**hp** 40 (5d6+20) [plus 10 temps]**Fort** +4, **Ref** +3, **Will** +7; +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 +4 (animus insinuation, DC 13 [14])**Ranged** rend psyche +4 touch (2d6 plus 1d6 Charisma damage)**Special Attacks** animus insinuation, corrupt intent, hexes (coven, tongues), rend psyche**Witch Spells Known** (CL 5th; concentration +7)2nd (5/day)—*blindness/deafness* (DC 14 [15]), *owl's wisdom*, *touch of idiocy*1st (7/day)—*ill omen*<sup>APG</sup>, *inflict light wounds* (DC 13 [14]), *ray of enfeeblement* (DC 13 [14]), *reduce person* (DC 13 [14]), *shield of faith*0 (at will)—*bleed* (DC 12 [13]), *dancing lights*, *daze* (DC 12 [13]), *detect magic*, *spark*<sup>APG</sup> (DC 12 [13]), *touch of fatigue* (DC 12 [13])**Patron** wisdom**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 15, **Wis** 16, **Cha** 16**Base Atk** +2; **CMB** +4; **CMD** 18**Feats** Dodge, Improved Initiative, Mobility**Skills** Acrobatics +4, Fly +15, Intimidate +19, Perception +17, Sense Motive +9, Spellcraft +10; **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, 1<sup>st</sup> 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.

#### 2<sup>nd</sup> level spells

**Blindness/Deafness** (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**Owl's Wisdom** (transmutation, VSMDF, creature touched, 1min/lvl, SRyes) - +4 enhancement to WIS

**Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

#### 1<sup>st</sup> 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.

**Inflict Light Wounds** (necromancy, VS, creature touched, SRyes) – Deals 1d8+lvl (max +5) negative energy damage, WILL ½.

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

**Reduce Person** (transmutation, 1rd, VSM, close, one humanoid, 1min/lvl, SRyes) – Down 1 size category, +2 DEX, -2STR, +1att, +1AC, weapon size reduces

**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).

### **BRACERS OF SWORN VENGEANCE**

CL 15, Aura strong evocation, Weight 1 lb., Slot wrists; Price 25,000 gp

These white leather bracers have delicate elven runes etched upon them, one reading “swift defeat” and the other “vengeance.” Once per day, as an immediate action when the wearer takes hit point damage from a target, he may cry out, “Death to those who wrong me!”, swearing vengeance against the attacker. The wearer gains a +1 competence bonus on weapon attack rolls made against the target of his sworn vengeance, and deals an additional 2d6 points of damage on successful weapon attack rolls. For the duration of the effect, the wearer takes a –2 penalty on attack rolls against any target other than his sworn enemy. These bonuses and penalties last for 24 hours or until the sworn enemy is slain or destroyed by the wearer, whichever comes first. If the wearer fails to slay the target of his oath, these bracers cannot be used again until 7 days have passed.

### **MANUAL OF GAINFUL EXERCISE +1**

CL 17, Aura strong universal, Weight 5 lbs.; Price 27,500 gp

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

### **RING OF BLINKING**

CL 7, Aura moderate transmutation, Weight - , Slot ring; Price 27,000 gp

On command, this ring makes the wearer blink, as the *blink* spell.

### **ROBE OF SCINTILLATING COLORS**

CL 11, Aura moderate transmutation, Weight 1 lb., Slot body; Price 27,000 gp

The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment). Additionally the robe continuously illuminates a 30-foot radius. The effect can be used no more than a total of 10 rounds per day.