

# All for Immortality, Part 2: All the Gods Beyond Subtier 14-15

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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## B2. Organics Laboratory

### ROPER

CR 12

CE Large aberration

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

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### DEFENSE

**AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)**hp** 162 (12d8+108)**Fort** +13, **Ref** +5, **Will** +13**Immune** electricity; **Resist** cold 10; **SR** 27**Weaknesses** vulnerability to fire

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### OFFENSE

**Speed** 10 ft.**Melee** bite +20 (4d8+18/19–20)**Ranged** 6 strands +10 touch (1d6 Strength)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** pull (strand, 5 feet), strands

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### STATISTICS

**Str** 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12**Base Atk** +9; **CMB** +22; **CMD** 33 (can't be tripped)**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)**Skills** Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas**Languages** Aklo, Undercommon

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### SPECIAL ABILITIES

**Strands (Ex)** A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

**QLIPPOTH, THULGANT****CR 18**

CE Large outsider (chaotic, evil, extraplanar, qliploth)

**[Red = 4-Player Adjustment]****Init** +12 [+10]; **Senses** darkvision 60 ft., true seeing; **Perception** +31 [+29]**Aura** cloak of chaos (DC 25 [23])**DEFENSE****AC** 33, touch 25, flat-footed 21 (+4 deflection, +12 Dex, +8 natural, –1 size)**hp** 290 (20d10+180); fast healing 10**Fort** +25 [+23], **Ref** +30 [+28], **Will** +18 [+16]**Defensive Abilities** displacement, evasion, freedom of movement; **DR** 15/cold iron and lawful; **Immune** acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10; **SR** 25 vs. lawful spells and creatures**OFFENSE****Speed** 40 ft., climb 40 ft, fly 60-ft. (good).**Melee** 3 stings +27 (1d6+8/19–20 plus ability drain), 5 tentacles +22 (1d6+4 plus 2d6 acid) [3 stings +25 (1d6+6/19–20 plus ability drain), 5 tentacles +20 (1d6+2 plus 2d6 acid)]**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** horrific appearance (DC 27 [25]), savage stingers**Spell-Like Abilities** (CL 18th; concentration +25 [+23])Constant—*cloak of chaos* (DC 25 [23]), *displacement*, *freedom of movement*, *true seeing*At will—*dimension door*, *greater dispel magic*, *telekinesis* (DC 22 [20])3/day—quicken *dimension door*, *flesh to stone* (DC 23 [21]), *word of chaos* (DC 24 [22])1/day—*binding* (DC 25 [23]), *plane shift* (DC 24 [22]), *telekinetic sphere* (DC 25 [23]), *temporal stasis* (DC 25 [23])**STATISTICS****Str** 26, **Dex** 34, **Con** 29, **Int** 24, **Wis** 27, **Cha** 25**Base Atk** +20; **CMB** +29 [+27]; **CMD** 55 (71 vs. trip)**Feats** Combat Expertise, Combat Reflexes, Critical Focus, **Greater Vital Strike**, Improved Critical (sting), Improved Vital Strike, Lightning Reflexes, Quicken Spell-Like Ability (*dimension door*), Staggering Critical, Vital Strike**Skills** Acrobatics +35 [+33] (+39 [+37] jump), Bluff +30 [+28], Climb +36 [+34], Fly +33 [+31], Intimidate +27 [+25], Knowledge (arcana) +27 [+25], Knowledge (history) +30 [+28], Knowledge (planes) +30 [+28], Perception +31 [+29], Sense Motive +31 [+29], Spellcraft +27 [+25], Stealth +31 [+29], Use Magic Device +30 [+28]**Languages** Abyssal; telepathy 100 ft.**SQ** demon hunter**SPECIAL ABILITIES****Ability Drain (Su)** A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the third drains 1d4 points of Charisma. Any sting's drain is negated by a DC 29 [27] Fortitude save. The save DC is Constitution-based.**Demon Hunter (Ex)** A thulgant gains a +10 racial bonus on caster level checks to penetrate the spell resistance of any demon. Its attacks are treated as cold iron and good against demons.**Horrific Appearance (Su)** Creatures that succumb to a thulgant's horrific appearance are stunned for 1d4 rounds and take 1d6 points of Wisdom damage.**Savage Stingers (Ex)** If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing an extra 3d6+12 points of damage and draining an additional 2 ability points from all six of the victim's ability scores. A single DC 29 [27] Fortitude save negates all of this additional ability drain. The save DC is Constitution-based.

**Staggering Critical** Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

### Thulgant Cheat Sheet

#### Constant

**Cloak of Chaos** (abjuration[chaotic], VSF, one creature/lvl w/in 20ft of you, 1rd/lvl, SRyes) – Each creature gains +4 deflection for AC, +4 resistance to saves, SR 25 vs. lawful spells and spells from lawful creatures, lawful creatures who strikes you WILL or confused for 1 round.

**Displacement** (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

**Freedom of Movement** (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

**True Seeing** (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

#### At-Will

**Dimension Door** (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Greater Dispel Magic** (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

**Telekinesis** (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:  
*Sustained Force* = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.  
*Combat Maneuver* = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

#### 3/day

**Quickened Dimension Door** (conjuration(teleportation), swift, V, long, you and touched objects) – teleport anywhere w/in range

**Flesh to Stone** (transmutation, VSM, medium, one creature, SRyes) – FORT or turned into a statue.

**Word of Chaos** (evocation [chaotic, sonic], V, nonchaotic creatures in a 40ft radius from you, SRyes) –

HD = CL -> Deafened

HD [CL-1, CL] -> Stunned, Deafened

HD [CL-5, CL-1] -> Confused, Stunned, Deafened

HD [CL-10, CL-5] -> Killed, Confused, Stunned, Deafened

Deafened = WILL or Deafened for 1d4 rds

Stunned = WILL or Stunned for 1rd

Confused = Confused for 1d10min. WILL for 1rd. Mind-affecting/enchantment effect

Killed = Killed. WILL for 3d6+lvl dmg instead.

#### 1/day

**Binding** – Irrelevant to combat

**Plane Shift** (conjuration(teleportation), VSF, creature touched, or 8 creatures holding hands, SRyes) – Go to a random spot in another spot in another plane. WILL negates.

**Telekinetic Sphere** (evocation[force], VSM, close, 1ft/lvl diameter sphere, 1min/lvl) – REF or trapped in a sphere, you can move the sphere within medium range up to 30 ft per round.

**Temporal Stasis** (transmutation, VSM, creature touched, permanent, SRyes) – WILL or creature is stuck in temporal stasis until it is removed.

**TORMENTED AUGNAGAR****CR 16**

Broken soul augnagar qliploth

CE Huge outsider (chaotic, evil, extraplanar, qliploth)

**Init** +3; **Senses** blindsight 30 ft., darkvision 60 ft., scent; **Perception** +21**DEFENSE****AC** 33, touch 7, flat-footed 33 (–1 Dex, +26 natural, –2 size)**hp** 217 (14d10+140)**Fort** +20, **Ref** +10, **Will** +8**DR** 10/lawful, 5/–; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10, sonic 5**OFFENSE****Speed** 40 ft., climb 40 ft., fly 40 ft. (average)**Melee** torturous touch +24 touch (2d6 plus 1d6 Dex damage and convulsions) or

bite +24 (2d6+12 plus 1d8 bleed and rotting curse), 3 claws +24 (1d8+12 plus 1d8 bleed)

**w/ Power Attack** bite +20 (2d6+20 plus 1d8 bleed and rotting curse), 3 claws +20 (1d8+20 plus 1d8 bleed)**Space** 15 ft.; **Reach** 15 ft. (30 ft. with claws)**Special Attacks** agonized wail (DC 21), baleful gaze (DC 21), horrific appearance, rotting curse, torturous touch (DC 21)**Spell-Like Abilities** (CL 14th; concentration +8)Constant—*true seeing*3/day—*dimension door*, *protection from law*1/day—*waves of exhaustion***TACTICS****During Combat** Once the augnagar frees itself, it wails (if it cannot reach prey), tears apart foes (if there is a promising target), or casts *waves of exhaustion* (especially if it can catch multiple targets in the area). It activates its horrific appearance once several creatures can see it.**Morale** The qliploth uses *dimension door* to flee to the surface if reduced to 30 or fewer hit points. There it tries to stop its bleeding and then begins killing everything it can find. The PCs can hear the panicked screams of those above with a successful DC 30 Perception check. If no one intervenes, the thulgant kills all of the researchers and 1d2 of any NPC Pathfinders present. It then uses *dimension door* to return to area **B** and resume its fight with the PCs while mockingly waving one of the dead Pathfinder's heads as a trophy.**STATISTICS****Str** 34, **Dex** 9, **Con** 28, **Int** 5, **Wis** 18, **Cha** 19**Base Atk** +14; **CMB** +28; **CMD** 37 (45 vs. trip)**Feats** Diehard, Endurance, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Vital Strike**Skills** Climb +20, Fly +12, Intimidate +12, Perception +21, Stealth +24; **Racial Modifiers** +8 Intimidate, +16 Stealth**Languages** Abyssal; telepathy 100 ft.

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**SPECIAL ABILITIES**

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**Agonized Wail (Su)** As a standard action, the augnagar can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to the augnagar's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

**Baleful Gaze (Su)** Any creature within 60 feet of the augnagar must succeed at a DC 21 Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute. (This is not available with the four-player adjustment.)

**Horrific Appearance (Su)** As a standard action, an augnagar can subject all living creatures within 30 feet to its horrific appearance, driving them momentarily insane. This results in 2 points of Charisma damage and leaves the victims confused for 1d3 rounds (Will DC 21 negates).

**Rotting Curse (Su)** Bite—injury; *Save Fort DC 26; Frequency 1/ day; Effect 1d6 Con drain plus constant stench.* A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. This functions as the stench universal monster rule, save that it affects all creatures except those that are immune to poison. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a DC 26 Fortitude save to negate this condition—those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts a –8 penalty on all Stealth checks made by the cursed victim. The save DC is Constitution-based.

**Torturous Touch (Su)** The augnagar can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

## B3. Terminated Experiments

### USING A LIBRARY

Every library has two primary statistics: a Complexity rating, which reflects the intricacy or confusing nature of the library's contents, and knowledge points (abbreviated kp), which are an abstract representation of the sum of the library's collected information.

To research a specific topic or question within a library, a character must succeed at a Research check, using one of the skills listed in the library's stat block. A Research check is akin to a Knowledge check, though each library stat block lists the specific skills that can be used for Research checks based on the nature of that library's collections. A library's Complexity rating serves as the DC for Research checks that attempt to unravel that library's clues.

Attempting a Research check requires an uninterrupted 8-hour period of research, and a character cannot take 10 or 20 on a Research check. Each 8-hour period of research grants a cumulative +1 bonus on Research checks. If a researcher stops researching at the same library for a month or more, she loses any cumulative bonuses gained for that library thus far. Up to two additional characters can use the aid another action to assist a primary researcher. In addition, some libraries grant a Knowledge bonus—a bonus on specific Knowledge checks (including Research checks) attempted within that library—due to the depth and completeness of its collections. Research checks cannot normally be attempted untrained unless the library's Complexity is 10 or lower, the Research check involves a skill that allows untrained checks, or the library's collection is extensive enough to allow untrained checks, as detailed in the library's stat block.

Succeeding at a Research check reduces a library's knowledge points, similar to dealing damage to a creature's hit points. As its knowledge points decrease, a library reveals its secrets. Characters learn information when a library's knowledge points reach various research thresholds, as detailed in each library's stat block. The amount of knowledge points reduced on a successful Research check depends on the nature of the primary researcher and the type of library. It is generally a reflection of the character's training and Intelligence score, represented by a die roll modified by the character's ability modifier (see Research by Expertise, below).

In addition to these base amounts, for every 5 by which a Research check exceeds the library's Complexity rating, the library's knowledge points are reduced by 1 additional point. Rolling a natural 20 on a Research check acts like a critical threat. If the researcher confirms the critical hit by succeeding at a second Research check with all the same modifiers (this takes no additional time), the resulting knowledge point reduction is doubled. Conversely, rolling a natural 1 on a Research check automatically results in failure, and the library's knowledge points increase by 1/4 of the library's maximum knowledge points as the library's complexity causes a researcher to follow a wrong avenue of investigation.

When a library's knowledge points are reduced to 0, the characters have learned everything they can from that library, and gain experience points according to the library's CR. To learn additional information, they must visit another library and continue their research there.

### Research by Expertise

A successful Research check reduces a library's knowledge points by a certain amount, just as a successful attack roll in combat reduces a creature's hit points, and this amount depends on the primary researcher's training in the skill she used for the Research check. A primary researcher reduces a library's kp by  $1d12 +$  her Intelligence modifier if she has either 10 ranks in the skill, Skill Focus in the skill, or both 5 ranks in the skill and the skill as a class skill. She reduces a library's kp by  $1d8 +$  her Intelligence modifier if she has either 5 ranks in the skill or the skill is a class skill for her (but not both). Otherwise, she reduces a library's kp by  $1d4 +$  her Intelligence modifier.

**CONJOINED OWBS (6)****CR 13**

Variant owb

NE Medium outsider (extraplanar)

**Init** +10; **Senses** all-around vision, darkvision 60 ft., see in darkness; Perception +24**DEFENSE****AC** 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)**hp** 180 (19d10+76); fast healing 5**Fort** +17, **Ref** +12, **Will** +13**Immune** cold**Weaknesses** light sensitivity**OFFENSE****Speed** 15 ft., fly 60 ft. (perfect)**Melee** 4 claws +24 (1d8+5/19–20 plus 1d6 cold and horrific strike)**Ranged** bursting cold +25 touch (6d6 cold)**Special Attacks** bursting cold, curse of darkness, horrific strike**Spell-Like Abilities** (CL 15th; concentration +18)Constant—*blur*At will—*deeper darkness*, *detect thoughts* (DC 15), *dust of twilight*<sup>APG</sup> (DC 15)5/day—*shadow step*<sup>UM</sup>**TACTICS****During Combat** The conjoined owbs blanket the area in darkness and harry the PCs using natural attacks.

When possible, the owbs avoid harming a PC who accepted the Shadow Touched boon.

**Morale** The conjoined owbs fight to the death.**STATISTICS****Str** 20, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16**Base Atk** +19; **CMB** +24; **CMD** 41**Feats** Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (claws), Improved Initiative, Mobility, Point-Blank Shot, Precise Shot, Wingover**Skills** Fly +36, Knowledge (planes) +22, Knowledge (religion) +22, Perception +24, Sense Motive +15, Spellcraft +12, Stealth +28**Languages** Dark Folk (can't speak); telepathy 100 ft.**SPECIAL ABILITIES****Bursting Cold (Su)** As a standard action, a conjoined owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and it deals 6d6 points of cold damage. Three times per day, the conjoined owb can choose to have these flames explode when they strike, dealing 6d6 cold damage to all creatures within 10 feet of the target (Reflex DC 23 for half)**Curse of Darkness (Su)** With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 22 Fortitude saving throw or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark folk subtype, in which case the effect can only be removed by *wish* or similar magic. The saving throw DC is Charisma-based.**Horrific Strike (Su)** A conjoined owb can assault its foes with the ocean of mental anguish that it has endured as a subject of terrible experimentations. If the owb hits the same creature with its claws two or more times in 1 round, the owb can assault the target with a wave of horrifying images (Will DC 22

negates). If the owb hits only twice, these images stagger the target for 1 round. If it hits three times, it instead stuns the target for 1 round. If it hits four times, it stuns the target for 1 round and deals 1d2 points of Wisdom drain. This is a mind-affecting fear effect.

#### Spell-Like Abilities

**Blur** (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

**Deeper Darkness** (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

**Detect Thoughts** (divination[mind-affecting], VSFDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

**Dust of Twilight** (conjuration[darkness], VSM, medium, creatures/objects in a 10ft. spread) – Extinguish mundane light sources, dispel light spells of 2<sup>nd</sup> lvl or lower, FORT or be fatigued.

**Shadow Step** (illusion[shadow][shadow], VS, medium) – You teleport from an area of dim light/darkness to another area of dim light/darkness.

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#### **Hard Mode**

The conjoined owbs deal divine damage (not subject to damage reduction or energy resistances) with their claws and bursting cold special attack, and they are immune to the divine damage dealt by other conjoined owbs. Increase the effective spell level of their *deeper darkness* spell-like ability to 5th; it is so potent that even *daylight* only increases the light level to darkness (not supernatural darkness) unless the *daylight*'s spell level is at least 5th. While in an area of dim light, darkness, or supernatural darkness, a conjoined owb's fast healing increases to 10, and the save DC of its horrific strike increases to 25.

## Touched by Shadow

Darkness and fear are all that guide you. As the shadow consumes you, you are becoming a gaunt caricature of your former self, emptied of life and color.

You gain darkvision up to 60 feet, or the range of your existing darkvision increases by 30 feet; you gain a 20% chance to ignore (treat as a normal hit) confirmed critical hits and precision-based damage from any weapon that doesn't have the *ghost touch* property; you gain light sensitivity; and you gain a –6 penalty on saving throws and to your CMD against attacks and effects that would move or trip you—as well as on all combat maneuver checks except those made to escape a grapple.

## C1. Godless Chamber

### GOD FOUNT

CR 17

Variant Immortal Ichor [Red = 4-Player Adjustment]

NE Medium ooze (extraplanar)

**Init** +7; **Senses** blindsense 60 ft.; Perception +29

### DEFENSE

**AC** 34 [30], touch 34 [30], flat-footed 30 [26] (+3 Dex, +1 dodge, +20 [+16] profane)

**hp** 324 [220] (24d8+216); regeneration 10 (good spells, good weapons)

**Fort** +18, **Ref** +11, **Will** +13

**Defensive Abilities** amorphous, DR 15/— [DR 10/—]; **Immune** acid, bludgeoning damage, electricity, piercing damage, mind-affecting effects, ooze traits; **Resist** fire 30

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 20 ft., fly 30 ft. (average), swim 40 ft.

**Melee** slam +26 (6d6+10 plus 1d3 Wis drain)

**Spell-Like Abilities** (CL 19th; concentration +26)

At will—*detect thoughts* (DC 19), *doom* (DC 20), *summon swarm*, *telekinesis* (DC 22)

3/day—*control undead* (DC 24), *creeping doom* (DC 24), quickened *doom* (DC 20), *fear* (DC 21), *insect plague*, *mind fog* (DC 22), *nightmare* (DC 22)

### TACTICS

**Before Combat** The God Fount swims just underneath the surface of the area's acid pool, stealthily waiting for the PCs to reach the platform directly above the acid's surface. In a surprise round, the God Fount uses its *mind fog* spell-like ability, targeting the lowest platform.

**During Combat** The God Fount uses its *mind fog* spell-like ability (if it has not already). It then uses its *telekinesis* spell-like ability, first to disconnect the stairway that leads to the lowest revealed platform (potentially blocking PCs from fleeing), and then to attempt to bull rush a PC off the platforms and into the acid pool. Once it has knocked a PC into the acid, it flies out of the pool and uses its *fear* and *doom* spell-like abilities until at least one PC is panicked. It then uses its *creeping doom* or *insect plague* spell-like ability, positioning the swarms to surround the remaining PCs if possible, before wading into melee with slam attacks. The God Fount makes a grudging effort to avoid harming any creature affected by the shadowbound corruption (see area B3), but defends itself if attacked.

**Morale** The God Fount both despises its tortured existence and simultaneously craves the chance to terrorize lesser beings. If it senses a way to escape and determines that the PCs pose little chance of killing it, the ooze travels toward the teleportation circle and departs Wingless Rock after crushing a PC or two; during its escape, it also kills one member of each NPC Pathfinder team on Wingless Rock. If the PCs pose a serious threat, their existence challenges the God Fount's claimed omnipotence; it fights to the death to destroy such creatures.

### STATISTICS

**Str** 24, **Dex** 17, **Con** 26, **Int** 21, **Wis** 20, **Cha** 25

**Base Atk** +18; **CMB** +25 (+29 bull rush); **CMD** 59 (can't be tripped)

**Feats** Ability Focus (*doom*), Combat Casting, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability (*doom*), Toughness, Weapon Focus (slam), Wingover

**Skills** Fly +30, Intimidate +31, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +15 (+25 when submerged in any liquid), Swim +39; **Racial Modifiers** +10 Stealth while submerged in any liquid

**Languages** Abyssal, Aklo, Common, Infernal, Undercommon (can't speak any language); telepathy 100 ft.

**SQ** enslave the cowed, compression, no breath

### SPECIAL ABILITIES

**Amorphous (Ex)** The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

**Enslave the Cowed (Su)** Any creature affected by any of the God Fount's spell-like abilities with the fear descriptor take an additional 1 point of Wisdom drain from its slam attack. If the God Fount reduces a creature's Wisdom to 0, the creature becomes completely subservient to the God Fount (as per *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom drain it has taken from the slams. Any creature that is killed while subservient to the God Fount in this way rises the next round as a juju zombie under the God Fount's control. If the God Fount is killed, these zombies are immediately destroyed.

**Invite Blasphemy (Su)** The God Fount thrives upon mortal fear and obeisance, especially those of pious creatures. As a free action, a creature that receives divine spells or other abilities from a deity can decisively renounce its divine patron—losing all associated abilities and spellcasting—and acknowledge the immortal ichor's divinity. Doing so causes the God Fount's form to coalesce into a more distinct shape and consistency, suppressing its regeneration, immunity to bludgeoning and piercing, and amorphous defensive ability for 1d4+1 [1d4+3] rounds. A creature that sacrifices its abilities in this way can regain them only by receiving *atonement* for performing a deliberate misdeed.

**Ooze Traits (Ex)** Oozes are immune to critical hits, flanking, precision damage, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, stun, and visual effects.

**Split (Ex) (HARD MODE ONLY)** When the God Fount takes damage from a slashing weapon that is not treated as good for the purpose of overcoming its regeneration, it splits into two identical oozes, each with half the original's current hit points (round down). A God Fount with 40 hit points or less cannot be split further. Any additional God Founts created by this ability lack regeneration but instead gain fast healing 5.

#### Spell-Like Abilities

**Control Undead** (necromancy, VSM, close, up to 2HD/lvl all w/in 30ft. of each other, 1min./lvl, SRyes) – WILL or undead fall under your command for duration.

**Creeping Doom** (conjuration(summoning), VS, close, 4 swarms of insects, 1rd/lvl) – Summon centipede swarms. Can direct them within 100 ft as a standard

**Detect Thoughts** (divination[mind-affecting], VSFDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

**Doom** (necromancy [emotion, fear, mind-affecting], VSDF, medium, 1min/lvl, SRyes) – WILL or shaken.

**Fear** (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

**Insect Plague** (conjuration(summoning), VSDF, 1round, long, one swarm/3lvls, 1 min/lvl) – Summon stationary wasp swarms adjacent to each other.

**Mind Fog** (Enchantment (compulsion)[mind-affecting], VS, medium, 20ft fog, 30 min, SRyes) – WILL in fog or take -10 to Wisdom checks and WILL for time in fog and 2d6 rds. afterwards. No concealment

**Nightmare** – irrelevant in combat

**Summon Swarm** (conjuration(summoning), 1 round, VSMDF, close, concentration + 2rds) – Summon a swarm of bats, rats, or spiders. The caster has no control over the swarm.

**Telekinesis** (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:  
*Sustained Force* = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.  
*Combat Maneuver* = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

**CREEPING DOOM SWARM****CR 4**

N Diminutive vermin (swarm)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 60 (9d8–9)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits, **Immune** weapon damage**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** swarm (4d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 22), poison**STATISTICS****Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Feats** Weapon Finesse<sup>B</sup>**Skills** Climb +12, **Perception** +4; **Racial****Modifiers** +4 **Perception****SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**WASP SWARM****CR 3**

N Diminutive vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +9**DEFENSE****AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)**hp** 31 (7d8)**Fort** +5, **Ref** +3, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison**STATISTICS****Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** —; **CMD** —**Skills** Fly +11, **Perception** +9; **Racial****Modifiers** +8 **Perception****SQ** swarm traits, vermin traits**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

**BAT SWARM****CR 2**

N Diminutive animal (swarm)

**Init** +2; **Senses** blindsense 20 ft., low-light vision; Perception +15**DEFENSE****AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)  
**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11), wounding**STATISTICS****Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** —; **CMD** —**Feats** Lightning Reflexes, Skill Focus (Perception)**Skills** Fly +12, Perception +15; **Racial****Modifiers** +4 Perception when using blindsense**SQ** swarm traits**SPECIAL ABILITIES****Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.**RAT SWARM****CR 2**

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
**hp** 16 (3d8+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**SPIDER SWARM****CR 1**

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)  
**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial****Modifiers** +4 Perception; uses Dexterity for Climb checks**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.