

Erinyes

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

Init +6; Senses darkvision 60 ft., see in darkness, true seeing; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 94 (9d10+45)

Fort +11, Ref +12, Will +7

DR 5/good; Immune fire, poison; Resist acid 10, cold 10; SR 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 longsword +15/+10 (1d8+8/19–20)

Ranged +1 flaming composite longbow +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th)

Constant—true seeing

At will—fear (single target, DC 19), greater teleport (self plus 50 lbs. of objects only), minor image (DC 17), unholy blight (DC 19)

1/day—summon (level 3, 2 bearded devils, 50%)

STATISTICS

Str 20, Dex 23, Con 21, Int 14, Wis 18, Cha 21

Base Atk +9; CMB +14; CMD 31

Feats Combat Reflexes, DodgeB, MobilityB, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run
Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Morlock

CE Medium monstrous humanoid

Init +8; Senses darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, Ref +9, Will +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 14, Dex 19, Con 15, Int 5, Wis 14, Cha 6

Base Atk +3; CMB +5; CMD 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); Racial Modifiers +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Stone Golem

N Large construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

Fort +4, Ref +3, Will +4

DR 10/adamantine; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks slow

STATISTICS

Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

-A transmute rock to mud spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.

-A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Open Game License:

<http://paizo.com/pathfinderRPG/prd/openGameLicense.html>