

Feral Mining Beetle (2) CR 1/2

N small vermin (*Pathfinder RPG Bestiary* 33)

Init +2; **Senses** low-light vision; Perception +2

Defense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +2, **Will** +2

Immune mind-affecting effects

Offense

Speed 30 ft., burrow 20 ft.

Melee bite +3 (1d4+2)

Tactics

Before Combat The beetles wait just below the cavern's surface, guarding their nests from predators. If anything approaches one of the fungal patches or disturbs their pool, they attack.

During Combat The beetles attack mindlessly, focusing on whoever happens to be closest.

Morale The beetles fight to the death.

Statistics

Str 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 13 (21 vs. trip)

Special Abilities

Luminescence (Ex) A mining beetle's glowing glands provide light in a 10-foot radius. A dead mining beetle's luminescent glands continue to glow for 1d6 days after its death.

MORLOCK CR 2

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.

ARROW TRAP CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** none

Effect Atk +15 ranged (1d8+1/x3)

PIT TRAP CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 **Reflex** avoids; multiple targets (all targets in a 10-ft.-square area)

SPIKED PIT TRAP CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 **Reflex** avoids; multiple targets (all targets in a 10-ft.-square area)

GIANT LEECH CR 2

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., scent; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +2 (1d6 plus attach)

Special Attacks blood drain

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)

Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

Abysiel Greensummer CR 3

Unique male elf sorcerer 3
CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 12, flat-footed 16 (+2 deflection, +4 shield)
hp 19 (3d6+9)
Fort +4, **Ref** +3, **Will** +4; +2 vs. enchantments
Defensive Abilities light fortification, site bound defenses;
Immune combat maneuvers, *magic missile*

OFFENSE

Speed 0 ft.
Ranged acid ray +3 (1d6+1)
Special Attacks +2 on caster level checks to overcome SR, site mastery
Bloodline Special Abilities (CL 3rd, concentration +5)
5/day—acid ray (1d6+1)
Sorcerer Spells Known (CL 3rd; concentration +5)
1st (5/day)—*enlarge person*, *hypnotism* (DC 14), *magic missile* (2 missiles), *obscuring mist*
0—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*
Bloodline aberrant

TACTICS

During Combat Abysiel is madness incarnate and is far beyond reason—he attacks the moment he sees the PCs. Abysiel begins combat by casting *hypnotism* on heavily armored PCs, ordering them to cast aside their weapons. He uses site mastery to attack any obvious casters, and casts *obscuring mist* to gain cover if anyone engages him in melee. He then rains down acidic rays or *magic missiles*.
Morale Abysiel is beyond reason and rational thought. He fights to the death.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15
Base Atk +1; **CMB** +0; **CMD** 12
Feats Arcane Armor Training, Eschew Materials, Spell Focus (enchantment)
Skills Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Perception +4, Spellcraft +7 (+9 identify magic item properties)
Languages Aklo, Common, Elven
SQ bloodline arcana, long limbs

SPECIALABILITIES

Site Bound (Su) Abysiel is bound in place by sturdy chains and ancient magic. His speed is 0 ft. and he is incapable of any movement. He is immune to all combat maneuvers or any other ability or spell that could move him or knock him prone. Abysiel is always considered flat-footed, even when aware of attacks. The process that bound him to the Tangle also granted Abysiel a +4 enhancement bonus to Constitution and infused him with the light fortification armor quality.

Site Bound Defenses (Su) Abysiel is protected by the device in which he is held captive. Because of its moving parts and magical energies, it grants him a +2 deflection bonus and a +4 shield bonus to his AC. The shield bonus functions like the *shield* spell and thus makes him immune to *magic missile*.

Site Mastery (Su) By mingling his essence with his grand device, Abysiel can reflexively control its components. As a move action, he may move any one of the following components and gain the listed benefits:

Chains: Abysiel animates the workshop's many chains to grapple a single target, as if using the animate rope spell, with the exception that the chains can reach any opponent within the workshop.

Paneling: By shifting the outer paneling of his grand device, Abysiel grants himself total cover from one-quarter of the chamber below. This cover remains in place until changed again. This cover does not apply to opponents on the catwalks.

Pendulums: Abysiel causes one of the device's massive pendulums to swing at a target that inflicts 1d8 bludgeoning damage with a +3 melee touch attack. Abysiel can target anyone in the room with this ability, even those on the catwalk.

HYPNOTISM

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area several living creatures, no two of which may be more than 30 ft. apart

Duration 2d4 rounds (D)

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

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of –2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.