

# EMERALD SPIRE LEVEL 9

## THE SPIRE AXIS

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**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.

**MORLOCK CREEPER****CR 4**Morlock rogue 3 (*Pathfinder RPG Bestiary* 209)

CE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 120 ft., scent; Perception +9**DEFENSE****AC** 17, touch 16, flat-footed 11 (+6 Dex, +1 natural)**hp** 50 (6 HD; 3d10+3d8+21)**Fort** +5, **Ref** +14, **Will** +6**Defensive Abilities** evasion, trap sense +1; **Immune** disease, poison**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** mwk club +12 (1d6+3), bite +6 (1d4+1) or  
heavy pick +8 (1d6+3/×4)**Special Attacks** leap attack, sneak attack +3d6, swarming**TACTICS****Before Combat** The morlock hides until it can sneak attack.**During Combat** At the morlock creeper's command, it and the other morlocks strike and fall back constantly, trying to draw targets into traps or vulnerable positions. If it's not fighting in darkness, a creeper uses an *oil of darkness*.**Morale** If reduced to 10 hit points or fewer, the creeper breaks from combat and flees to seek the aid of the nearest ally.**STATISTICS****Str** 16, **Dex** 23, **Con** 17, **Int** 9, **Wis** 14, **Cha** 4**Base Atk** +5; **CMB** +8; **CMD** 24**Feats** Blind-Fight, Improved Initiative, Lightning Reflexes, Weapon Finesse**Skills** Acrobatics +23 (+27 when jumping), Climb +34, Disable Device +13, Perception +9, Sleight of Hand +15, Stealth +15 (+19 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber, rogue talents (finesse rogue), trapfinding +1**Combat Gear** *oil of darkness*; **Other Gear** heavy pick, mwk club**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.

**INTOXICATED MORLOCK****CR 1**

CE Medium monstrous humanoid

**Init** +6; **Senses** darkvision 120 ft., scent; Perception +0

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**DEFENSE****AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 22 (3d10+6)**Fort** +1, **Ref** +7, **Will** +3**Immune** disease, poison**Weaknesses** light blindness, sickened

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**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** club +3 (1d6), bite -2 (1d4-1)**Special Attacks** leap attack, sneak attack +1d6, swarming

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**STATISTICS****Str** 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +3; **CMD** 19**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +11, Climb +20, Stealth +6 (+10 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb**Languages** Undercommon**SQ** expert climber

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**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.

**Sickened** The intoxicated morlock takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. This reduces the morlock's CR by 1.

**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.

**NEPHILIM****CR 8**

N Large outsider (native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +17

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**DEFENSE**

**AC** 22, touch 11, flat-footed 20 (+6 armor, +2 Dex, +5 natural, –1 size)

**hp** 104 (11d10+44) (currently 8)

**Fort** +13, **Ref** +5, **Will** +10; +2 vs. fear and sorrow effects

**Defensive Abilities** soul of sorrow; **DR** 10/magic; **Resist** cold 10, fire 10; **SR** 19

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**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *longsword* +18/+13/+8 (2d6+11/17–20) or 2 slams +17 (1d6+7)

**w/ Power Attack** +1 *longsword* +15/+10/+5 (2d6+20/17–20) or 2 slams +14 (1d6+13)

**Ranged** mwk spear +13/+8/+3 (2d6+7/×3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** crushing blow, mortal challenge

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**STATISTICS**

**Str** 25, **Dex** 15, **Con** 18, **Int** 14, **Wis** 16, **Cha** 17

**Base Atk** +11; **CMB** +19 (+23 sunder); **CMD** 31 (33 vs. sunder)

**Feats** Endurance<sup>B</sup>, Great Fortitude<sup>B</sup>, Greater Sunder, Improved Critical (longsword), Improved Lightning Reflexes, Improved Sunder, Power Attack, Quick Draw

**Skills** Bluff +12, Climb +13, Diplomacy +17, Intimidate +17, Knowledge (geography, planes) +11, Perception +17, Sense Motive +17, Stealth +9, Survival +12

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**SPECIAL ABILITIES**

**Crushing Blow (Ex)** When a nephilim makes a successful critical hit with a melee attack, the target must make a DC 22 Fortitude save or take an additional 3d6 points of nonlethal damage and be staggered for 1 round. The save DC is Strength-based.

**Mortal Challenge (Su)** When a nephilim spends a standard action to roar a battle challenge, all humanoids and monstrous humanoids within 100 feet of the nephilim must make a DC 18 Will save to avoid becoming frightened for 5d6 rounds. On a successful save, the creatures only become shaken for that time. Creatures with more HD than the nephilim become shaken if they fail their save, and suffer no effect if they succeed. A creature that succeeds at the save is immune to that nephilim's mortal challenge for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Soul of Sorrow (Ex)** A nephilim gains a +2 bonus on Will saves against fear effects and any effect that causes sorrow.

**BARBED DEVIL (HAMATULA)****CR 11**

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

**Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

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**DEFENSE****AC** 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)**hp** 138 (12d10+72)**Fort** +14, **Ref** +14, **Will** +8**Defensive Abilities** barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

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**OFFENSE****Speed** 30 ft.**Melee** 2 claws +18 (2d8+6/19–20 plus fear and grab)**w/ Power Attack** 2 claws +14 (2d8+14/19–20 plus fear and grab)**Special Attacks** fear, impale 3d8+9 (3d8+21 w/ Power Attack)**Spell-Like Abilities** (CL 12th)*At will—greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17),  
*produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)*1/day—order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

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**STATISTICS****Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 34**Feats** Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense  
Motive +21, Spellcraft +12, Stealth +13, Survival +14**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

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**SPECIAL ABILITIES****Barbed Defense (Su)** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.**Fear (Su)** A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.**Grab (Ex)** A barbed devil can use its grab attack against a foe of up to Medium size.**Impale (Ex)** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

## Barbed Devil Cheat Sheet

**Greater Teleport** (conjuration(teleportation), V, touch) – Teleport w/ no range limit and no miss chance.

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Major Image** (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

**Order's Wrath** (evocation [lawful], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Chaotic WILL?half:full + dazed for 1d4 rds. Neutral WILL?quarter:half

**Produce Flame** (evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+lvl (max +5) fire dmg. Every time you use a touch, duration reduces by 1 minute.

**Pyrotechnics** (transmutation, VSM, long, one fire source up to a 20ft. cube) – nonmagical fire is extinguished, magical fire stays, fire creature used as a source that CL in damage. Choose fireworks or smoke cloud. Fireworks = everyone within 120ft. WILL or be blinded. SR applies. Smoke = 20ft. radius smoke cloud which blocks all sight. -4 STR and DEX in cloud and 1d4+1rds after leaving (FORT negates). No SR.

**Scorching Ray** (evocation[fire], VS, close, SRyes) – 2 rays of fire, each deals 4d6 fire dmg.

**Unholy Blight** (evocation [evil], 20ft radius, medium, SRyes) – 1d8 dmg/2lvls. Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

**FLESH GOLEM****CR 7**

N Large construct

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)**hp** 79 (9d10+30)**Fort** +3, **Ref** +2, **Will** +3**DR** 5/adamantine; **Immune** construct traits, magic**OFFENSE****Speed** 30 ft.**Melee** 2 slams +13 (2d8+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** berserk**STATISTICS****Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +9; **CMB** +15; **CMD** 24**Languages** none**SPECIAL ABILITIES**

**Berserk (Ex)** When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

**Immunity to Magic (Ex)** A flesh 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 magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.



**ANUUK-TOG****CR 8**Male morlock barbarian 6 (*Pathfinder RPG Bestiary* 209)

CE Medium monstrous humanoid

**Init** +10; **Senses** darkvision 120 ft., scent; Perception +10**DEFENSE****AC** 21, touch 14, flat-footed 15 (+2 armor, +6 Dex, +5 natural, –2 rage)**hp** 120 (9 HD; 3d10+6d12+60)**Fort** +12, **Ref** +13, **Will** +9; +3 vs. magic**Defensive Abilities** improved uncanny dodge, trap sense +2, **Immune** disease, poison**Weaknesses** light blindness**OFFENSE****Speed** 50 ft., climb 30 ft.**Melee** +1 *greatclub* +16/+11 (1d10+10), bite +10 (1d4+3)**w/ Power Attack** +1 *greatclub* +13/+8 (1d10+19), bite +7 (1d4+6)**Ranged** club +15 (1d6+6)**Special Attacks** leap attack, rage (18 rounds/day), rage powers (quick reflexes, strength surge +6, superstition +3), sneak attack +1d6, swarming**TACTICS****Before Combat** At the first sign of intruders, Anuuk-Tog drinks his *potion of barkskin*.**During Combat** Anuuk-Tog rages, and furiously charges the nearest opponent.**Morale** Anuuk-Tog fights to the death.**Base Statistics** When not raging, Anuuk-Tog's statistics are **AC** 23, touch 16, flat-footed 17; **hp** 102; **Fort** +10, **Will** +7; **Melee** +1 *greatclub* +14/+9 (1d10+7), bite +8 (1d4+2); **Ranged** club +15 (1d6+4); **Str** 18, **Con** 18; **CMB** +13, **CMD** 29; **Skills** Climb +28.**STATISTICS****Str** 22, **Dex** 23, **Con** 22, **Int** 7, **Wis** 14, **Cha** 4**Base Atk** +9; **CMB** +15 (+17 sunder, +18 w/ +1 *greatclub*); **CMD** 29 (31 vs. sunder)**Feats** Blind-Fight, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack**Skills** Acrobatics +20 (+28 when jumping), Climb +30, Perception +10, Stealth +14 (+18 in caverns)**Languages** Undercommon**SQ** fast movement, expert climber**Combat Gear** *potion of barkskin* (CL 12th), *potions of darkness* (2); **Other Gear** +1 *greatclub*, club, *bracers of armor* +2**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.**Improved Uncanny Dodge (Ex)** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**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.

**Quick Reflexes (Ex)** While raging, the barbarian can make one additional attack of opportunity per round.

**Strength Surge (Ex)** The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

**Superstition (Ex)** The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

**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.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

### RESTORATIVE OINTMENT

**Aura** faint conjuration; **CL** 5<sup>th</sup>; **Identify** DC 20

**Slot** none; **Price** 4,000 gp; **Weight** 1/2 lb.

#### DESCRIPTION

A jar of this unguent is 3 inches in diameter and 1 inch deep, and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison* with a +5 bonus on the check). Applied to a diseased area, it removes disease (as *remove disease* with a +5 bonus on the check). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; **Cost** 2,000 gp

### MORLOCK HIDE

**Aura** moderate illusion and transmutation; **CL** 10<sup>th</sup>; **Identify** DC 25

**Slot** armor; **Price** 8,910 gp; **Weight** 15 lbs.

#### DESCRIPTION

This +1 *shadow leather armor* causes the wearer's skin to warp and distort into a welter of horrid scarification. The armor itself disappears from view under this coat of scars and the wearer's face appears as a loathsome, eyeless veil of flesh. This change is illusory, similar to *glamered* armor; however, *morlock hide* does cause the wearer's arms and legs to extend and her posture to become hunched. She gains a +2 circumstance bonus on Acrobatics, Climb, and Escape Artist checks, and she can move through narrow spaces while squeezing at normal speed and with no penalty to AC or on attack rolls. *Shadow armor* gives a +5 competence bonus to Stealth checks.

+1 *leather armor* gives a +3 armor bonus with a Max Dex of +6, no ACP and a 10% ASF.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *alter self*, *invisibility*; **Cost** 4,455 gp

### WESTERN STAR IOUN STONE

**Aura** faint illusion; **CL** 1<sup>st</sup>; **Identify** DC 16

**Slot** —; **Price** 4,000 gp; **Weight** —

#### DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp

### BRACERS OF ARMOR

**Aura** moderate conjuration; **CL** 7<sup>th</sup>; **Identify** DC 22

**Slot** wrists; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); **Weight** 1 lb.

#### DESCRIPTION

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Alternatively, *bracers of armor* can be enchanted with armor special abilities. See Table 15–4 for a list of abilities. Special abilities usually count as additional bonuses for determining the market value of an

item, but do not improve AC. *Bracers of armor* cannot have a modified bonus (armor bonus plus armor special ability bonus equivalents) higher than +8. *Bracers of armor* must have at least a +1 armor bonus to grant an armor special ability. *Bracers of armor* cannot have any armor special abilities that add a flat gp amount to their cost. *Bracers of armor* and ordinary armor do not stack. If a creature receives a larger armor bonus from another source, the *bracers of armor* cease functioning and do not grant their armor bonus or their armor special abilities. If the *bracers of armor* grant a larger armor bonus, the other source of armor ceases functioning.

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#### **CONSTRUCTION**

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**Requirements** Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers, plus any requirements of the armor special abilities; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 24,500 gp (+7), 32,000 gp (+8)