

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*, *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)

Tier 1–2 (CR 3)

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

SPECIAL ABILITIES

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.

Abysiel Greensummer CR 6 Tier 4–5 (CR 6)

Unique male elf sorcerer 6
CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 22, touch 14, flat-footed 22 (+4 deflection, +8 shield)

hp 39 (6d6+18)

Fort +5, **Ref** +4, **Will** +6; +2 vs. enchantments

Defensive Abilities light fortification, site bound defenses; **Immune** combat maneuvers, *magic missile*

OFFENSE

Speed 0 ft.

Ranged acid ray +5 (1d6+3)

Special Attacks +2 on caster level checks to overcome SR, site mastery

Bloodline Special Abilities (CL 3rd, concentration +5)

6/day—acid ray (1d6+3)

Sorcerer Spells Known (CL 6th; concentration +9, spell failure 5%)

3rd (4/day)—*slow* (DC 16)

2nd (6/day)—*hideous laughter* (DC 16), *see invisibility*, *summon swarm*

1st (7/day)—*enlarge person*, *hypnotism* (DC 15), *obscuring mist*, *protection from law*, *ray of enfeeblement* (DC 14)

0—*acid splash*, *arcane mark*, *daze* (DC 14), *detect magic*, *mage hand*, *mending*, *read magic*

TACTICS

During Combat Abysiel begins combat by casting *slow* on the PCs, following it up with *hideous laughter* on anyone on the catwalk. 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 abilities and spells such as acidic ray or *ray of enfeeblement*.

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** 16

Base Atk +3; **CMB** +2; **CMD** 14

Feats Arcane Armor Training, Eschew Materials, Point-Blank Shot, Spell Focus (enchantment)

Skills Knowledge (arcana) +8, Knowledge (dungeoneering) +10, Perception +5, Spellcraft +8 (+10 identify magic item properties), Use Magic Device +10

Languages Aklo, Common, Elven

SQ bloodline arcana, long limbs

Long Limbs (Ex):

At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

SPECIAL ABILITIES

Site Bound (Su) As Tier 1–2.

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 +4 deflection bonus and a +8 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: As Tier 1–2.

Paneling: As Tier 1–2.

Pendulums: Abysiel causes one of the device's massive pendulums to swing at a target that inflicts 2d8 bludgeoning damage with a +6 melee touch attack. Abysiel can target anyone in the room with this ability, even those on the catwalk.

Abysiel's Spells

Acid Ray +3 (1d6+1) 5/day

Acid Ray +5 (1d6+3) 6/day

Acidic Ray (Sp):

Starting at 1st level, you can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Long Limbs (Ex):

At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

1st 5/day (6/day)

2nd (6/day)

3rd (4/day)

Tier 4-5 has 5% Spell Failure

Acid Splash (239)

School conjuration (creation) [acid]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark (244)

School universal; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range touch

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be

visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Daze (264) DC 14

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

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

Target one humanoid creature of 4 HD or less

Duration 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Enlarge Person (277)

School transmutation; **Level** sorcerer/wizard 1

Casting Time 1 round

Components V, S, M (powdered iron)

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

Target one humanoid creature

Duration 1 min./level (D)

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

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase

changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Hideous Laughter (296) DC 16

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (tiny fruit tarts and a feather)

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

Target one creature; see text

Duration 1 round/level

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

On the creature's next turn, it may attempt a new saving throw to end the effect. If successful, the effect ends and the creature is treated as if it spent a full-round action on its turn.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Hypnotism (299) (DC 14 DC 15)

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

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

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.

Mage Hand (306)

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Missile (309)

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Mending (312)

School transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object);

Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not

restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Obscuring Mist (317)

School conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 20 ft.

Effect cloud spreads in 20-ft. radius from you, 20 ft. high

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Protection from Law (327)

School abjuration [chaotic]; **Level** cleric 1, sorcerer/wizard 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks made by lawful creatures. The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

Protection from Evil (327)

School abjuration [good]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from

summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Ray of Enfeeblement (321) DC 14

School necromancy; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

See Invisibility (339)

School divination; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Slow (344) DC 16

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a drop of molasses)

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's

jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Summon Swarm (354)

School conjuration (summoning); **Level** bard 2, druid 2, sorcerer/wizard 2

Casting Time 1 round

Components V, S, M/DF (a square of red cloth)

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

Effect one swarm of bats, rats, or spiders

Duration concentration + 2 rounds

Saving Throw none; **Spell Resistance** no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.