**MORLOCK CR 2 (4)**

**XP 600**

CE Medium [monstrous humanoid](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#monstrous-humanoid)

**Init** +8; **Senses** darkvision 120 ft., [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#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](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +13, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +22, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +8 (+12 in caverns); **Racial Modifiers** +4 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) in caverns, +8 [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics), +16 [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#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*](http://paizo.com/pathfinderRPG/prd/spells/spiderClimb.html#spider-climb), save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#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**

**XP 1,200**

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)

**Languages** Undercommon

**SQ** expert climber, rogue talents (finesse rogue), trapfinding +1

**Combat Gear** *oil of darkness*; **Other Gear** heavy pick, mwk club

**JHERAO, NEPHILIM CR 8**

**XP 4,800**

N Large outsider ([native](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#native-subtype))

**Init** +2; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +17

**DEFENSE**

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

**hp** 104 (11d10+44)

**Fort** +13, **Ref** +7, **Will** +10; +2 vs. [fear](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#fear-(su-or-sp)) and sorrow effects

**Defensive Abilities** soul of sorrow; **DR** 10/magic; **Resist** [cold](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#cold-subtype) 10, [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype) 10; **SR** 19

**OFFENSE**

**Speed** 40 ft. (30 ft. in armor)

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

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

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** crushing blow, mortal challenge

**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](http://paizo.com/pathfinderRPG/prd/feats.html%22%20%5Cl%20%22endurance)B, [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude)B, [Greater Sunder](http://paizo.com/pathfinderRPG/prd/feats.html#greater-sunder), [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) (longsword), [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes), [Improved Sunder](http://paizo.com/pathfinderRPG/prd/feats.html#improved-sunder), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Quick Draw](http://paizo.com/pathfinderRPG/prd/feats.html#quick-draw)

**Skills** [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +12, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +13, [Diplomacy](http://paizo.com/pathfinderRPG/prd/skills/diplomacy.html#diplomacy) +17, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +17, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (geography, planes) +11, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +17, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +17, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +9, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +12

**Languages** celestial

**SPECIAL ABILITIES**

[**Crushing Blow**](http://paizo.com/pathfinderRPG/prd/ultimateCombat/ultimateCombatFeats.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#fear-(su-or-sp)) effect. The save DC is Charisma-based.

**Soul of Sorrow (Ex)** A nephilim gains a +2 bonus on Will saves against [fear](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#fear-(su-or-sp)) effects and any effect that causes sorrow.

**Ragathiel** is an [empyreal lord](http://pathfinderwiki.com/wiki/Empyreal_lord)—a good servant of the gods who through transcendence has achieved some small measure of divine power—known as the General of Vengeance.His portfolio includes chivalry, duty, and vengeance, and his holy symbol is a bastard sword crossed with a crimson wing. He makes his home at the base of the mountain of [Heaven](http://pathfinderwiki.com/wiki/Heaven), in his eponymous [fortress](http://pathfinderwiki.com/wiki/Ragathiel%27s_Fortress), a magnificent steel structure designed to withstand a thousand-year siege if need be.

**MISTRESS OF THORNS, BARBED DEVIL (HAMATULA) CR 11**

**XP 12,800**

LE Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([devil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#devil-subtype), [evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html%22%20%5Cl%20%22extraplanar-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +6; **Senses** darkvision 60 ft., see in darkness; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +21

**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

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +18 (2d8+6/19–20 plus fear and [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab))

**Special Attacks**fear, impale 3d8+9

**Spell-Like Abilities**(CL 12th)

At will—[*greater teleport*](http://paizo.com/pathfinderRPG/prd/spells/teleport.html#teleport-greater)(self plus 50 lbs. of objects only), [*hold person*](http://paizo.com/pathfinderRPG/prd/spells/holdPerson.html#hold-person)(DC 17), [*major image*](http://paizo.com/pathfinderRPG/prd/spells/majorImage.html#major-image) (DC 17), [*produce flame*](http://paizo.com/pathfinderRPG/prd/spells/produceFlame.html#produce-flame)*,*[*pyrotechnics*](http://paizo.com/pathfinderRPG/prd/spells/pyrotechnics.html#pyrotechnics)(DC 16), [*scorching ray*](http://paizo.com/pathfinderRPG/prd/spells/scorchingRay.html#scorching-ray) (2 rays only)

1/day—[*order's wrath*](http://paizo.com/pathfinderRPG/prd/spells/orderSWrath.html#order-s-wrath)(DC 18), summon (level 4, 1 barbed devil 35%), [*unholy blight*](http://paizo.com/pathfinderRPG/prd/spells/unholyBlight.html#unholy-blight) (DC 18)

**STATISTICS**

**Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk**+12; **CMB** +18 (+22 grapple); **CMD** 34

**Feats** [Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#alertness), [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Combat Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#combat-reflexes), [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) (claws), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +15, [Diplomacy](http://paizo.com/pathfinderRPG/prd/skills/diplomacy.html#diplomacy) +13, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +19, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +16, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +21, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +21,[Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html#spellcraft) +12, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +13, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +14

**Languages** Celestial, Common, Draconic, Infernal; [telepathy](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#telepathy) 100 ft.

**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.

**ORDER'S WRATH**

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

**Area** nonlawful creatures within a burst that fills a 30-ft. cube

**Duration** instantaneous (1 round); see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) partial; see text; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be [dazed](http://paizo.com/pathfinderRPG/prd/glossary.html#dazed) for 1 round. A successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not [dazed](http://paizo.com/pathfinderRPG/prd/glossary.html#dazed). They can reduce the damage in half again (down to one-quarter of the roll) with a successful [Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) save.

**FLESH GOLEM CR 7**

**XP 3,200**

N Large [construct](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#construct)

**Init** –1; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#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*](http://paizo.com/pathfinderRPG/prd/spells/slow.html#slow)spell) for 2d6 rounds (no save).

• A magical attack that deals electricity damage breaks any [*slow*](http://paizo.com/pathfinderRPG/prd/spells/slow.html#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**

**XP 4,800**

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)

**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); **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*

***Barkskin***toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

**MORLOCK TRAP CR 3**

**XP 800**

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

**EFFECTS**

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); barbed skewers (Atk +15 melee, 1d4 barbed skewers per target, 1d4+2 damage per skewer plus entangled on a critical hit); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)