CAVE FISHER

Medium-Size Vermin
Hit Dice: 3d8+9 (22 hp)
Initiative: +1 (Dex)
Speed: 10 ft, climb 10 ft
AC: 16 (+1 Dex, +5 natural)
Attacks: Filament +3 ranged, or 2 claws +8 melee
Damage: 2 claws 2d4+9
Face/Reach: 5 ft by 5 ft/5 ft (60 ft with filament)
Special Attacks: Filament, adhesive
Special Qualities: Vermin
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 23, Dex 12, Con 16, Int — , Wis 10, Cha 4
Skills: Climb +16, Hide +4, Move Silently +3, Spot +3
Climate/Terrain: Any underground
Organization: Gang (1-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral
Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

The cave fisher appears as a large insect that combines many characteristics of a spider and a lobster. It has a hard shell of overlapping plates and eight legs. The six rear legs are used for movement and traction on stony walls and corridors. The front pair of legs is equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope that is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots greatly increases traction for climbing (treat as masterwork gloves and boots which provide a +4 to Climb checks).

COMBAT
The cave fisher has two ways of hunting. Its preferred method is to use its adhesive to anchor itself to a ledge and then string its long filament in the vicinity of its lair. If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in before shooting it at the prey. It will try to snare its prey in this manner so long as it remains within the fisher's established territory.

Filament (Ex): Most encounters begin with a cave fisher when it fires its strong, sticky filament. The cave fisher can strike up to 60 feet with
its filament (no range increment).

**Adhesive (Ex):** If a cave fisher hits with its filament attack, the filament attaches to the opponent’s body. This deals no damage but draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity unless that creature breaks free, which requires a successful Escape Artist check (DC 27) or Strength check (DC 23). The cave fisher can draw in a creature within 10 feet of itself and bite with a +4 attack bonus, in that round.

A single attack with a slashing weapon that deals at least 10 points of damage severs the filament (AC 20). Also, any liquid with a high alcohol content will dissolve the adhesive and force the cave fisher to release its hold (though it may strike again on its next turn with it). Likewise, an application of the *universal solvent* forces the cave fisher to relinquish its hold.

**Vermin:** Immune to all mind-influencing spells and effects. Cave fishers have darkvision with a range of 60 feet.