

FERAL HOWLER (3-4)**CR 3****XP 800** x3 (x2 for 4-players)

howler

CE Large outsider (chaotic, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., Perception +13**DEFENSE****AC** 15, **touch** 11, **flat-footed** 13 (+2 Dex, +4 natural, -1 size)**hp** 37 (5d10+10)**Fort** +6, **Ref** +6, **Will** +3**Defensive Abilities** quill defense;**OFFENSE****Speed** 60 ft.**Melee** bite +8 (1d8+4)**Melee** quills +3 (1d4+2)**Space** 10 ft. by 10 ft.; **Reach** 5 ft.**Special Attacks** howl, pain (quills, quill defense)**STATISTICS****Str** 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11**Base Atk** +5; **CMB** +10; **CMD** 22 (26 vs. trip)**Feats** Combat Reflexes, Improved Initiative, Martial

Weapon Proficiency, Simple Weapon

Proficiency, Skill Focus (Perception)

Skills Acrobatics +10, Acrobatics (Jump) +22,

Climb +12, Perception +13, Stealth +6

Languages Abyssal, Cannot Speak,**SQ** aligned (chaotic, evil), outsider traits**Gear** bite, quills**SPECIAL ABILITIES****Abyssal Strike (Ex)** A howler's bite and quills are considered to be chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.**Aligned (Chaotic, Evil)** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise--invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.**Howl (Su)** A howler's constant howling is a grating, exhausting baying that can drive listeners

insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 12 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse - howl; save Fort DC 12 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a DC 14 Reflex save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

TACTICS

Before Combat Sensing prey nearby, the howlers begin to close in on the outbuilding by using the rain to conceal their approach. The howler in the haystack observes the Pathfinders and howls and attacks when the first PC enters the stable, signaling its kin to join the assault.

During Combat The howlers utter mind-shattering howls immediately upon initiating combat and continue to howl for the duration of combat. They fight with pack tactics, attempting to surround and overwhelm the weakest-looking PC.

Morale The howlers fight until reduced to 5 or fewer hit points, at which time they attempt to flee into the wilderness.

FERAL HOWLER (6-7)**CR 4****XP 1,200** x4 (x3 for 4-players)

advanced howler

CE Large outsider (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., Perception +14**DEFENSE****AC** 18, **touch** 12, **flat-footed** 15 (+3 Dex, +6 natural, -1 size)**hp** 51 (6d10+18)**Fort** +8, **Ref** +8, **Will** +4**Defensive Abilities** quill defense;**OFFENSE****Speed** 60 ft.**Melee** bite +10 (1d8+5)**Melee** quills +5 (1d4+2)**Space** 10 ft. by 10 ft.; **Reach** 5 ft.**Special Attacks** howl, pain (quills, quill defense)**STATISTICS****Str** 20, **Dex** 17, **Con** 17, **Int** 6, **Wis** 14, **Cha** 13**Base Atk** +6; **CMB** +12; **CMD** 25 (29 vs. trip)**Feats** Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)**Skills** Acrobatics +9, Acrobatics (Jump) +21, Climb +11, Perception +14, Stealth +8**Languages** Abyssal, Cannot Speak,**SQ** aligned (chaotic, evil), outsider traits**Gear** bite, quills**SPECIAL ABILITIES****Abyssal Strike (Ex)** A howler's bite and quills are considered to be chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.**Aligned (Chaotic, Evil)** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise--invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.**Howl (Su)** A howler's constant howling is a grating, exhausting baying that can drive listeners

insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 14 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse - howl; save Fort DC 14 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a DC 16 Reflex save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

TACTICS

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During Combat The howlers utter mind-shattering howls immediately upon initiating combat and continue to howl for the duration of combat. They fight with pack tactics, attempting to surround and overwhelm the weakest-looking PC.

Morale The howlers fight until reduced to 5 or fewer hit points, at which time they attempt to flee into the wilderness.

GARGOYLE (3-4)**CR 4****XP 1,200**

x2

Male gargoyle

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft., Perception +5**DEFENSE****AC** 16, **touch** 12, **flat-footed** 14 (+2 Dex, +4 natural)**hp** 42 (5d10+15)**Fort** +4, **Ref** +6, **Will** +4**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** bite +7 (1d4+2)**Melee** claw +7/+7 (1d6+2)**Melee** gore +7 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Perception +5, Stealth +11, Stealth (In stony environs) +17**Languages** Common, Terran**SQ** freeze, monstrous humanoid traits**Gear** bite, claw, gore**SPECIAL ABILITIES****Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.**Monstrous Humanoid Traits (Ex)** Monstrous humanoids breathe, eat, and sleep.**TACTICS****Before Combat** The gargoyles use their freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyles remain motionless and ignore the PCs' presence within Ostergarde.**During Combat** The gargoyles use the two-story terrain to the best of their ability, making hit-and-run attacks and fleeing to the room's balcony to regroup for another onslaught.**Morale** The gargoyles fight until reduced below 10 hit points, at which time they flee Ostergarde, only to return when the geas effect forces them back. If at any time the PCs speak the phrase above, the gargoyle guardians immediately surrender and retake their positions at the fountain. The gargoyles do not attack any creature that has previously spoken the pass phrase.

GARGOYLE (3-4)**CR 4****XP 1,200**

x2 4-player

Male gargoyle

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft., Perception +3**DEFENSE****AC** 16, **touch** 12, **flat-footed** 14 (+2 Dex, +4 natural)**hp** 42 (5d10+15)**Fort** +2, **Ref** +4, **Will** +2**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** bite +5 (1d4+2)**Melee** claw +5/+5 (1d6+2)**Melee** gore +5 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Acrobatics +0 , Acrobatics (Jump) +4 , Appraise -4 , Bluff -4 , Climb +0 , Craft (Untrained) -4 , Diplomacy -4 , Disguise -4 , Escape Artist +0 , Fly +10 , Heal -2 , Intimidate -4 , Perception +3 , Perform (Untrained) -4 , Ride +0 , Sense Motive -2 , Stealth +9 , Stealth (In stony environs) +15 , Survival -2 , Swim +0**Languages** Common, Terran**SQ** freeze, monstrous humanoid traits**Gear** bite, claw, gore**SPECIAL ABILITIES**

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

TEMPORARY BONUSES**Temporary Bonuses Applied** Sickened**TACTICS**

Before Combat The gargoyles use their freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyles remain motionless and ignore the PCs' presence within Ostergarde.

During Combat The gargoyles use the two-story terrain to the best of their ability, making hit-and-run attacks and fleeing to the room's balcony to regroup for another onslaught

Morale The gargoyles fight until reduced below 10 hit points, at which time they flee Ostergarde, only to return when the geas effect forces them back. If at any time the PCs speak the phrase above, the gargoyle guardians immediately surrender and retake their positions at the fountain. The gargoyles do not attack any creature that has previously spoken the pass phrase.

FOUR-ARMED GARGOYLE (6-7)**CR 9****XP 1,200**

x1

Male four-armed gargoyle

CE Large monstrous humanoid (earth)

Init +1; **Senses** darkvision 60 ft., Perception +15**DEFENSE****AC** 24, **touch** 10, **flat-footed** 23 (+1 Dex, +14 natural, -1 size)**hp** 105 (10d10+50)**Fort** +10, **Ref** +8, **Will** +9**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** bite +15 (1d8+6)**Melee** claw +15/+15/+15/+15 (1d6+6/19-20)**Melee** gore +15 (1d4+6)**Space** 10ft; **Reach** 10ft**Special Attacks** rend (2 claws, 1d6+6)**STATISTICS****Str** 23, **Dex** 12, **Con** 20, **Int** 8, **Wis** 15, **Cha** 11**Base Atk** +10; **CMB** +17; **CMD** 28**Feats** Great Fortitude, Hover, Improved Critical (claws), Power Attack, Skill Focus (Fly)**Skills** Fly +18, Perception +15, Stealth +10, Stealth (In stony environs) +16**Languages** Common, Terran**SQ** freeze, monstrous humanoid traits**SPECIAL ABILITIES**

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

TACTICS

Before Combat The gargoyles use its freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyles remain motionless and ignore the PCs' presence within Ostergarde.

During Combat The gargoyle attempts to get in a position to attack as many targets in a single round as possible, but uses the room's two-story layout to its advantage if the PCs are spread out in such a way that hit-and-run tactics work more in the guardian's favor.

Morale The gargoyles fights until reduced below 20 hit points, at which time it flees Ostergarde, only to return when the geas effect forces it back. If at any time the PCs speak the phrase above, the gargoyle guardian immediately surrenders and retakes its position at the fountain. The gargoyle does not attack any creature that has previously spoken the pass phrase.

FOUR-ARMED GARGOYLE (6-7)**CR 9****XP 1,200**

x1 4-player

Male four-armed gargoyle

CE Large monstrous humanoid (earth)

Init +1; **Senses** darkvision 60 ft., Perception +15**DEFENSE****AC** 24, **touch** 10, **flat-footed** 23 (+1 Dex, +14 natural, -1 size)**hp** 105 (10d10+50)**Fort** +8, **Ref** +6, **Will** +7**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** bite +13 (1d8+6)**Melee** claw +13/+13/+13/+13 (1d6+6/19-20)**Melee** gore +13 (1d4+6)**Space** 10ft; **Reach** 10ft**Special Attacks** rend (2 claws, 1d6+6)**STATISTICS****Str** 23, **Dex** 12, **Con** 20, **Int** 8, **Wis** 15, **Cha** 11**Base Atk** +10; **CMB** +17; **CMD** 28**Feats** Great Fortitude, Hover, Improved Critical (claws), Power Attack, Skill Focus (Fly)**Skills** Fly +16, Perception +13, Stealth +8, Stealth (In stony environs) +14**Languages** Common, Terran**SQ** freeze, monstrous humanoid traits**SPECIAL ABILITIES**

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

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Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

TEMPORARY BONUSES**Temporary Bonuses Applied Sickened****TACTICS**

Before Combat The gargoyles use its freeze special ability to blend in with the fountain's statuary. If the PCs repeat the phrase above, the gargoyles remain motionless and ignore the PCs' presence within Ostergarde.

During Combat The gargoyle attempts to get in a position to attack as many targets in a single round as possible, but uses the room's two-story layout to its advantage if the PCs are spread out in such a way that hit-and-run tactics work more in the guardian's favor.

Morale The gargoyles fight until reduced below 20 hit points, at which time it flees Ostergarde, only to return when the geas effect forces it back. If at any time the PCs speak the phrase above, the gargoyle guardian immediately surrenders and retakes its position at the fountain. The gargoyle does not attack any creature that has previously spoken the pass phrase.

BABAU (3-4)**CR 6****XP 2,400**

x1

Male babau

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*, Perception +19**DEFENSE****AC** 19, **touch** 11, **flat-footed** 18 (+1 Dex, +8 natural)**hp** 73 (7d10+35)**Fort** +10, **Ref** +6, **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison;**Resist** acid 10, cold 10, fire 10 ; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** bite (primary) +12 (1d6+5)**Melee** claw +12/+12 (1d6+5)**Melee** bite (with weapon attack) +7 (1d6+2)**Special Attacks** sneak attack 2d6**Innate Spell-Like Abilities:** *darkness* (at will) *dispel magic* (at will) *see invisibility* (DC , at will) *summon monster iii* (1 babau at 40%) (1/day) *greater teleport (self plus 50 lbs. of objects only)* (at will)**STATISTICS****Str** 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +12; **CMD** 23**Feats** Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)**Skills** Acrobatics +11 , Climb +12 , Disable Device +11 , Escape Artist +11 , Perception +19 , Sense Motive +11 , Sleight of Hand +11 , Stealth +22**Languages** Abyssal, Celestial, Draconic, Telepathy 100 ft.,**SQ** aligned (chaotic, evil), outsider traits, resistance to acid 10, resistance to cold 10, resistance to fire 10, *see invisibility***Gear** bite (primary), claw, bite (with weapon attack)**SPECIAL ABILITIES****Aligned (Chaotic, Evil)** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they

seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Electricity (Ex) You never take electricity damage.**Immunity to Poison (Ex)** You never take poison damage.**Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).**Protective Slime (Su)** A layer of acidic slime coats a babau's skin.**Resistance to Acid (Ex)** You may ignore 10 points of Acid damage each time you take acid damage.**Resistance to Cold (Ex)** You may ignore 10 points of Cold damage each time you take cold damage.**Resistance to Fire (Ex)** You may ignore 10 points of Fire damage each time you take fire damage.**See Invisibility (Sp)** You can See Invisibility, as per the spell, as a constant ability.**Sneak Attack (Ex)** If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. [2d6]**Telepathy (Su)** You can mentally communicate with any other creature within 100 feet that has a language.**TACTICS****Before Combat** The babau uses stealth to ambush the PCs as they enter this chamber or traverse the sunken path (area D2).**During Combat** On the opening round of combat, the babau uses its darkness spell-like ability. On subsequent rounds, it uses its longspear to harass the PCs from a distance. When reduced below half its total hit points, the demon uses its greater teleport spell-like ability to retreat to another part of the dungeon. At this point, it attempts to summon an additional babau, reengaging the PCs a round later whether successful or not. It employs its greater teleport spell-like ability to surprise the PCs when it reappears.**4-Player** The babau does not attempt to summon another demon when it teleports away, and waits 2 rounds before reappearing to surprise the Pathfinders, allowing them more time to heal after the fight appears to end.

BABAU (6-7)**CR 6****XP 2,400**

x3 (x2 4-player)

Male babau

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*, Perception +19**DEFENSE****AC** 19, **touch** 11, **flat-footed** 18 (+1 Dex, +8 natural)**hp** 73 (7d10+35)**Fort** +10, **Ref** +6, **Will** +5**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison;**Resist** acid 10, cold 10, fire 10; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** bite (primary) +12 (1d6+5)**Melee** claw +12/+12 (1d6+5)**Melee** bite (with weapon attack) +7 (1d6+2)**Special Attacks** sneak attack 2d6**Innate Spell-Like Abilities:** *darkness* (at will)*dispel magic* (at will) *see invisibility* (DC, at will)*summon monster iii* (1 babau at 40%) (1/day)*greater teleport* (self plus 50 lbs. of objects only) (at will)**STATISTICS****Str** 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16**Base Atk** +7; **CMB** +12; **CMD** 23**Feats** Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)**Skills** Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22**Languages** Abyssal, Celestial, Draconic, Telepathy 100 ft.,**SQ** aligned (chaotic, evil), outsider traits, resistance to acid 10, resistance to cold 10, resistance to fire 10, *see invisibility***Gear** bite (primary), claw, bite (with weapon attack)**SPECIAL ABILITIES****Aligned (Chaotic, Evil)** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still

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VAGA UNDERBOUGH (3-4)**CR 4**

Female halfling rogue 1/sorcerer 4

CE Small humanoid (halfling)

Init +3; **Senses** Perception +7**DEFENSE****AC** 16, **touch** 14, **flat-footed** 13 (+2 armor, +3 Dex, +1 size)**hp** 34 (5 HD; 1d8+4d6+14)**Fort** +4, **Ref** +7, **Will** +4 ; +1 vs. traps, +2 vs. fear, +2 vs. poison**Resist** electricity 5**OFFENSE****Speed** 20 ft**Melee** dagger +6 (1d3–1/19–20)**Ranged** dagger +6 (1d3–1/19–20)**Special Attacks** sneak attack +1d6**Sorcerer Spells Known** (CL 4th; concentration +7)

2nd (4/day)—summon monster II

1st (7/day)—cause fear (DC 14), disguise self, magic missile, ray of enfeeblement (DC 14)

0 (at will)—acid splash, bleed (DC 13), dancing lights, flare (DC 13), ghost sound (DC 13), resistance

Bloodline abyssal**STATISTICS****Str** 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 17**Base Atk** +2; **CMB** +0; **CMD** 13**Feats** ChildlikeAPG, Deceitful, Eschew Materials, Weapon Finesse**Skills** Acrobatics +11 (+7 when jumping), Bluff +13, Climb +1, Disguise +13, Linguistics +5, Perception +7, Spellcraft +5, Stealth +13**Languages** Abyssal, Common, Halfling, Infernal**SQ** trapfinding +1, bloodline arcana (summoned creatures gain DR 2/good)**Gear** potion of gaseous form, wand of misdirection (CL 12th, 6 charges), shadow essence (2 doses)**Other Gear** leather armor, dagger, boots of levitation**TACTICS****Before Combat** Vaga attempts to position herself in the most advantageous location while her disguise is still in effect. She ensures that her dagger is coated in a dose of shadow essence whenever possible so her first attack with the weapon will be deadly**During Combat** Vaga prefers deception and capitalizing on her targets' moments of weakness rather than open combat, but when forced to fight, she does so with the fury expected of a killer of her renown. If adjacent to a flat-footed foe at the start of combat, she initiates with a sneak attack; otherwise, she activates her boots of levitation immediately, hovering above her enemies to avoid melee attacks. While she has a 10% arcane spell failure chance from her leather armor, she nevertheless knows that her strength is in her spellcasting rather than physical damage. Thus, she lets her yeth hound minion fight in her stead while she casts offensive spells from range. If the hound appears near death, Vaga casts summon monster II to bring a fiendish giant spider to her aid.**Morale** Vaga is overwhelmed by her urge to kill, and even when her carefully crafted plans fall apart, she can't bring herself to surrender or relent until all her enemies are dead. As such, she fights to the death.

VAGA UNDERBOUGH (6-7)**CR 8**

Female halfling rogue 1/sorcerer 8

CE Small humanoid (halfling)

Init +3; **Senses** Perception +7**DEFENSE****AC** 23, **touch** 15, **flat-footed** 19 (+4 armor, +3 Dex, +1 size)**hp** 82 (9 HD; 1d8+8d6+48)**Fort** +7, **Ref** +8, **Will** +6 ; +1 vs. traps, +2 vs. fear, +2 vs. poison**Resist** electricity 5**OFFENSE****Speed** 20 ft**Melee** dagger +8 (1d3–1/19–20)**Ranged** dagger +8 (1d3–1/19–20)**Special Attacks** sneak attack +1d6**Sorcerer Spells Known** (CL 8th; concentrate +12)4th (4/day)—**summon monster IV**3rd (6/day)—**deep slumber** (DC 17), **rage**, **wind wall**2nd (7/day)—**bull's strength**, **false life**, **invisibility**, **web** (DC 16)1st (7/day)—**cause fear** (DC 15), **disguise self**, **expeditious retreat**, **magic missile**, **ray of enfeeblement** (DC 15), **shield**0 (at will)—**acid splash**, **bleed** (DC 14), **dancing lights**, **detect magic**, **detect poison**, **flare** (DC 14), **ghost sound** (DC 14), **resistance****Bloodline** abyssal**STATISTICS****Str** 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18**Base Atk** +4; **CMB** +2; **CMD** 16**Feats** Childlike, Deceitful, Dodge, Eschew Materials, Great Fortitude, Toughness, Weapon Finesse**Skills** Acrobatics +14 (+10 when jumping), Bluff +18, Climb +1, Disguise +18, Linguistics +5, Perception +7, Spellcraft +6, Stealth +13**Languages** Abyssal, Common, Halfling, Infernal**SQ** trapfinding +1, bloodline arcana (summoned creatures gain DR 4/good)**Gear** potion of gaseous form, wand of misdirection (CL 12th, 6 charges), shadow essence (2 doses)**Other Gear** glamered +2 leather armor, dagger, boots of levitation**TACTICS**

Before Combat Vaga attempts to position herself in the most advantageous location while her disguise is still in effect. She ensures that her dagger is coated in a dose of shadow essence whenever possible so that her first attack with the weapon will be deadly. At the soon as she is aware of the PCs' presence, Vaga casts false life, and she casts shield immediately before entering area D5, knowing combat within is imminent (as long as she can do so without being seen or heard by a PC).

During Combat Vaga prefers deception and capitalizing on her targets' moments of weakness rather than open combat, but when forced to fight, she does so with the fury expected of a killer of her renown. If adjacent to a flat-footed foe at the start of combat, she initiates with a sneak attack; otherwise, she activates her boots of levitation immediately, hovering above her enemies to avoid melee attacks. Although she has a 10% arcane spell failure chance as a result of wearing leather armor, she nevertheless knows that her strength is in her spellcasting rather than physical damage. Thus, she lets her yeth hound minions fight in her stead while she casts offensive spells from range. After one of the hounds is defeated, Vaga casts **summon monster IV** to bring 1d3 dretches to her aid (or 1d3 fiendish dire bats if more than half of the PCs are flying).

Morale Vaga is overwhelmed by her urge to kill, and even when her carefully crafted plans fall apart, she can't bring herself to surrender or relent until all her enemies are dead. As such, she fights to the death.

Base Statistics Without the benefit of false life and shield, Vaga has the following statistics: AC 19, touch 15, flatfooted 15; hp 69.

YETH HOUND (3-4)**CR 4****XP 1,200**

x1

Male advanced yeth hound

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent, Perception +11**DEFENSE****AC** 19, **touch** 14, **flat-footed** 15 (+4 Dex, +5 natural)**hp** 38 (4d10+16)**Fort** +5, **Ref** +8, **Will** +8**DR** 5/silver**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** bite +9 (2d6+7)**Special Attacks** bay (DC 16), sinister bite (DC 16), trip**STATISTICS****Str** 21, **Dex** 19, **Con** 19, **Int** 10, **Wis** 18, **Cha** 14**Base Atk** +4; **CMB** +9; **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Martial Weapon

Proficiency, Simple Weapon Proficiency, Skill Focus (Fly)

Skills Bluff +9, Fly +18, Perception +11, Sense

Motive +11, Stealth +11, Survival +11

Languages Abyssal, Cannot Speak,**SQ** aligned (evil), flight, outsider traits, scent**Gear** bite**SPECIAL ABILITIES****Aligned (Evil)** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving damage reduction.**Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Flight (Su) You can cease or resume flight as a free action.**Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).**Scent (Ex)** You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction.**Trip (Ex)** You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.**TACTICS****Before Combat** The yeth hound hides amid the dirty rags at the bottom of the pit, next to the sleeping Anders children. When it hears anyone enter the room, it flies up to investigate, relishing in the prospect of hunting anyone Vaga will permit it to pursue.**During Combat** The hound attempts to put itself between Vaga and the PCs, viciously attacking any target it can reach without putting Vaga in undue danger. It does not use its bay attack unless Vaga is dead or not present.**Morale** The yeth hound is consumed with a desire for blood and the hunt, and it fights to the death, even pursuing fleeing prey should the PCs attempt to escape.

YETH HOUND (3-4)**CR 3****XP 800**

x1 for 4-player

Male yeth hound

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent, Perception +9**DEFENSE****AC** 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 natural)**hp** 30 (4d10+8)**Fort** +3, **Ref** +6, **Will** +6**DR** 5/silver**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** bite +7 (2d6+4)**Special Attacks** bay (DC 14), sinister bite (DC 14), trip**STATISTICS****Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Martial Weapon

Proficiency, Simple Weapon Proficiency, Skill Focus (Fly)

Skills Fly +16, Perception +9, Stealth +9, Survival +9**Languages** Abyssal, Cannot Speak,**SQ** aligned (evil), flight, outsider traits, scent**Gear** bite**SPECIAL ABILITIES****Aligned (Evil)** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving damage reduction.**Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Flight (Su) You can cease or resume flight as a free action.**Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).**Scent (Ex)** You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction.**Trip (Ex)** You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.**TACTICS****Before Combat** The yeth hound hides amid the dirty rags at the bottom of the pit, next to the sleeping Anders children. When it hears anyone enter the room, it flies up to investigate, relishing in the prospect of hunting anyone Vaga will permit it to pursue.**During Combat** The hound attempts to put itself between Vaga and the PCs, viciously attacking any target it can reach without putting Vaga in undue danger. It does not use its bay attack unless Vaga is dead or not present.**Morale** The yeth hound is consumed with a desire for blood and the hunt, and it fights to the death, even pursuing fleeing prey should the PCs attempt to escape.

YETH HOUND (6-7)**CR 4****XP 1,200** x2 (x1 for 4-player)

Male advanced yeth hound

NE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent, Perception +11**DEFENSE****AC** 19, **touch** 14, **flat-footed** 15 (+4 Dex, +5 natural)**hp** 38 (4d10+16)**Fort** +5, **Ref** +8, **Will** +8**DR** 5/silver**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** bite +9 (2d6+7)**Special Attacks** bay (DC 16), sinister bite (DC 16), trip**STATISTICS****Str** 21, **Dex** 19, **Con** 19, **Int** 10, **Wis** 18, **Cha** 14**Base Atk** +4; **CMB** +9; **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Fly)**Skills** Bluff +9, Fly +18, Perception +11, Sense Motive +11, Stealth +11, Survival +11**Languages** Abyssal, Cannot Speak,**SQ** aligned (evil), flight, outsider traits, scent**Gear** bite**SPECIAL ABILITIES****Aligned (Evil)** Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving damage reduction.**Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise--invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.**Flight (Su)** You can cease or resume flight as a free action.**Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).**Scent (Ex)** You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction.**Trip (Ex)** You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.**TACTICS****Before Combat** The yeth hound hides amid the dirty rags at the bottom of the pit, next to the sleeping Anders children. When it hears anyone enter the room, it flies up to investigate, relishing in the prospect of hunting anyone Vaga will permit it to pursue.**During Combat** The hound attempts to put itself between Vaga and the PCs, viciously attacking any target it can reach without putting Vaga in undue danger. It does not use its bay attack unless Vaga is dead or not present.**Morale** The yeth hound is consumed with a desire for blood and the hunt, and it fights to the death, even pursuing fleeing prey should the PCs attempt to escape.

FIENDISH GIANT SPIDER (3-4)**CR 1****XP 400**

x1

Male fiendish giant spider

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +4**DEFENSE****AC** 14, **touch** 13, **flat-footed** 11 (+3 Dex, +1 natural)**hp** 16 (3d8+3)**Fort** +4, **Ref** +4, **Will** +1**Resist** cold 5, fire 5; **SR** 6; **DR** 2/good**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +2 (1d6)**Special Attacks** poison (Fort DC 14;1/round for 4 rounds;1d2 Str;1 save), smite good, web (+5 ranged, DC 12, hp 3)**STATISTICS****Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Skills** Climb +16, Perception +4, Stealth +7, Stealth (In webs) +11**SQ** resistance to cold 5, resistance to fire 5, vermin traits**Gear** bite**SPECIAL ABILITIES****Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Poison (Ex) Bite-injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.**Resistance to Cold (Ex)** You may ignore 5 points of Cold damage each time you take cold damage.**Resistance to Fire (Ex)** You may ignore 5 points of Fire damage each time you take fire damage.**Smite Good (Su)** 1/day as a swift action. Add +0 to attack rolls and +3 damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.**Tremorsense (Ex)** Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and

within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Vermin Traits (Ex) Mindless vermin are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Web (Ex) You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day.

DRETCH (6-7)**CR 2****XP 600**

x1d3

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., Perception +5**DEFENSE****AC** 14, **touch** 11, **flat-footed** 14 (+3 natural, +1 size)**hp** 18 (2d10+7)**Fort** +5, **Ref** +0, **Will** +3**DR** 5/cold iron or good and 4/good;**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft.**Melee** bite +4 (1d4+1)**Melee** claw +4/+4 (1d4+1)**Innate Spell-Like Abilities:** *cause fear* (DC 11, 1/day) *stinking cloud* (DC 13, 1/day) *summon monster i* (1 dretch 35%) (1/day)**STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +2; **CMD** 12**Feats** Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness**Skills** Escape Artist +5 , Perception +5 , Stealth +9**Languages** Abyssal, Celestial, Draconic, Cannot Speak, Telepathy 100 ft.,**SQ** aligned (chaotic, evil), outsider traits, resistance to acid 10, resistance to cold 10, resistance to fire 10**Gear** bite, claw**SPECIAL ABILITIES****Aligned (Chaotic, Evil)** Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.**Cannot Speak** A creature with this ability may understand one of more languages but cannot speak.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise--invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.**Immunity to Electricity (Ex)** You never take electricity damage.**Immunity to Poison (Ex)** You never take poison damage.**Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).**Resistance to Acid (Ex)** You may ignore 10 points of Acid damage each time you take acid damage.**Resistance to Cold (Ex)** You may ignore 10 points of Cold damage each time you take cold damage.**Resistance to Fire (Ex)** You may ignore 10 points of Fire damage each time you take fire damage.**Telepathy (Su)** You can mentally communicate with any other creature within 100 feet that has a language.

FIENDISH DIRE BAT (6-7)**CR 3****XP 800**

x1d3

Male fiendish dire bat

N Large animal

Init +2; **Senses** blindsense 40 ft., darkvision 60 ft., low-light vision, Perception +8**DEFENSE****AC** 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)**hp** 22 (4d8+4)**Fort** +5, **Ref** +6, **Will** +3**Resist** cold 5, fire 5; **SR** 8; **DR** 4/good**OFFENSE****Speed** 20 ft., fly 40 ft. (good)**Melee** bite +5 (1d8+4)**Space** 10 ft. by 10 ft.; **Reach** 10 ft.**Special Attacks** smite good**STATISTICS****Str** 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6**Base Atk** +3; **CMB** +7; **CMD** 19**Feats** Alertness, Stealthy**Skills** Escape Artist +4 , Fly +9 , Perception +8 , Perception (Blindsense) +12 , Sense Motive +4 , Stealth +4**SQ** animal traits, resistance to cold 5, resistance to fire 5**Gear** bite**SPECIAL ABILITIES****Animal Traits (Ex)** Animals breathe, eat, and sleep.**Blindsense (Ex)** Range 40 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.**Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-

invisible objects are still invisible, and illusions are still visible as what they seem to be.

Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.**Resistance to Cold (Ex)** You may ignore 5 points of Cold damage each time you take cold damage.**Resistance to Fire (Ex)** You may ignore 5 points of Fire damage each time you take fire damage.**Smite Good (Su)** 1/day as a swift action. Add +0 to attack rolls and +4 damage bonus against good foes; smite persists until target is dead or the fiendish creature rests.