

Small Fire Elemental

CR1 - PLANES DC 6

N Small outsider (elemental, extraplanar, fire)
Init +5; Senses darkvision 60 ft.
Perception +4

DEFENSE (HP11 / 2d10)

AC 16, touch 13, flat-footed 14
(+1 Dex, +1 dodge, +3 natural, +1 size)
Fort +3, Ref +4, Will +0

Immune to:

- Bleed
- Paralysis
- Poison
- Sleep effects
- Stunning
- Fire
- Critical Hits
- Flanking
- Sneak attack

Weaknesses

- Cold

OFFENSE (Speed 50)

Melee slam +4 (1d4 plus burn)
Special Attacks burn (1d4, DC 11)

HP (11)	Subdual
HP (11)	Subdual

STATISTICS

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Base Atk +2; CMB +1; CMD 13
Feats: Dodge, Improved Initiative, Weapon Finesse
Skills: Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4,
Knowledge (planes) +1, Perception +4
Languages: Ignan

SPECIAL ABILITIES

Burn (Ex) (1d4 fire, DC11 vs catching fire for 1d4 rounds)

Medium Fire Elemental

CR 3 – PLANES DC 8

N Med outsider (elemental, extraplanar, fire)
Init +7; Senses darkvision 60 ft.
Perception +7

DEFENSE (HP 30 / 4d10+8)

AC 17, touch 14, flat-footed 13
(+3 Dex, +1 dodge, +3 natural)
Fort +6, Ref +7, Will +1

Immune to:

- Bleed
- Paralysis
- Poison
- Sleep effects
- Stunning
- Fire
- Critical Hits
- Flanking
- Sneak attack

Weaknesses

- Cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)
Special Attacks burn (1d6, DC 14)

HP (30)	Subdual
HP (30)	Subdual

STATISTICS

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +5; CMD 19

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills: Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5,

Knowledge (planes) +1, Perception +7

Languages: Ignan

SPECIAL ABILITIES

Burn (Ex)

Gali Squirrel (low-tier)

CR 2 – LOCAL DC 17

Male human sorcerer 3
NE Medium humanoid
Init +2; Perception +2

DEFENSE (HP 22 / 3d6+9)

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
Fort +2, Ref +3, Will +3
Resist fire 10

OFFENSE – Spd 30ft

Melee dagger +0 (1d4-1/19-20)
Ranged ray +3 (by spell)
Bloodline Spell-Like Abilities (CL 3rd; conc. +6, +10 defensive)
6/day—elemental ray (1d6+1 fire)
Spells Known (CL 3rd; conc +6, +10 defensive)
1st (6/day)—burning hands (DC 14), color spray (DC 15), mage
armor, silent image (DC 15)
0 (at will)—dancing lights, flare (DC 13), ghost sound (DC 14),
open/close, ray of frost
Bloodline elemental (fire)

HP(22)	Subdual
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Flees when out of spells/rays

Rays (7)	L1 Spells (6)
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STATISTICS

Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17
Base Atk +1; CMB +0; CMD 12
Base Statistics AC 12, touch 12, flat-footed 10 (+2 Dex)
Feats: Combat Casting, Eschew Materials, Spell Focus
(Illusion), Toughness
Skills: Bluff +9, Intimidate +9, Knowledge (arcana) +5,
Perception +2, Spellcraft +7
Languages: Common, Ignan
SQ bloodline arcana (fire)
Combat Gear: feather token (whip), potions of cure light
wounds (2), scroll of flaming sphere, scroll of shield,
smokesticks (2)
Other Gear: dagger, hand of the mage, holy symbol (Moloch),
key (to the secret door to the bridge in area E5)

Gali Squirrel (high tier)

CR 5 – LOCAL DC 19

Male human sorcerer 6
NE Medium humanoid
Init +2; Senses Perception +5

DEFENSE (HP 41 / 6d6+18)

AC 17, touch 13, flat-footed 15
(+4 armor, +1 deflection, +2 Dex)
Fort +4, Ref +5, Will +6
Resist fire 10

OFFENSE (Speed 30 ft.)

Melee mwk dagger +3 (1d4-1/19-20)
Ranged ray +5 (by spell)
Bloodline Spell-Like Abilities (CL 6th; concentration +10)
7/day—elemental ray (1d6+3 fire)
Spells Known (CL 6th; concentration +10)
3rd (4/day)—fireball (DC 17)
2nd (6/day)—flaming sphere (DC 16), minor image (DC 17), scorching ray
1st (7/day)—burning hands (DC 15), color spray (DC 16), mage armor, shocking grasp, silent image (DC 16)
0 (at will)—acid splash, dancing lights, flare (DC 14), ghost sound (DC 15), open/close, ray of frost, resistance
Bloodline elemental (fire)

HP(41)	Subdual
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Flees when out of spells/rays

Rays (7)	L1 Spells (7)
L2 Spells (6)	L3 Spells (4)

STATISTICS

Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 18
Base Atk +3; CMB +2; CMD 14
Base Statistics AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)
Feats: Combat Casting, Eschew Materials, Skill Focus (Bluff), Spell Focus (Illusion), Toughness
Skills: Bluff +16, Intimidate +13, Knowledge (arcana) +5, Perception +5, Spellcraft +10
Languages: Common, Ignan
SQ bloodline arcana (fire)
Combat Gear: feather token (whip), scroll of shield, smokesticks (2)
Other Gear: masterwork dagger, cloak of resistance +1, hand of the mage, ring of protection +1, holy symbol (Moloch), key (to the secret door to the bridge in area E5), pouch with 200 gp

Lesser Host Devil (gaav)

CR 3 – PLANES DC 18

LE Small outsider (devil, evil, extraplanar, lawful)
Init +3; Senses darkvision 60 ft., see in darkness;
Perception +6

Defense (HP 30 / 4d10+8)

AC 17, touch 15, flat-footed 13
(+3 Dex, +1 dodge, +2 natural, +1 size)
Fort +6, Ref +7, Will +0
DR 5/good; Immune fire, poison
Resist acid 10, cold 10

Offense (fly spd. 60Ft / fly +15)

Melee mwk spear +7 (1d8+1), 2 claws +6 (1d4+1)
Special Attacks: noxious breath, summon devil
Spell-Like Abilities: (CL 4th; concentration +3)
At will—dancing lights, detect magic, greater teleport (self plus
50 lbs. of objects only), mage hand, ventriloquism (DC 10)

HP(59)	Subdual
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Flies Away <5

Statistics

Str 13, Dex 17, Con 14, Int 7, Wis 9, Cha 8
Base Atk +4; CMB +4; CMD 18
Feats: Dodge, Hover
Skills: Acrobatics +9, Escape Artist +9, Fly +11, Perception +6,
Stealth +13
Languages: Infernal; telepathy 100 ft.
SQ superior grappler, shared senses, swarming

Special Abilities

Superior Grappler (Ex) A gaav can wield a weapon and still make grapple checks. If it's not wielding a weapon, a gaav gains a +4 bonus on grapple checks. Each gaav can lift up to 50 pounds and still fly without being impeded.
Noxious Breath (Su) 3x/day, DC 14 Fort save / sickened 1d4 rounds.(Poison); 1 save – immune; 1d4 rounds to recharge

Greater Host Devil (magaav)

CR 6 – PLANES DC 21

LE Medium outsider (devil, evil, extraplanar, lawful)
Init +4; Senses darkvision 60 ft., see in darkness;
Perception +11

Defense (HP 59 / 7d10+21)

AC 23, touch 15, flat-footed 18
(+4 Dex, +1 dodge, +8 natural)
Fort +8, Ref +9, Will +3
DR 5/good; Immune fire, poison;
Resist acid 10, cold 10; **SR 17**

Offense (fly spd. 50Ft / fly +14)

Melee mwk ranseur +12 (2d4+6), 2 claws +11 (1d6+4)
Special Attacks: infernal wound, noxious breath, rend (2 claws, 1d6+1), summon devil
Spell-Like Abilities: (CL 12th; concentration +12)
At will—greater teleport (self plus 50 lbs. of objects only)

HP(59)	Subdual
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Flies Away <5

Statistics

Str 18, Dex 19, Con 16, Int 10, Wis 12, Cha 11
Base Atk +7; CMB +10; CMD 25
Feats: **Combat Reflexes (+4)**, Dodge, Mobility, Hover
Skills: Acrobatics +14, Escape Artist +14, Fly +14, Intimidate +10, Perception +11, Stealth +14
Languages: Celestial, Draconic, Infernal; telepathy 100 ft.
SQ master grappler, shared senses

Special Abilities

Infernal Wound (Ex) The damage a magaav deals with its claws or rend causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check or any spell that cures hit point damage; casting a curative spell on the injured creature requires a successful DC 15 caster level check, otherwise the spell has no effect. The check DC is Constitution-based.

Master Grappler (Ex) A gaav can wield a weapon and still make grapple checks. If it's not wielding a weapon, a gaav gains a +4 bonus on grapple checks.

Noxious Breath (Su) 3x/day, DC 16 Fort save / sickened 1d4 rounds.(Poison); 1 save – immune; 1d4 rounds to recharge

Vulcus

CR 2; LOCAL DC17

Male dwarf expert 4

CN Medium humanoid

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE (HP 22 / 4d8+4)

AC 11, touch 11, flat-footed 10 (+1 Dex)

Fort +2, Ref +2, Will +4

+2 against poisons, spells, and spell-like abilities

Defensive Abilities: defensive training

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d8/x3) or club +3 (1d6)

Special Attacks: hatred

HP(22)	Subdual
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If Indifferent, surrenders at <11; If worse, fights to the death!

Attitude				
Hostile	Unfriendly	Indifferent	Friendly	Helpful
DC 22	DC 17	DC 12	DC 7	DC 2

At Friendly, Vulcus will talk to PC's. Allow to Pass is DC 7; At DC 12,

Vulcus tells about the steam vents.

STATISTICS

Str 10, Dex 12, Con 13, Int 14, Wis 10, Cha 7

Base Atk +3; CMB +3; CMD 14 (18 vs. bull rush or trip)

Feats: Combat Expertise, Skill Focus (Craft [weapons])

Skills: Appraise +9, Craft (armorsmithing) +9, Craft

(stonemasonry) +9, Craft (weaponsmithing) +12, Disable

Device +9, Knowledge (engineering) +9, Linguistics +1,

Perception +7, Sense Motive +6;

Racial Modifiers: +2 Appraise (precious metals or gemstones),

+2 Perception (unusual stonework)

Languages: Common, Dwarven, Gnome, Kelish, Undercommon

Gear: quarterstaff, beat-up smithing hammer (as club)

Hafshi Al-Moloch (low tier)

CR 3 LOCAL DC 18

Female human cleric of Moloch 4

LE Medium humanoid

Init +3; Perception +5

Defense (HP 25 / 4d8+4)

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

Fort +5, Ref +5, Will +8

Offense (Speed 20 ft.)

Melee mwk whip +5 (1d3+1 or trip) or

mwk whip +3 (1d3+1 or trip), mwk light mace +3 (1d6)

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

Spells – see box

Statistics

Str 12, Dex 16, Con 10, Int 13, Wis 16, Cha 8

Base Atk +3; CMB +4 (+6 trip); CMD 17 (19 vs. trip)

Feats: Combat Expertise, Improved Trip, Two-Weapon Fighting

Skills: Knowledge (planes) +8, Knowledge (religion) +7,

Linguistics +7, Perception +5, Spellcraft +8

Languages: Common, Ignan, Infernal, Kelish

SQ aura

Combat Gear: wand of cure light wounds (50 charges)

Other Gear: scale mail, masterwork light mace, masterwork

whip, cloak of resistance +1

HP(25)	Subdual
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To the Death!

Spells / SLA's (conc +7)		L2:	SLA's
L0:	L1:	Cure moderate	Battle Rage +2
Bleed (DC13)	Burning Hands (DC14)	Spiritual	□□□□□
Create Water	Cause Fear	Weapon	fire bolt (1d6+2)
Detect Magic	(DC14)		□□□□□
Read Magic	Endure		CHANNEL (-)
	Elements		□□ DC11, 2d6
	Shield of Faith		

Special Abilities

Battle Rage (Sp) Touch ally to grant +2 to melee dam for 1 rd.

Combat Expertise

+/-1 Bonus to AC in exchange for an equal penalty to attack.

Fire Bolt (Sp) As a standard action, ranged touch attack deals fire dam to foe in 30 ft.

Improved Trip - You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Hafshi Al-Moloch (high tier)

CR 6 LOCAL DC 21

Female human cleric of Moloch 7
LE Medium humanoid
Init +3; Perception +8

Defense (HP 56 / 7d8+21)

AC 23, touch 16, flat-footed 20
(+7 armor, +3 deflection, +3 Dex)
Fort +6, Ref +6, Will +9
Resist fire 10

Offense (Speed 20 ft.)

Melee +1 whip +10 (1d3+4 or trip) or
+1 whip +8/+8 (1d3+4 or trip),
mwk light mace +7 (1d6+2)

Space 5 ft.; Reach 5 ft. (15 ft. with whip)

Spells – See Box

Statistics

Str 12, Dex 16, Con 10, Int 13, Wis 16, Cha 8
Base Atk +5; CMB +8 (+10 trip); CMD 22 (24 vs. trip)
Feats: Combat Expertise, Improved Trip, Toughness, Two-Weapon Fighting, Weapon Focus (whip)
Skills: Knowledge (planes) +9, Knowledge (religion) +7,
Linguistics +7, Perception +8, Spellcraft +9
Languages: Common, Ignan, Infernal, Kelish
SQ aura

Combat Gear: potion of cure moderate wounds (2), potion of cure serious wounds, wand of cure light wounds (50 charges)

HP(56)	Subdual
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To the Death!

Spells / SLA's (conc +10)			
L0: (DC13)	L1: (DC14)	L2:	SLA's
Bleed	Burning Hands	Cure mod.	Battle Rage +3
Create Water	Cause Fear	Spiritual	□□□□□
Detect Magic	Cause Fear	Weapon	fire bolt (1d6+3)
Read Magic	Cause Fear		□□□□□
	Endure	L3: (DC16)	CHANNEL (-)
Potions:	Elements	Dpr. Darkness	DC12, 4d6
Cure Mod		Fireball	□□
Cure Mod			
Cure Serious		L4:	
		Wall of Fire	
Wand (50)			

Other Gear: +1 breastplate, masterwork light mace, +1 whip, cloak of resistance +1

Special Abilities

Battle Rage (Sp) Touch ally to grant +3 to a melee dam for 1 rd.
Combat Expertise +/-2 Bonus to AC in exchange for an equal penalty to attack.

Fire Bolt 1d6+3 fire (6/day) (Sp) As a standard action, ranged touch attack deals fire dam to foe in 30 ft.

Improved Trip: You don't provoke attacks of opportunity when tripping.

Summoned Lemure

CR 1 – PLANES DC 6

LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; Senses darkvision 60 ft., see in darkness;
Perception +0

Defense (HP 13 / 2d10+2)

AC 14, touch 10, flat-footed 14 (+4 natural)
Fort +4, Ref +3, Will +0
DR 5/good or silver
Immune fire, mind-affecting effects, poison
Resist acid 10, cold 10

Offense (Speed 20 ft.)

Melee 2 claws +2 (1d4)

Statistics

Str 11, Dex 10, Con 12, Int —, Wis 11, Cha 5
Base Atk +2; CMB +2; CMD 12

HP(13)	Subdual	Rounds (4 / 5)
HP(13)	Subdual	
HP(13)	Subdual	
HP(13)	Subdual	

Summoned Fire Beetle (Fiendish)

CR 1/3 – NATURE DC 6

N Small fiendish vermin

Init +0; Senses darkvision 60 ft.

Perception +0

Defenses

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, Ref +0, Will +0

SR 5

Fiendish - Resist Cold and Fire 5

Immune mind-affecting effects

Offense (Speed 30 ft., fly 30 ft. Fly -2)

Melee bite +1 (1d4)

Special Attacks Smite good

Statistics

Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7

Base Atk +0; CMB -1; CMD 9 (17 vs. trip)

Skills Fly +2

SQ luminescence

HP(4)	Subdual	Rounds (3)
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Special Abilities

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Smite good 1/day as a swift action (adds CHA bonus (+0) to attack rolls and damage bonus equal to HD (+1) against good foes; smite persists until target is dead or the fiendish creature rests).