

FIENDISH FIRE BEETLES CR 2 (5)

XP 135

N Small vermin

Init +0; **Senses** low-light vision; darkvision 60 ft; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0

Resist Cold 5; Fire 5 **SR** 7

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

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

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

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.

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

FIENDISH GIANT ANTS CR 4 (2)

XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Resist Cold 5; Fire 5 **SR** 9

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

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

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness^B

Skills Climb +10, Perception +5, Survival +5;

Racial Modifiers +4 Perception, +4 Survival

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

(ADVANCED) GARLMAK CR 4

XP 400

Variant homunculus (*Pathfinder RPG Bestiary* 176)

CE Tiny construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 size, +2 natural)

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +2

Immune construct traits

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d2+3/19–20) or
bite +7 (1d4+3)

Ranged dagger +9 (1d2+3/19–20)

Space 2-1/2 ft.; **Reach** 0 ft.

TACTICS

Before Combat Garlmak hides under the table and waits for the PCs to turn their backs to it before hurling a dagger at the nearest PC in the ensuing surprise round.

During Combat Garlmak continues to attack from range unless forced into melee combat, in which it tries to stab or bite the PCs and use Acrobatics to avoid provoking attacks of opportunity.

Morale Garlmak hates itself as much as it hates Gellion and gladly fights to the death. It pursues fleeing PCs throughout the house, but doesn't leave the house to follow the PCs.

STATISTICS

Str 17, **Dex** 18, **Con** —, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 15

Feats Weapon Focus (dagger)

Skills Acrobatics +6, Craft (traps) +1, Stealth +13

Languages Common (cannot speak)

SQ unbound

Gear daggers (6)

SPECIAL ABILITIES

Unbound (Su) Unlike a traditional homunculus, Garlmak is not physically or telepathically bound to Gellion. If Garlmak is destroyed, Gellion takes no damage, and if Gellion dies, Garlmak doesn't lose its Intelligence score, feats, or skill ranks, or suffer any negative effects.

ADVANCED FIENDISH GIANT SPIDER CR 2

XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +6, **Will** +3

Resist Cold 5; Fire 5 **SR** 6

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+2 plus poison)

Special Attack web (+7 ranged, DC 12, hp 2)

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

STATISTICS

Str 15, **Dex** 21, **Con** 16, **Int** —, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (29 vs. trip)

Skills Climb +18, Perception +4 (+8 in webs), Stealth +9 (+13 in webs); **Racial Modifiers** +4 Perception, +4 Stealth(+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

KZZREKZ, ADVANCED QUASIT CR 3

XP 600

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

Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 22 (3d10+6); fast healing 2

Fort +3, **Ref** +7, **Will** +6

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +9 (1d3+1 plus poison), bite +9 (1d4+1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

TACTICS

Before Combat Kzzrekz follows the PCs with *invisibility* and uses *detect good* and *detect magic* to determine their disposition and magical strength before attacking.

During Combat The quasit uses its *cause fear* spell-like ability on the party on the first round, then focuses its attacks on foes who successfully saved against the effect. It prefers to attack good-aligned enemies and spellcasters first.

Morale If reduced to 8 or fewer hit points, Kzzrekz turns invisible and flies off until its fast healing can cure it, then renews its attacks. Kzzrekz fights to the death.

STATISTICS

Str 12, **Dex** 18, **Con** 15, **Int** 15, **Wis** 16, **Cha** 15

Base Atk +3; **CMB** +1; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Bluff +8, Fly +20, Intimidate +8, Knowledge (planes) +8, Perception +9, Stealth +18

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

FIENDISH SPIDER SWARM CR 1

XP 400

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Resist Cold 5; Fire 5 **SR** 6

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11)

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

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, **Perception** +4; **Racial Modifiers** +4 **Perception**; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (**DC** 10 + 1/2 creature's **HD** + creature's Con modifier) negates the **effect**.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell.

FIENDISH GIANT SPIDER CR 1

XP 400

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

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

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 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth(+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

FIENDISH GIANT CENTIPEDE CR ½ (5)

XP 200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Resist Cold 5; Fire 5 **SR** 6

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison

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

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3

Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

GELLION VAZARRO CR 1

XP 400

Male human expert 3

CE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 19 (3d8+6)

Fort +1, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +6 (1d8+3)

Ranged light crossbow +3 (1d8/19–20)

TACTICS

Before Combat If he hears the PCs approaching, Gellion takes cover behind the stacked boxes or near one of the pillars, trying to find a good angle from which to throw his tanglefoot bag or alchemist's fire at them.

During Combat Gellion shoots his crossbow at the PCs while the giant hook fly attacks them. After the hook fly is defeated, he wades into melee with his heavy mace. At all times, he focuses his attacks on anyone attempting to destroy the bile.

Morale The mad apprentice fights until slain or knocked unconscious, but does not pursue foes from this room or attempt to flee, thinking that he must stay near the breeding ground to protect it from harm.

STATISTICS

Str 16, **Dex** 12, **Con** 11, **Int** 8, **Wis** 7, **Cha** 15

Base Atk +2; **CMB** +5; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Toughness

Skills Craft (alchemy) +5, Diplomacy +7, Heal +2, Knowledge (arcana) +5, Knowledge (nature) +2, Perception +4

Languages Common

Combat Gear *potions of cure light wounds* (2), acid (2), alchemist's fire (3), smokestick, tanglefoot bag, thunderstone; **Other Gear** chain shirt, mwk heavy mace, light crossbow with 25 bolts, antitoxin, 1 gp

FIENDISH HOOK FLY, GIANT CR 2

XP 600

N Small vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Resist Cold 5; Fire 5 **SR** 7

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +3 (1d4 plus attach)

Special Attacks death throes, spawn brood, Smite good 1/day as a swift action

TACTICS

Before Combat The fly buzzes aimlessly about the room, content for now to feed off the helpless apprentices. It has recently drained 4 points of Constitution total from the apprentices.

During Combat The fly need only drain 2 additional points of Constitution with its blood drain ability to spawn a nonfiendish hook fly swarm using its spawn brood ability. It attempts to do this immediately if enemies enter the room.

STATISTICS

Str 11, **Dex** 13, **Con** 14, **Int** —, **Wis** 11, **Cha** 2

Base Atk +2; **CMB** +1 (+9 grapple when attached); **CMD** 12 (20 vs. trip)

Skills Fly +3

SPECIAL ABILITIES

Attach (Ex) When a giant hook fly hits with a bite attack, it latches onto the target, anchoring the target in place. An attached hook fly is effectively grappling its prey. The hook fly loses its Dexterity bonus to AC and has an AC of 13 (touch 11), but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A giant hook fly has a +8 racial bonus on combat maneuver checks to maintain its grapple on a foe once it is attached. An attached hook fly can be struck with a weapon or grappled itself; if its prey manages to succeed at a grapple combat maneuver check or Escape Artist check against it, the hook fly is removed.

Death Throes (Ex) If a giant hook fly dies after draining blood with its spawn brood ability but before disgorging a hook fly swarm, its swollen abdomen bursts, sending dead hook flies in every direction. Their tiny hooks deal 2d4 points of slashing damage to all creatures within 10 feet. A successful DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Spawn Brood (Ex) A giant hook fly drains blood at the end of its turn if it is attached to a foe, dealing 1d2 points of Constitution damage. When a giant hook fly drains blood, its abdomen becomes bloated as it

spawns an enormous brood of young. It gestates these flies in its abdomen until it has dealt 6 points of Constitution damage with this ability. The following round, the giant hook fly detaches from its victim, and as a standard action that provokes attacks of opportunity, its abdomen ruptures and disgorges a hook fly swarm. The swarm appears adjacent to the giant hook fly and immediately attacks any nearby foes (it ignores the giant hook fly that spawned it). When its abdomen ruptures, the giant hook fly takes 3d6 points of slashing damage. Blood stored in a giant hook fly's abdomen is absorbed after 24 hours and cannot be used to spawn a brood.

HOOK FLY SWARM CR 1

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 11 (2d8+2)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft., fly 30 ft. (average)

Melee swarm (1d6 plus bleed and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (1), distraction (DC 12)

STATISTICS

Str 1, **Dex** 12, **Con** 12, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** —; **CMD** —

Skills Fly +7

SQ gestate

SPECIAL ABILITIES

Bleed (Ex) A hook fly swarm is made up of a terrible mass of juvenile giant hook flies that have undeveloped, though still terribly sharp, proboscises. Any creature that takes swarm damage from a hook fly swarm also takes 1 point of bleed damage at the beginning of its turn. This bleed damage does not stack with itself or other bleed effects. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage.

Gestate (Ex) Hook fly swarms are made up of underdeveloped giant hook flies, which stay in swarm form for 1 week. Afterward, the swarm finds a secluded place and builds around itself a cocoon-like pod, which it stays in for 1d4 days. This pod is roughly 5 feet by 5 feet in size, and has AC 11 and 11 hit points. After this gestation period, 1d6 giant hook flies burst from the cocoon as a standard action, fully formed and with all of a giant hook fly's abilities.