

IMP CR 2

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7**DEFENSE****AC** 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)**hp** 16 (3d10); fast healing 2**Fort** +1, **Ref** +6, **Will** +4**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10**OFFENSE****Speed** 20 ft., fly 50 ft. (perfect)**Melee** sting +8 (1d4 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 6th)Constant—*detect good*, *detect magic*At will—*invisibility* (self only)1/day—*augury*, *suggestion* (DC 15)1/week—*commune* (6 questions, CL 12th)**STATISTICS****Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14**Base Atk** +3; **CMB** +1; **CMD** 15**Feats** Dodge, Weapon Finesse**Skills** Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7**Languages** Common, Infernal**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*)**SPECIAL ABILITIES****Poison (Ex) Sting**—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.**LEMURE CR 1**

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 natural)**hp** 13 (2d10+2)**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**YOUNG LESSER HOST DEVIL (GAAV) CR 2**

LE Tiny outsider (devil, evil, extraplanar, lawful)

Initiative +5; **Senses** darkvision 60 ft., see in darkness; Perception +6**DEFENSE****AC** 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)**hp** 22 (4d10)**Fort** +4, **Ref** +7, **Will** +0**DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10**OFFENSE****Speed** 5 ft., fly 60 ft. (good)**Melee** mwk spear +6 (1d6–1), 2 claws +5 (1d3–1)**Special Attacks** noxious breath**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)
1/day—*summon* (3rd level, imp 35%)**TACTICS****Morale** If one of the gaavs is killed and the other brought to fewer than 11 hit points, the surviving gaav flees out a window and flies down the street toward the town's catacombs to report to Ogash (see area C).**STATISTICS****Str** 9, **Dex** 21, **Con** 10, **Int** 7, **Wis** 9, **Cha** 8**Base Atk** +4; **CMB** +1; **CMD** 17**Feats** Dodge, Hover**Skills** Acrobatics +11, Escape Artist +11, Fly +15, Perception +6, Stealth +19**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. In addition, it takes up to eight gaavs cooperatively to lift a creature that one or more of them is grappling; each gaav can lift up to 50 pounds and still fly without being impeded.**Noxious Breath (Su)** Three times per day, a gaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a DC 12 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same gaav's noxious breath for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. Once a gaav uses its breath weapon, it can't breathe again until 1d4 rounds later.**Shared Senses (Su)** All gaavs and magaavs within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a gaav to be surprised or flat-footed even if other gaavs nearby are not.**Swarming (Ex)** Up to two gaavs can share the same space at the same time. If two gaavs in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.**ACCUSER DEVIL (ZEBUB) CR 3**

LE Small outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)**hp** 30 (4d10+8)**Fort** +6, **Ref** +10, **Will** +3**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10**OFFENSE****Speed** 20 ft., fly 60 ft. (perfect)**Melee** bite +5 (1d6 plus 1d6 acid and disease)**Spell-Like Abilities** (CL 8th; concentration +9)At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only)3/day—*grease*, *summon swarm*, *whispering wind*1/day—*summon* (level 3, 1 zebub or 1d4 lemures, 40%)**STATISTICS**

Str 11, **Dex** 18, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 17

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +8, Fly +21, Knowledge (planes) +6, Perception +9, Stealth +15

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ infernal eye

SPECIAL ABILITIES

Disease (Ex) *Devil Chills*: Bite—injury; save Fort DC 14; onset 1d4 days; frequency 1 day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Eye (Su) A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.

HELL HOUND

CR 3

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7;

Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

JEREM (GUARD)**CR 1**

Human warrior 3

NG Medium humanoid (human)

Init -1; **Senses** Perception +5**DEFENSE****AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)**hp** 22 (3d10+6)**Fort** +3, **Ref** +0, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** mwk guisarme +7 (2d4+3/x3) or mwk longsword +6
(1d8+2/19-20)**Ranged** javelin +2 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)**TACTICS****During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.**STATISTICS****Str** 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11**Base Atk** +3; **CMB** +5; **CMD** 14**Feats** Alertness, Toughness, Weapon Focus (guisarme)**Skills** Intimidate +6, Perception +5, Sense Motive +4**Languages** Common**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp