

FLASH BEETLE**CR 1/2**

Advanced fire beetle

N Small vermin

Init +2; **Senses** low-light vision; Perception +2**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +2, **Will** +2**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., fly 30 ft. (poor)**Melee** bite +3 (1d4+2)**Special Attacks** flash 1/hour (10-ft. Burst, Fort DC 12, dazzled 1d3 rounds)**STATISTICS****Str** 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 11**Base Atk** +0; **CMB** +1; **CMD** 13 (21 vs. trip)**Skills** Fly +0**SQ** luminescence**SPECIAL ABILITIES****Luminescence (Ex)** A flash beetle's glowing glands provide light in a 10-foot radius. A dead flash beetle's luminescent glands continue to glow for 1d6 days after its death.**GRAY OOZE****CR 4**

N Medium ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 5, touch 5, flat-footed 5 (-5 Dex)**hp** 50 (4d8+32)**Fort** +9, **Ref** -4, **Will** -4**Defensive Abilities** ooze traits; **Immune** cold, fire**OFFENSE****Speed** 10 ft.**Melee** slam +6 (1d6+4 plus 1d6 acid and grab)**Special Attacks** acid, constrict (1d6+1 plus 1d6 acid)**STATISTICS****Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)**SQ** transparent**SPECIAL ABILITIES****Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.**HELL'S FURY TRIBE SPEARBEARERS****CR 1/3**

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1**Weakness** light sensitivity**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 armor)**hp** 6 (1d10+1)**Fort** +3, **Ref** +0, **Will** -1**Defensive Abilities** ferocity**OFFENSE****Speed** 30 ft.**Melee** shortspear +5 (1d6+3)**Ranged** shortspear +2 (1d6+3)**TACTICS****Morale** If Yvogga is knocked unconscious during the battle or she surrenders, the spearbearers flee back down the tunnel from whence they came, ordering their wolf to stay behind and distract the PCs while they report back to Korum and Grache. The PCs can potentially use this retreat to track the orcs back to their encampment.**STATISTICS****Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Weapon Focus (shortspear)**Skills** Intimidate +2**Languages** Common, Orc**SQ** weapon familiarity**Gear** studded leather armor, 4 shortspears**SPECIAL ABILITIES****Ferocity (Ex)** An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.**WOLF****CR 1**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+1 plus trip)**STATISTICS****Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent**SQ** tricks (attack, down, stay)**CAVE FISHER****CR 2**

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 22 (3d8+9)**Fort** +6, **Ref** +2, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** 2 claws +5 (1d4+3)**Ranged** filament +3 (drag)**Special Attacks** pull (filament, 10 feet)**STATISTICS****Str** 17, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 4**Base Atk** +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)

Skills Climb +11

SPECIAL ABILITIES

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

HELL'S FURY TRIBE SLAVERS CR 1/3

Orc warrior 1

CE Medium humanoid

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

Weakness light sensitivity

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee mancatcher +4 (1d2+3) or shortspear +4 (1d6+3)

Ranged shortspear +2 (1d6+3)

TACTICS

During Combat The slavers attempt to surround the PCs and flank with the Hell's Fury tribe warriors. They use their mancatchers to ensnare the PCs and keep them within striking distance.

Morale The slavers and warriors are confident that they can handle any intruders without alerting their bosses in area G4 (and thus get to keep all the treasure for themselves), but they retreat back to the cave to get Korlum and Grache if half of their number are defeated.

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Exotic Weapon Proficiency (mancatcher)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Gear studded leather armor, 4 shortspears

SPECIAL ABILITIES

Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

HELL'S FURY TRIBE WARRIORS CR 1/3

Orc warrior 1

CE Medium humanoid

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

Weakness light sensitivity

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18–20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Gear studded leather armor, falchion, 4 javelins

SPECIAL ABILITIES

Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

LESSER HOST DEVIL (GAAV) CR 3

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

Initiative +3; **Senses** darkvision 60 ft., see in darkness; Perception +6

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 30 (4d10+8)

Fort +6, **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 +7 (1d8+1), 2 claws +6 (1d4+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%)

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. 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 14 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.

NETOKKURAI CR 5

Male bearded devil (barbazu)

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only) 1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

TACTICS

During Combat On the first round of combat, Netokkurai uses his *summon* spell-like ability to call forth six lemures. On subsequent rounds, he attacks PCs with his glaive to inflict infernal wounds, switching to his claw attacks once all the PCs are bleeding.

Morale If he's brought to fewer than 20 hit points, Netokkurai uses his *greater teleport* spell-like ability to teleport to the base of Eiseth's Roost. There, he rests and regains hit points until the PCs encounter him alongside Bax (see area H1 on page 43).

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear glaive

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an

infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

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)

HELL RAVEN CR 1/2

Fiendish eagle

N Small animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

Resist cold 5, fire 5; **SR** 5

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

Special Attacks smite good 1/day (+1 dmg)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

GRAVEN GUARDIAN CR 5

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); fast healing 2

Fort +2, **Ref** +4, **Will** +3

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee slam +9 (1d6+4)

Ranged +2 *seeking longbow* +10/+5 (1d6+5)

Special Attacks magic weapon

Spell-Like Abilities (CL 5th; concentration +0)

2/day—*shatter* (DC 13)

1/day—*haste* (self only)

STATISTICS

Str 16, Dex 15, Con —, Int —, Wis 12, Cha 1

Base Atk +6; CMB +9; CMD 21

SQ enhanced, guardian domains (Destruction, War)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a ranged weapon, it gains the seeking weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

GIANT HELL RAVEN CR 1

Giant fiendish eagle

N Medium animal

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 7 (1d8+3)

Fort +5, **Ref** +3, **Will** +2

Resist cold 5, fire 5; **SR** 6

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d6+2), bite +3 (1d6+2)

Special Attacks smite good 1/day (+1 dmg)

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +2; **CMD** 13

Feats Weapon Finesse

Skills Fly +5, Perception +10; **Racial Modifiers** +8 Perception

SHAYLE CR 8

Erinyes

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

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +7

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 *longsword* +15/+10 (1d8+8/19–20)

Ranged +1 *flaming composite longbow* +14/+14/+9 (1d8+6/x3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th)

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—summon (level 3, 2 bearded devils, 50%)

TACTICS

During Combat Shayle attempts to bring forth two bearded devils from the pits of Hell using her summon ability on the first round of combat. She takes flight to stay out of melee range, but remains within 40 feet of the ground for fear of being brought crashing down (such as by the *angelfall bow's* special ability). If the PCs extinguish two or more braziers,

Shayle attempts to relight them and attack the PCs at the same time with a full attack.

STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Dodge^B, Mobility^B, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Flame Bound (Su) If a brazier around her summoning circle is extinguished (see Creatures, above), Shayle takes a –1 penalty on ability checks, attack rolls, combat maneuver checks, saving throws, and skill checks until she relights the brazier. This penalty is cumulative for each brazier extinguished, to a maximum penalty of –4. Once all four braziers are extinguished, Shayle becomes staggered until she relights a brazier. Shayle can reignite any extinguished brazier with magical fire by hitting the brazier with a ranged touch attack (AC 15) from her +1 *flaming composite longbow*.