

**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.**URNOK (Orc Sergeant)** **CR 2**

Male orc fighter 3

CE Medium humanoid (orc)

**Init** –1; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)**hp** 30 (3d10+9)**Fort** +5, **Ref** +0, **Will** +1 (+1 vs. fear)**Defensive Abilities** bravery +1, ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** mwk spear +10 (1d8+9/x3) or falchion +9 (2d4+9/18–20)**Ranged** javelin +2 (1d6+6)**TACTICS****Before Combat** The sergeant drinks a *potion of bull's strength*.**Base Statistics** Without *bull's strength*, the sergeant's statistics are **Melee** mwk spear +8 (1d8+6/x3), or falchion +7 (2d4+6/18–20); **Ranged** javelin +2 (1d6+4); **Str** 19; **CMB** +7; **CMD** 16; **Skills** Intimidate +10.**STATISTICS****Str** 23, **Dex** 8, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Bullying Blow, Intimidating Prowess, Power Attack, Scarred Legion\***Skills** Intimidate +12**Languages** Common, Orc**SQ** armor training 1, weapon familiarity**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk hide armor, falchion, javelins (5), mwk spear, 203 gp**SPECIAL ABILITIES****Scarred Legion (Teamwork):** You gain a +2 bonus on Intimidate checks. You also gain a +2 morale bonus on Will saving throws while adjacent to an ally with this feat. When you charge, if you started the charge adjacent to an ally with

this feat, you retain the bonus on Will saves until the start of your next turn.

**CHUPACABRA** **CR 3**

N Small magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +6**DEFENSE****AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)**hp** 30 (4d10+8)**Fort** +6, **Ref** +7, **Will** +3**OFFENSE****Speed** 30 ft.**Melee** bite +6 (1d4+1 plus grab), 2 claws +6 (1d3+1)**Special Attacks** chupar, pounce**STATISTICS****Str** 13, **Dex** 16, **Con** 14, **Int** 3, **Wis** 15, **Cha** 6**Base Atk** +4; **CMB** +4 (+8 grapple); **CMD** 17**Feats** Combat Reflexes, Improved Initiative**Skills** Acrobatics +7 (+11 jumping), Perception +6, Stealth +16; **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth (+8 in undergrowth or rocky areas)**Languages** Aklo (cannot speak)**SPECIAL ABILITIES****Chupar (Ex)** A chupacabra that pins an opponent or maintains a pin can suck blood from that opponent as a free action once per round, dealing 1 point of Constitution damage. Upon successfully draining blood, the chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the *haste* spell. The invigorated chupacabra can still drain blood – and in so doing increase the length of its invigoration – but it gains no additional effects.**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)**TACTICS****During Combat** Unless the PCs took pains to enter the campsite stealthily, the imps drop their invisibility and attack the adventurers as soon as the party enters the area. They shift into their boar forms to attack the PCs; if Umber is still around, the imps use the corners and foliage as cover to confuse the PCs and make it difficult to tell which boar is which.**Morale** The imps fight as long as Ilka and Umber are still standing. If Ilka and Umber are defeated (or were defeated earlier), the imps fight until one of them has been defeated, at which point the other takes flight to report to Kelseph.**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.

### ZEB (Drunkard)

CR 1

Male human commoner 1/warrior 2

N Medium humanoid

**Init** +0; **Senses** Perception –1

### DEFENSE

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 23 (3 HD; 1d6+2d10+9)

**Fort** +7, **Ref** +0, **Will** –1

### OFFENSE

**Speed** 30 ft.

**Melee** club +3 (1d6+1) or dagger +3 (1d4+1/19–20)

**Ranged** club +2 (1d6+1) or dagger +2 (1d4+1/19–20)

### STATISTICS

**Str** 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Great Fortitude, Improved Bull Rush, Power Attack

**Skills** Climb +5, Handle Animal +4, Intimidate +5, Profession (choose one) +3, Ride +4, Swim +5

**Languages** Common

**Gear** leather armor, club, dagger, gallon jug of ale

### CURSE DEVIL (PHAIM)

CR 5

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

**Init** +8; **Senses** darkvision 60 ft., see in darkness, *detect magic*, *detect thoughts*; Perception +11

### DEFENSE

**AC** 20, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +4 natural, +1 size)

**hp** 39 (6d10+6)

**Fort** +5, **Ref** +9, **Will** +7

**Defensive Abilities** natural invisibility; **DR** 5/cold or silver;

**Immune** fire, poison; **Resist** acid 10, cold 10

### OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** 2 claws +6 (1d4–1)

**Special Attacks** anathematize

**Spell-Like Abilities** (CL 6th; concentration +9)

Constant—*detect magic*, *detect thoughts* (DC 15)

At will—*daze* (DC 13), *greater teleport* (self plus 50 lbs. of objects only), *mage hand*

5/day—*bane* (DC 14), *chill touch* (DC 14), *doom* (DC 14)

3/day—*bestow curse* (DC 16), *suggestion* (DC 16), *touch of idiocy* (DC 15)

1/day—*blindness/deafness* (DC 15), *confusion* (DC 17), *contagion* (DC 17), summon (level 3, 2 lesser host devils 50%)

### STATISTICS

**Str** 8, **Dex** 18, **Con** 12, **Int** 13, **Wis** 15, **Cha** 17

**Base Atk** +6; **CMB** +4; **CMD** 19

**Feats** Dodge, Great Fortitude, Improved Initiative

**Skills** Bluff +12, Fly +23, Intimidate +12, Perception +11, Sense Motive +11, Spellcraft +10, Stealth +17

**Languages** Infernal; telepathy 100 ft.

**SQ** broken curses, infernal bond

### SPECIAL ABILITIES

**Anathematize (Su)** Once per day as a standard action, a curse devil can temporarily drop its natural invisibility to reveal its true, horrifying form. All creatures within 30 feet must succeed at a DC 16 Will save or become cursed as *bestow curse*; additionally, all creatures in the area must succeed at a second DC 16 Will save or have their memories of the event stripped as if by *modify memory*. The curse devil can resume its invisibility at the end of its turn as a free action. Whether or not the saves are successful, an affected creature is immune to that curse devil's anathematize ability for 24 hours. If its natural invisibility is negated by other methods, the curse devil can't use this ability. Those who can see invisible creatures are immune to this effect. The save DCs are Charisma-based.

**Broken Curses (Ex)** When a curse devil dies, any lingering curses or harmful effects caused by the devil are undone as if by a *miracle* spell.

**Infernal Bond (Ex)** When a curse devil is created by a lesser or greater devil, its creator forges a magical link between the curse devil and a mortal signed to—or implicated in—an infernal contract, such as a mortal who sold her soul to a devil or the first-born child of a mortal who was promised in an infernal bargain). Thereafter, the curse devil can always find the specified mortal as though guided by a *locate creature* spell with no maximum range. The specified mortal takes a –2 penalty on saving throws against the curse devil's anathematize ability and its spell-like abilities.