

Hellwasp

CR 4

CE Medium Outsider (Chaotic, Evil, Extraplanar)

Initiative: +3; **Senses:** Darkvision 60 ft.

Defense

AC: 18, **Flat-Footed:** 15, **Touch:** 13

(+3 DEX, +5 natural)

HP: 37 (5d8+15)

DR: 5/magic

Fort: +7, **Ref:** +4, **Will:** +3

SR: 15

Resistances: Acid 10, Cold 10, Electricity 10, and Fire 10

Immunities: Poison

Defensive Abilities: Drone

Offense

Speed: 20 ft., fly 60 ft. (good)

Melee: Sting +10 (1d3+9 plus poison) and Bite +4 (1d6+3)

Special Abilities: Smite Good, Spell-Like Abilities

Statistics

STR 22 (+6)

DEX 16 (+3)

CON 16 (+3)

INT 4 (-3)

WIS 13 (+1)

CHA 13 (+1)

Base Attack +3; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Drone), Weapon Focus (Sting)

Skills: Climb +14 (+8 ranks, +6 str), Hide +11(+8 ranks, +3 dex),

Listen +9 (+8 ranks, +1 wis), Spot +17 (+8 ranks, +8 racial, +1 wis),

Survival +9 (+9 ranks, +1 wis)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

General Information

Environment: Abyssal planes

Organization: Solitary, pair, swarm (4-12), or hive (30-300)

Treasure: None

A gigantic wasp the size of a large man hums around in the distance; it catches sight of you and immediately charges in your direction! Only then do you notice the black venom dripping from its wickedly barbed stinger and the large jagged mandibles that decorate its head.

Hellwasps, as their name implies, are large wasps bred by demons in the abyss. Their primary objective in their short lives is scouting out enemy positions and reporting back with any unusual finds, though they are more than capable of defending themselves should the need arise.

In battle, hellwasps typically begin by activating their *detect good* ability followed by a smite against the frailest-looking good creature that they can see. Following this, they back off and drop an *unholy blight* spell upon the creature that they just smote. Any creatures still standing after the *unholy blight* are then attacked in melee by the hellwasp as it attempts to sting as many creatures as possible. Should the battle go awry, the hellwasp drops a *darkness* spell in its general vicinity and flies away to recuperate.

Unlike most outsiders, hellwasps can neither speak nor communicate telepathically; though they do understand orders given in abyssal or infernal.

Ability Information

Drone (Ex): The hellwasp constantly emits a low pitched hum with its wings, this hum is incredibly distracting. All creatures within 10 feet of a hellwasp must succeed on a DC 13 will save or be unable to make attacks of opportunity for one round; this save must be made every round. The save DC is charisma-based. The save DC is improved by +2 due to the hellwasp possessing the ability focus (drone) feat.

Poison: Injury, Fortitude DC 15, initial and secondary damage 1d4+1 con. The save DC is constitution-based.

Skills: Hellwasps gain a +8 racial bonus to spot checks and a +4 racial bonus on survival checks made to orient themselves.

Smite Good (Su): Once per day, a hellwasp can make a normal melee attack to deal extra damage equal to its hit dice (maximum of +20) against a good foe.

Spell-Like Abilities (Sp): Will – *Detect Good*; 3/day – *Darkness*; 1/day – *Desecrate*, *Unholy Blight*. Save DC = 11 + spell level; caster level 5.

Lore

A successful knowledge (the planes) check will reveal the following information about a hellwasp:

DC 15 This is a hellwasp, a large insect that has been warped by fell powers and now serves the abyss. This reveals all outsider traits.

DC 20 Hellwasps are capable of detecting the innate goodness of some creatures and they have the ability to call up fields of darkness to better mask their attacks.

DC 25 Hellwasps emit a constant drone that is incredibly distracting to opponents attempting to attack them.