

PIG FARMER**CR 1/2****XP 200****Human commoner 2**

CN Medium humanoid (human)

Init -1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)**hp** 9 (2d6+2)**Fort** +1, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.**Melee** scythe -2 (2d4+1/x4) or

club +2 (1d6+1)

Ranged club +0 (1d6+1)

TACTICS

During Combat The commoner threatens aggressors with her scythe, but switches to her club if she actually has to attack.

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Skill Focus (Handle Animal, Heal)**Skills** Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5**Languages** Common**Gear** club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp

Vermlek Hag's Cheat Sheet

2nd level spells

Flaming Sphere (Evocation[fire], VS MDF, medium, 5ft diameter sphere, 1rd/lvl, SRyes) – Creates a flaming sphere that can roll around. Move action to move 30ft, stops on first person it hits. REF or 3d6 fire dmg. Can go over barriers < 4ft tall.

Hold Person (Enchantment (compulsion)[mind-affecting], VS FDF, medium, one humanoid, 1rd/lvl, SRyes) – WILL or be paralyzed. New save every rd as a full-round action.

Vomit Swarm (Conjuration (summoning), S, personal, spider swarm, 1rd/lvl) – Creates a spider swarm adjacent to you. Moves toward living creatures. Standard action to direct.

1st level spells

Ill Omen (Enchantment (compulsion)[curse, mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target rolls next d20 roll twice and use lowest. Discharged upon use. Target can spend move action to negate.

Inflict Light Wounds (Necromancy, VS, touch, SRyes) – 1d8+lvl negative energy damage, WILL ½.

Obscuring Mist (Conjuration (creation), VS, 20ft. cloud, 1min/lvl) – Adjacent gets 20% concealment. Farther away gets total concealment. Moderate wind disperses in 4 rds, Strong wind disperses in 1. Fire burns away.

Shocking Grasp (Evocation [electricity], VS, creature or object touched, SRyes) – 4d6 electricity. +3 to touch if the target is wearing metal armor.

Spell-Like Abilities

Gentle Repose (Necromancy, VS MDF, corpse touched, 1day/lvl, SRyes) – Extend time limit on raising corpse from the dead, corpse doesn't decay.

Mass Inflict Light Wounds (Necromancy, VS, close, one target/lvl all within 30ft of each other, SRyes) – 1d8+lvl negative energy damage, WILL ½.

Spider Climb (Transmutation, VSM, creature touched, 10min/lvl, SRyes) – Climb speed of 20ft. +8 racial bonus to climb. Doesn't need to make checks to climb on vertical or horizontal sources.

| | Vermlek 1 | Vermlek 2 | Vermlek 3 | Vermlek 4 |
|--|-----------|-----------|-----------|-----------|
| 2 nd Level Spells | | | | |
| Flaming Sphere | | | | |
| Hold Person | | | | |
| Vomit Swarm | | | | |
| 1 st Level Spells | | | | |
| Ill Omen | | | | |
| Inflict Light Wounds | | | | |
| Obscuring Mist | | | | |
| Shocking Grasp | | | | |
| Spell-Like Abilities & Other Abilities | | | | |
| Abandon Flesh | | | | |
| Gentle Repose | | | | |
| Mass Inflict Light Wounds | | | | |
| Summon | | | | |
| Spider Climb | | | | |

SPIDER SWARM**CR 1**

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

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)

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.

WASP SWARM**CR 3****XP 800**N Diminutive [vermin](#) ([swarm](#))**Init** +1; **Senses** darkvision 60 ft.; [Perception](#) +9**DEFENSE****AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)**hp** 31 (7d8)**Fort** +5, **Ref** +3, **Will** +3**Defensive Abilities** [swarm traits](#); **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (2d6 plus [poison](#))**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** [distraction](#) (DC 13), [poison](#)**STATISTICS****Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** —; **CMD** —**Skills** [Fly](#) +11, [Perception](#) +9; **Racial Modifiers** +8 [Perception](#)**SQ** swarm traits, vermin traits**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1Dexterity [damage](#); *cure* 1 save. The save DC is Constitution-based.**Vulnerable to Holy Water (Ex)** Due to their having spawned directly from the Worldwound, these wasps take damage from holy water as though they were evil outsiders.

HELLWASP SWARM**CR 8**

XP 4,800 each

LE Diminutive vermin ([extraplanar](#), swarm)**Init** +10; **Senses** darkvision 60 ft.; [Perception](#) +4

DEFENSE**AC** 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)**hp** 90 (12d8+36)**Fort** +10, **Ref** +10, **Will** +7**DR** 10/good; **Immune** swarm traits, weapon damage; **Resist** [fire](#) 10

OFFENSE**Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (3d6 plus [distraction](#) and [poison](#))**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** [distraction](#) (DC 18), inhabit

STATISTICS**Str** 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9**Base Atk** +9; **CMB** +11; **CMD** 16 (can't be tripped)**Feats** [Ability Focus](#) ([poison](#)), [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Skill Focus](#) ([Perception](#)), [Toughness](#)**Skills** [Fly](#) +25, [Perception](#) +4, [Stealth](#) +24**Languages** Infernal

ECOLOGY**Environment** any (Hell)**Organization** solitary, pair, or infestation (3–6)**Treasure** incidental

SPECIAL ABILITIES

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage.

When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own [poison](#) and control the victim's movement and actions as if using [dominate monster](#). Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour.

A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside.

A swarm can attempt a [Disguise](#) check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A [remove disease](#) or [heal](#) spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) [Swarm](#)—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Vulnerable to Holy Water (Ex) Due to their having spawned directly from the Worldwound, these wasps take damage from holy water as though they were evil outsiders.

DRETCH**CR 2**

XP 600

CE Small [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

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

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—[cause fear](#) (DC 11), [stinking cloud](#) (DC 13), summon (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats [Toughness](#)

Skills [Escape Artist](#) +5, [Perception](#) +5, [Stealth](#) +9

Languages Abyssal (cannot speak); [telepathy](#) 100 ft. (limited to Abyssal-speaking targets)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3–5), crowd (6–12), or mob (13+)

Treasure none

ADVANCED SCHIR**CR 5**CE Medium outsider ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))**Init** +4; **Senses** darkvision 60 ft., [see invisibility](#); **Perception** +15

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)**hp** 47 (5d10+20)**Fort** +8, **Ref** +5, **Will** +5**DR** 5/cold iron or [good](#); **Immune** disease, electricity, [poison](#); **Resist** acid 10, [cold](#) 10, [fire](#) 10; **SR** 15

OFFENSE

Speed 30 ft.**Melee** mwk halberd +12 (1d10+7/×3 plus disease), gore +5 (1d6+3) or gore +10 (1d6+6)**Special Attacks** [powerful charge](#) (gore, 3d6+6)**Spell-Like Abilities** (CL 6th; concentration +6)Constant—[see invisibility](#), [tongues](#)3/day—[arcane lock](#), [expeditious retreat](#), [protection from good](#)

1/day—summon (level 2, 1d3 schirs 20%)

STATISTICS

Str 21, **Dex** 18, **Con** 19, **Int** 12, **Wis** 9, **Cha** 10**Base Atk** +5; **CMB** +10; **CMD** 24**Feats** [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (halberd)**Skills** [Acrobatics](#) +12 (+20 jumping), [Climb](#) +13, [Intimidate](#) +8, [Perception](#) +15, [Survival](#) +4; **Racial****Modifiers** +8 [Acrobatics](#) when jumping, +8 [Perception](#)**Languages** Abyssal; telepathy 100 ft., [tongues](#)

ECOLOGY

Environment any (Abyss)**Organization** solitary, pair, or pack (2–8)**Treasure** standard (masterwork halberd, other treasure)

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the [demon](#)'s filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 17 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.*Gray Pox*: Halberd—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

SAVASH**CR 7**Giant Advanced Brimorak demon (*Pathfinder Campaign Setting: Lords of Chaos* 56)

CE Medium outsider (chaotic, demon, evil, extraplanar, fire)

Init +8; **Senses** darkvision 60 ft.; Perception +12**Aura** smoke breath (5 ft., DC 21)

DEFENSE**AC** 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)**hp** 81 (6d10+48)**Fort** +13, **Ref** +9, **Will** +5**Defensive Abilities** boiling blood; **DR** 5/cold iron or good;**Immune** electricity, fire; **Resist** acid 10, cold 10; SR 16**Weaknesses** vulnerable to cold

OFFENSE**Speed** 30 ft.**Melee** longsword +14/+9 (1d8+7/19–20 plus 1d6 fire), hoof +3 (1d4+3 plus 1d6 fire)**Special Attacks** breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 17 half, usable every 1d4 rounds), burning hooves**Spell-like Abilities** (CL 6th; concentration +10)3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak, 50%)

TACTICS**During Combat** Savash stands his ground, using his breath weapon and spell-like abilities while waiting for his enemies to approach. He cackles every time one of his underlings slays a prisoner. If his opponents keep their distance, Savash closes to melee range and attack the weakest-looking PC first.**Morale** Savash has other ambitions, and uses *greater teleport* to flee if reduced to 10 or fewer hit points.

STATISTICS**Str** 25, **Dex** 18, **Con** 27, **Int** 16, **Wis** 16, **Cha** 19**Base Atk** +6; **CMB** +13; **CMD** 27**Feats** Combat Casting, Improved Initiative, Weapon Focus (longsword)**Skills** Acrobatics +13, Bluff +13, Knowledge (engineering) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +17; **Racial Modifiers** +8 Perception**Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.**SQ** flaming weapon

SPECIAL ABILITIES**Boiling Blood (Su)** A brimorak's blood is boiling hot. A brimorak can cough out a hideous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.**Burning Hooves (Su)** A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) so as to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.**Flaming Weapon (Su)** As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.**Smoke Breath (Su)** A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A successful DC 21 Fortitude save grants immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.