

ENCOUNTER A1. The Ruins of Bedis

VERMLEKS (3) Tier [3-4] (5-7 players) or (2) Tier [3-4] (4 players)

CR 3

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

Init -1; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +8

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, -1 Dex, +3 natural)

hp 30 (4d10+8)

Fort +8, **Ref** +0, **Will** +5

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee scythe +6 (2d4+3/x4) and bite +1 (1d6+1) or flail +6 (1d8+3) and bite +1 (1d6+1)

Special Attacks inhabit body

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mass inflict light wounds* (DC 16), *spider climb*

1/day—*gentle repose*, *summon* (level 2, 1d4 dretches, 50%)

TACTICS

During Combat The verMLEKS telepathically command the two armed humans to attack the PCs. The demons then approach, wielding the barely-conscious peasants' bodies as shields to gain partial cover (+2 to AC and a +1 bonus on Reflex saving throws). The verMLEKS use *mass inflict light wounds* to harm the PCs and heal each other.

Morale The verMLEKS use the abandon flesh ability to revert to their natural form if brought to 10 hp or below. If later reduced to 8 or fewer hp, a verMLEK burrows to safety.

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 15

Feats Deceitful, Great Fortitude

Skills Bluff +10, Disguise +10 (+18 when inhabiting a corpse), Escape Artist +6 (+14 when not inhabiting a corpse), Knowledge (religion) +8, Perception +8, Sense Motive +8, Use Magic Device +8; **Racial Modifiers** +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse

Languages Abyssal, Common; telepathy 100 ft.

SQ abandon flesh, flesh armor, inhabit body, negative energy affinity

Gear scythe or flail

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a verMLEK can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A verMLEK cannot later reclaim this body with its inhabit body ability.

Flesh Armor (Su) When a verMLEK wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A verMLEK can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the verMLEK to complete, during which it is considered flat-footed. Once the process is complete, the verMLEK appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the verMLEK's flesh armor ability).

Negative Energy Affinity (Ex) A verMLEK is healed by negative energy and harmed by positive energy as if it were an undead creature.

ENCOUNTER A1. The Ruins of Bedis

ABDUCTED COMMONERS (4) Tier [All] (Any number of players)

CR 1/2

Human commoner 2

CN Medium humanoid (human)

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

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 [Tier 3-4] or 8 [Tier 6-7] (2d6+2)

Fort +1, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.

Melee scythe -2 (2d4+1/x4) or flail -2 (1d8+1)

TACTICS

During Combat The two conscious commoners attack the PCs as commanded, terrified of angering their captors.

Morale The standing commoners fight to the death, unless the vermleks are defeated. In that case, they stand down and offer forgiveness for attacking in the first place and thanks for their rescue.

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 scythe or flail

ENCOUNTER A1. The Ruins of Bedis

VERMLEK HAGS (4) Tier [6-7] (5-7 players) or (3) Tier [6-7] (4 players) CR 5

Vermlek witch 4
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +13

DEFENSE

AC 17, touch 11, flat-footed 17 (+3 armor, +1 deflection, +3 natural)
hp 72 (4d10+4d6+36)
Fort +11, **Ref** +2, **Will** +8
Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft.
Melee scythe +9/+4 (2d4+4/x4) and bite +4 (1d6+1) or flail +9/+4 (1d8+4) and bite +4 (1d6+1)
Special Attacks hexes (DC 16; cackle, charm [1 step, 3 rounds], evil eye [-2, 6 rounds]), inhabit body
Spell-Like Abilities (CL 3rd; concentration +5)
3/day—mass *inflict light wounds* (DC 15), *spider climb*
1/day—*gentle repose*, summon (level 2, 1d4 dretches, 50%)
Witch Spells Prepared (CL 4th; concentration +7)
2nd—*flaming sphere* (DC 15), *hold person* (DC 15), *vomit swarm*
1st—*ill omen*, *inflict light wounds* (DC 14), *obscuring mist*, *shocking grasp*
0 (at will)—*bleed* (DC 13), *detect magic*, *putrefy food and drink*, *touch of fatigue* (DC 13)
Patron Elements

TACTICS

During Combat The vermleks telepathically command the two armed humans to attack the PCs. The disguised vermleks then use their spells and spell-like abilities to cripple and harry the PCs. A vermlek uses evil eye on any PC who approaches within 30 feet.
Morale The vermleks use the abandon flesh ability to revert to their natural form if brought to 10 hp or below. If later reduced to 8 or fewer hp, a vermlek burrows to safety.

STATISTICS

Str 16, **Dex** 11, **Con** 18, **Int** 16, **Wis** 11, **Cha** 12
Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 20
Feats Alertness^B, Arcane Strike, Deceitful, Eschew Materials, Great Fortitude
Skills Bluff +15, Diplomacy +5, Disguise +15 (+23 when inhabiting a corpse), Escape Artist +11 (+19 when inhabiting a corpse), Knowledge (religion) +10, Perception +13, Sense Motive +11, Spellcraft +12, Stealth +3, Use Magic Device +10; **Racial Modifiers** +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse
Languages Abyssal, Common; telepathy 100 ft.
SQ abandon flesh, flesh armor, inhabit body, negative energy affinity
Gear scythe or flail, *ring of protection* +1

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.
Flesh Armor (Su) When a vermlek wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.
Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).
Negative Energy Affinity (Ex) A vermlek is healed by negative energy and harmed by positive energy as if it were an undead creature.
Hexes (Su)
Cackle (Su): A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of a charm hex or evil eye hex caused by the witch has the duration of that hex extended by 1 round.
Charm (Su): A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.
Evil Eye (Su): The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. A Will save reduces this to just 1 round. This is a mind-affecting effect.

OPTIONAL ENCOUNTER C2. The Hive

TAINTED WASP SWARMS (2) Tier [3-4] (5-7 players)

CR 3

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

TACTICS

During Combat The wasps mercilessly sting anything in reach, though they abandon the chase once there are no targets within 200 feet.

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

SPECIAL ABILITIES

Distraction (Ex) Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save negates the effect.

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Swarm Traits A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

Vermin Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

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.

OPTIONAL ENCOUNTER C2. The Hive

ADVANCED TAINTED WASP SWARM (1) Tier [3-4] (4 players) or (2) Tier 6-7 (4 players) CR 4

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)

hp 45 (7d8+14)

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

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 15), poison

TACTICS

During Combat The wasps mercilessly sting anything in reach, though they abandon the chase once there are no targets within 200 feet.

STATISTICS

Str 5, **Dex** 17, **Con** 14, **Int** —, **Wis** 16, **Cha** 13

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +13, Perception +11; **Racial Modifiers** +8 Perception

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Distraction (Ex) Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save negates the effect.

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Swarm Traits A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

Vermin Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

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.

OPTIONAL ENCOUNTER C2. The Hive

WOUNDWASP SWARM (1) Tier [6-7] (5-7 players)

CR 8

CE 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

TACTICS

During Combat The wasps mercilessly sting anything in reach, though they abandon the chase once there are no targets within 200 feet.

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

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.

Swarm Traits A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

Vermin Traits Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

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.

ENCOUNTER D1. Into the Valley of Death

DRETCHES (2) Tier [3-4] (5-7 players) or (1) Tier [3-4] (4 players)

CR 2

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%)

TACTICS

During Combat One of the dretches stays with the prisoners, executing one each round using coup de grace unless doing so would provoke an attack of opportunity. The other dretch attacks the PCs.

Morale The dretches fight to the death.

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)

ENCOUNTER D1. Into the Valley of Death

SAVASH (1) Tier [3-4] (Any number of players)

CR 5

Brimorak demon

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

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +3

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 +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +0 (1d3+1 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 +8)

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 17, **Dex** 16, **Con** 19, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16; **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. It 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) 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 DC 17 Fortitude save grants immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.

ENCOUNTER D1. Into the Valley of Death

HELPLESS CRUSADERS (8) Tier [All] (Any number of players)

CR 1

Human fighter 2
N Medium humanoid
Init +5; **Senses** Perception +4

DEFENSE

AC 19, touch 11, flat-footed 18 (+7 armor, +1 Dex, +1 shield)
hp 16 (2d10+5) (currently 5 and 6 nonlethal) Tier [3-4] or (currently 2 and 10 nonlethal) Tier [6-7]
Fort +5, **Ref** +1, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.
Melee lance +5 (1d8+3/x3) or longsword +5 (1d8+3/19–20) or kukri +5 (1d4+3/18–20)
Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 16
Feats Alertness, Animal Affinity, Improved Initiative, Rapid Reload
Skills Handle Animal +5, Intimidate +3, Perception +4, Profession (drover) +5, Ride +1, Sense Motive +3, Survival +5
Languages Common
Gear none

ENCOUNTER D1. Into the Valley of Death

SCHIR HUNTERS (2) Tier [6-7] (5-7 players) or (1) Tier [6-7] (4 players) CR 5

Advanced schir demons
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 37 (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/x3 plus disease), gore +5 (1d6+2) or gore +10 (1d6+7)
Special Attacks powerful charge (gore, 3d6+7)
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%)

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 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*

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.

ENCOUNTER D1. Into the Valley of Death

SAVASH (1) Tier [6-7] (Any number of players)

CR 7

Giant advanced brimorak demon
CE Medium outsider (chaotic, demon, evil, extraplanar, fire)
Init +8; **Senses** darkvision 60 ft.; Perception +20
Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 22, touch 16, flat-footed 17 (+4 Dex, +9 natural)
hp 81 (6d10+48)
Fort +11, **Ref** +10, **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 +15/+10 (1d8+7/19–20 plus 1d6 fire), hoof +4 (1d4+3 plus 1d6 fire)
Special Attacks breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 21 half, usable every 1d4 rounds), burning hooves
Spell-Like Abilities (CL 6th; concentration +10)
3/day--*dispel magic*, *heat metal* (DC 16), *produce flame*
1/day--*air walk*, *fireball* (DC 17), *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. It 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) 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 DC 21 Fortitude save grants immunity to a particular brimorak's breath for 24 hours. The save DC is Constitution-based.

ENCOUNTER D2. A Templar Brought Low

SIR ILIVAN OF ERAGES (1) Tier [3-4] (Any number of players)

CR 6

Male half-elf cavalier 4/rogue 1/low templar 2
LN Medium humanoid (elf, human)
Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)
hp 55 (1d8+6d10+14)
Fort +8, **Ref** +6, **Will** +2; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee mwk cold iron lance +12/+7 (1d8+4/x3) or mwk cold iron longsword +11/+6 (1d8+4/19–20)
Ranged mwk composite longbow +8/+3 (1d8+4/x3)
Special Attacks cavalier's charge, challenge (+4, 2/day), crusader +1, dirty fighting, sneak attack +1d6

TACTICS

Before Combat Unless the PCs draw weapons or move to intercede during his rant, Sir Ilivan feeds the potion of haste to his mount.

During Combat Sir Ilivan has spent much of the past day traveling with the PCs and likely knows their strategies. Despite his distressed state, he's still a capable fighter and tactician. If the PCs earned at least 1 Empathy Point, Sir Ilivan refrains from using Power Attack or his challenge class feature until he has taken at least 10 points of damage. His preferred tactic is to charge a PC with his lance and then switch to his longsword as necessary. He rides away to gain distance and charge again if he's at risk of being overwhelmed in melee.

Morale Sir Ilivan believes he has nothing to lose, and he fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 21

Feats Horse Master^{UC}, Mounted Combat, Power Attack, Shield Wall^{APG}, Skill Focus (Bluff), Weapon Focus (lance)

Skills Bluff +15, Climb +2, Disguise +7, Handle Animal +7, Knowledge (nobility) +6 (+8 regarding Queen Galfrey), Knowledge (planes) +6, Linguistics +5 (+7 to create forgeries), Perception +9, Ride +5, Sense Motive +3, Stealth +1, Survival +5, Swim +2; **Racial Modifiers** +2 Perception

Languages Abyssal, Common, Elven, Hallit

SQ expert trainer +2, flag of convenience, mount (Hannah, horse), order of the lion (lion's call), tactician (1/day, 5 rounds, standard action), trapfinding +1, elf blood

Combat Gear *potion of cure moderate wounds*, *potion of haste*, holy water (3), tanglefoot bag (2), thunderstone; **Other Gear** mwk full plate, mwk heavy steel shield, mwk cold iron lance, mwk cold iron longsword, mwk composite longbow with 20 cold iron arrows, everburning torch, bedroll, bit and bridle, military saddle, saddlebags, silver holy symbol of Iomedae, waterskin

SPECIAL ABILITIES

Cavalier's Charge (Ex) The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex) As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Crusader (Ex) Sir Ilivan receives a +1 bonus on weapon attack and damage rolls and to Will saves against chaotic evil outsiders.

Dirty Fighting (Ex) Sir Ilivan knows how to hold his own on the jousting field as well as a barroom brawl. He gains a +2 bonus on all combat maneuver checks, and whenever he confirms a critical, may elect to deal normal damage and roll on the following table rather than dealing extra damage.

d6	Result
1	Target is staggered for 1 round
2	Target is nauseated for 1 round
3	Target is deafened for 1 round
4	Target is blinded for 1 round
5	Target is sickened for 1 round
6	Target becomes fatigued

Expert Trainer (Ex) The cavalier receives a bonus whenever he uses Handle Animal on an animal that serves as a mount.

Order of the Lion

Challenge (Ex) Whenever an order of the lion cavalier issues a challenge, he receives a +2 dodge bonus to his AC against attacks made by the target of his challenge.

Lion's Call (Ex) As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

SCALING THE ENCOUNTER

To accommodate parties of four PCs, give Sir Ilivan the sickened condition. Adjust his tactics as though the PCs had earned at least 1 Empathy Point.

ENCOUNTER D2. A Templar Brought Low

SIR ILIVAN OF ERAGES (1) Tier [3-4] (Any number of players)**CR 6**

Male half-elf cavalier 4/rogue 1/low templar 2
LN Medium humanoid (elf, human)
Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)
hp 55 (1d8+6d10+14)
Fort +8, **Ref** +6, **Will** +2; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee mwk cold iron lance +12/+7 (1d8+4/x3) or mwk cold iron longsword +11/+6 (1d8+4/19–20)
Ranged mwk composite longbow +8/+3 (1d8+4/x3)
Special Attacks cavalier's charge, challenge (+4, 2/day), crusader +1, dirty fighting, sneak attack +1d6

TACTICS

Before Combat Unless the PCs draw weapons or move to intercede during his rant, Sir Ilivan feeds the potion of haste to his mount.
During Combat Sir Ilivan has spent much of the past day traveling with the PCs and likely knows their strategies. Despite his distressed state, he's still a capable fighter and tactician. If the PCs earned at least 1 Empathy Point, Sir Ilivan refrains from using Power Attack or his challenge class feature until he has taken at least 10 points of damage. His preferred tactic is to charge a PC with his lance and then switch to his longsword as necessary. He rides away to gain distance and charge again if he's at risk of being overwhelmed in melee.
Morale Sir Ilivan believes he has nothing to lose, and he fights to the death.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 21
Feats Horse Master^{UC}, Mounted Combat, Power Attack, Shield Wall^{APG}, Skill Focus (Bluff), Weapon Focus (lance)
Skills Bluff +15, Climb +2, Disguise +7, Handle Animal +7, Knowledge (nobility) +6 (+8 regarding Queen Galfrey), Knowledge (planes) +6, Linguistics +5 (+7 to create forgeries), Perception +9, Ride +5, Sense Motive +3, Stealth +1, Survival +5, Swim +2; **Racial Modifiers** +2 Perception
Languages Abyssal, Common, Elven, Hallit
SQ expert trainer +2, flag of convenience, mount (Hannah, horse), order of the lion (lion's call), tactician (1/day, 5 rounds, standard action), trapfinding +1, elf blood
Combat Gear *potion of cure moderate wounds*, *potion of haste*, holy water (3), tanglefoot bag (2), thunderstone; **Other Gear** mwk full plate, mwk heavy steel shield, mwk cold iron lance, mwk cold iron longsword, mwk composite longbow with 20 cold iron arrows, everburning torch, bedroll, bit and bridle, military saddle, saddlebags, silver holy symbol of Iomedae, waterskin

SPECIAL ABILITIES

Cavalier's Charge (Ex) The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.
Challenge (Ex) As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.
Crusader (Ex) Sir Ilivan receives a +1 bonus on weapon attack and damage rolls and to Will saves against chaotic evil outsiders.
Dirty Fighting (Ex) Sir Ilivan knows how to hold his own on the jousting field as well as a barroom brawl. He gains a +2 bonus on all combat maneuver checks, and whenever he confirms a critical, may elect to deal normal damage and roll on the following table rather than dealing extra damage.

d6 Result

1	Target is staggered for 1 round
2	Target is nauseated for 1 round
3	Target is deafened for 1 round
4	Target is blinded for 1 round
5	Target is sickened for 1 round
6	Target becomes fatigued

Expert Trainer (Ex) The cavalier receives a bonus whenever he uses Handle Animal on an animal that serves as a mount.

Order of the Lion

Challenge (Ex) Whenever an order of the lion cavalier issues a challenge, he receives a +2 dodge bonus to his AC against attacks made by the target of his challenge.

Lion's Call (Ex) As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

SCALING THE ENCOUNTER To accommodate parties of four PCs, give Sir Ilivan the sickened condition (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). Adjust his tactics as though the PCs had earned at least 1 Empathy Point.

ENCOUNTER D2. A Templar Brought Low

HANNAH (1) Tier [3-4] (Any number of players)

CR —

Horse animal companion

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 armor, +2 Dex, +8 natural, -1 size)

hp 51 (6d8+24)

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

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4+5), 2 hooves +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Iron Will, Light Armor Proficiency, Run

Skills Acrobatics +7 (+15 when jumping), Perception +6, Stealth +2, Swim +9; **Racial Modifiers** +8 Acrobatics when jumping

SQ combat trained, tricks (attack [2], come, defend, down, fetch, guard, heel, stay)

Other Gear leather armor

ENCOUNTER D2. A Templar Brought Low

SIR ILIVAN OF ERAGES (1) Tier [6-7] (Any number of players)

CR 9

Male half-elf cavalier 4/rogue 1/low templar 5
LN Medium humanoid (elf, human)
Init +1; Senses low-light vision; Perception +9

DEFENSE

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)
hp 77 (1d8+9d10+20)
Fort +10, Ref +7, Will +3; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee +1 planar cold iron lance+15/+10 (1d8+5/x3) or mwk cold iron longsword +14/+9 (1d8+4/19–20)
Ranged mwk composite longbow +11/+6 (1d8+4/x3)
Special Attacks cavalier's charge, challenge (+4, 2/day), crusader +2, dirty fighting, sneak attack +2d6

TACTICS

Before Combat Unless the PCs draw weapons or move to intercede during his rant, Sir Ilivan feeds the potion of haste to his mount.

During Combat Sir Ilivan has spent much of the past day traveling with the PCs and likely knows their strategies. Despite his distressed state, he's still a capable fighter and tactician. If the PCs earned at least 1 Empathy Point, Sir Ilivan refrains from using Power Attack or his challenge class feature until he has taken at least 10 points of damage. His preferred tactic is to charge a PC with his lance and then switch to his longsword as necessary. He rides away to gain distance and charge again if he's at risk of being overwhelmed in melee.

Morale Sir Ilivan believes he has nothing to lose, and he fights to the death.

STATISTICS

Str 19, Dex 13, Con 14, Int 12, Wis 8, Cha 10

Base Atk +9; CMB +15; CMD 24

Feats Horse Master^{UC}, Mounted Combat, Power Attack, Ride-By Attack, Shield Wall^{APG}, Skill Focus (Bluff), Weapon Focus (lance)

Skills Bluff +21, Climb +2, Disguise +7, Handle Animal +7, Knowledge (nobility) +6 (+8 regarding Queen Galfrey), Knowledge (planes) +6, Linguistics +5 (+7 to create forgeries), Perception +9, Ride +8, Sense Motive +3, Stealth +3, Survival +6, Swim +2; Racial Modifiers +2 Perception

Languages Abyssal, Common, Elven, Hallit

SQ expert trainer +2, flag of convenience, live to fight another day, mount (Hannah, horse), order of the lion (lion's call), path of light, tactician (1/day, 5 rounds, standard action), trapfinding +1, elf blood

Combat Gear *potion of cure serious wounds*, *potion of haste*, holy water (4), tanglefoot bag (2); Other Gear +1 full plate, +1 heavy steel shield, +1 planar cold iron lance^{UE}, mwk longsword, mwk composite longbow, with 20 arrows, cloak of resistance +1, everburning torch, bedroll, bit and bridle, military saddle, saddlebags, silver holy symbol of lomedae, waterskin

SPECIAL ABILITIES

Cavalier's Charge (Ex) The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex) As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Crusader (Ex) Sir Ilivan receives a +1 bonus on weapon attack and damage rolls and to Will saves against chaotic evil outsiders.

Dirty Fighting (Ex) Sir Ilivan knows how to hold his own on the jousting field as well as a barroom brawl. He gains a +2 bonus on all combat maneuver checks, and whenever he confirms a critical, may elect to deal normal damage and roll on the following table rather than dealing extra damage.

d6	Result
1	Target is staggered for 1 round
2	Target is nauseated for 1 round
3	Target is deafened for 1 round
4	Target is blinded for 1 round
5	Target is sickened for 1 round
6	Target becomes fatigued

Expert Trainer (Ex) The cavalier receives a bonus whenever he uses Handle Animal on an animal that serves as a mount.

Live to Fight Another Day (Ex) Sir Ilivan can use the withdraw action as a standard action. If he does, he moves at his base speed, not double it.

Order of the Lion

Challenge (Ex) Whenever an order of the lion cavalier issues a challenge, he receives a +2 dodge bonus to his AC against attacks made by the target of his challenge.

Lion's Call (Ex) As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

SCALING THE ENCOUNTER To accommodate parties of four PCs, give Sir Ilivan the sickened condition (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). Adjust his tactics as though the PCs had earned at least 1 Empathy Point.

ENCOUNTER D2. A Templar Brought Low

HANNAH (1) Tier [6-7] (Any number of players)

CR —

Horse animal companion

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 7, touch 12, flat-footed 24 (+5 armor, +3 Dex, +10 natural, -1 size)

hp 76 (9d8+36)

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

OFFENSE

Speed 35 ft.

Melee bite +11 (1d4+6), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +13; **CMD** 26 (30 vs. trip)

Feats Endurance, Iron Will, Light Armor Proficiency, Medium Armor Proficiency, Multiattack^B, Run

Skills Acrobatics +5 (+13 when jumping), Perception +7, Stealth +0, Swim +6; **Racial Modifiers** +8 Acrobatics when jumping

SQ combat trained, tricks (attack [2], come, defend, down, fetch, guard, heel, stay, work)

Other Gear scale mail