

Assault on the Wound

Subtier 3-4

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Engagement 1: Silvershore

<p>TIEFLING GARRISON ARMY</p> <p>CE Large army of tieflings (rogue 3) hp 18; ACR 4 DV 16; OM +6 ranged Tactics false retreat <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources ranged weapons Special darkvision, sneak attack, spellcasting* (+2) Speed 2; Morale +2; Consumption 4 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 18</p>	<p>CULTIST ARMY 1</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>
<p>CULTIST ARMY 2</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>	<p>CULTIST ARMY 3</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>
<p>CULTIST ARMY 4</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>	<p>CULTIST ARMY 5</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>
<p>CULTIST ARMY 6</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>	<p>CULTIST ARMY 7</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/> Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>

CULTIST ARMY 8

CE Large army of humans (fighter 2)
hp 16; ACR 3
DV 14; OM +3
Tactics dirty fighters , standard , withdraw
Resources improved armor
Special bravery +1
Speed 2; Morale +2; Consumption 3
Strategy +4O/-4D , +2O/-2D , +0O/+0D ,
 -2O/+2D , -4O/+4D
Current HP - 16

CULTIST ARMY 10

CE Large army of humans (fighter 2)
hp 16; ACR 3
DV 14; OM +3
Tactics dirty fighters , standard , withdraw
Resources improved armor
Special bravery +1
Speed 2; Morale +2; Consumption 3
Strategy +4O/-4D , +2O/-2D , +0O/+0D ,
 -2O/+2D , -4O/+4D
Current HP - 16

CULTIST ARMY 9

CE Large army of humans (fighter 2)
hp 16; ACR 3
DV 14; OM +3
Tactics dirty fighters , standard , withdraw
Resources improved armor
Special bravery +1
Speed 2; Morale +2; Consumption 3
Strategy +4O/-4D , +2O/-2D , +0O/+0D ,
 -2O/+2D , -4O/+4D
Current HP - 16

Engagement 2: The Wolfcrag

<p>CULTIST ARMY</p> <p>CE Large army of humans (fighter 2) hp 16; ACR 3 DV 14; OM +3 Tactics dirty fighters, standard, withdraw Resources improved armor Special bravery +1 Speed 2; Morale +2; Consumption 2 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 16</p>	<p>DRETCH ARMY 1</p> <p>CE Large army of dretches hp 22; ACR 4 DV 17; OM +7 ranged Tactics relentless brutality, standard, withdraw Special darkvision, extraplanar (demon), spellcasting* (+3, poison) Speed 1; Morale +5; Consumption 2 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 22</p>
<p>DRETCH ARMY 2</p> <p>CE Large army of dretches hp 22; ACR 4 DV 17; OM +7 ranged Tactics relentless brutality, standard, withdraw Special darkvision, extraplanar (demon), spellcasting* (+3, poison) Speed 1; Morale +5; Consumption 2 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 22</p>	<p>DRETCH ARMY 3</p> <p>CE Large army of dretches hp 22; ACR 4 DV 17; OM +7 ranged Tactics relentless brutality, standard, withdraw Special darkvision, extraplanar (demon), spellcasting* (+3, poison) Speed 1; Morale +5; Consumption 2 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 22</p>
<p>DRETCH ARMY 4</p> <p>CE Large army of dretches hp 22; ACR 4 DV 17; OM +7 ranged Tactics relentless brutality, standard, withdraw Special darkvision, extraplanar (demon), spellcasting* (+3, poison) Speed 1; Morale +5; Consumption 2 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 22</p>	<p>HOWLER CAVALRY ARMY</p> <p>CE Large army of tieflings and howlers (antipaladin 2) hp 27; ACR 5 DV 17; OM +7 Tactics cavalry experts, standard, withdraw Resources mounts* Special bleed, channel negative energy, darkvision, smite good Speed 3; Morale +2; Consumption 4 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 27</p>
<p>RIFT DRAKE ARMY</p> <p>CE Small army of rift drakes hp 45; ACR 7 DV 17; OM +8 ranged Tactics relentless brutality, standard, taunt, withdraw Special bleed, breath weapon (acid), darkvision, flight, pounce*, scent, trip Speed 4; Morale +3; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 45</p>	<p>SCHIR ARMY 1</p> <p>CE Medium army of schirs hp 22; ACR 4 DV 14; OM +6 Tactics standard, withdraw Resources improved weapons Special darkvision, extraplanar (demon), powerful charge* Speed 2; Morale +3; Consumption 3 Strategy +4O/-4D <input type="checkbox"/>, +2O/-2D <input type="checkbox"/>, +0O/+0D <input type="checkbox"/>, -2O/+2D <input type="checkbox"/>, -4O/+4D <input type="checkbox"/> Current HP - 22</p>

SCHIR ARMY 2

CE Medium army of schirs

hp 22; **ACR** 4**DV** 14; **OM** +6**Tactics** standard, withdraw**Resources** improved weapons**Special** darkvision, extraplanar (demon), powerful charge***Speed** 2; **Morale** +3; **Consumption** 3**Strategy** +40/-4D , +20/-2D , +00/+0D ,
-20/+2D , -40/+4D **Current HP** - 22**SCHIR ARMY 3**

CE Medium army of schirs

hp 22; **ACR** 4**DV** 14; **OM** +6**Tactics** standard, withdraw**Resources** improved weapons**Special** darkvision, extraplanar (demon), powerful charge***Speed** 2; **Morale** +3; **Consumption** 3**Strategy** +40/-4D , +20/-2D , +00/+0D ,
-20/+2D , -40/+4D **Current HP** - 22**SCHIR ARMY 4**

CE Medium army of schirs

hp 22; **ACR** 4**DV** 14; **OM** +6**Tactics** standard, withdraw**Resources** improved weapons**Special** darkvision, extraplanar (demon), powerful charge***Speed** 2; **Morale** +3; **Consumption** 3**Strategy** +40/-4D , +20/-2D , +00/+0D ,
-20/+2D , -40/+4D **Current HP** - 22**SCHIR ARMY 5**

CE Medium army of schirs

hp 22; **ACR** 4**DV** 14; **OM** +6**Tactics** standard, withdraw**Resources** improved weapons**Special** darkvision, extraplanar (demon), powerful charge***Speed** 2; **Morale** +3; **Consumption** 3**Strategy** +40/-4D , +20/-2D , +00/+0D ,
-20/+2D , -40/+4D **Current HP** - 22**STITCHED HORROR ARMY**

CE Medium army of stitched eidolons

hp 38; **ACR** 7**DV** 17; **OM** +7**Tactics** relentless brutality, standard, withdraw**Special** construct, darkvision, fear, low-light vision,**Speed** 2; **Morale** +5; **Consumption** 3**Strategy** +40/-4D , +20/-2D , +00/+0D ,
-20/+2D , -40/+4D **Current HP** - 38

A1. Cliff Top

TIEFLING TROOP

CR 5

[Red = 4-player adjustment]

CE Medium outsider (native, troop)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 51 [40] (6d10+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities troop traits; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee troop (2d6+4)

Space 20 ft. [15 ft.]; **Reach** 5 ft.

Special Attacks burning wave (DC 16), crossbow volley (DC 16)

Spell-Like Abilities (CL 6th; concentration +7)

At will—*darkness* (DC 13)

TACTICS

During Combat The troop attempts to keep the PCs away from the bunker entrance. They hold their position while keeping melee PCs in range of their troop attack and using their crossbow volley ability. They prefer to damage multiple foes rather than focus their volleys on a single threat—unless that target deals at least 30 damage to the troop in one round. The tieflings use their burning wave ability to further hamper enemies' movement.

Morale The troop fights until reduced to 0 hp, at which point the survivors disperse and flee.

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 24

Feats Ability Focus (burning wave), Combat Reflexes, Dodge

Skills Acrobatics +10, Bluff +3, Climb +11, Intimidate +5, Knowledge (religion) +5, Perception +11, Profession (soldier) +11, Stealth +12, Survival +9; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SPECIAL ABILITIES

Burning Wave (Sp) Tiefling troops have spellcasters able to command fire. As a move action, a tiefling troop can create a wall of flames 10 feet high in six adjacent squares. These flames last until the start of the troop's next turn. All creatures in this area and those who enter the wall take 3d4+6 points of fire damage (Reflex DC 16 for half). The save DC is Charisma-based and includes the bonus from the troop's Ability Focus feat.

Crossbow Volley (Ex) Tiefling troops can fire a volley of crossbow bolts as a standard action. This attack takes the form of up to four [three] lines with a range of 80 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 2d8+4 points of piercing damage (Reflex DC 16 for half). For each additional line of bolts that strikes a target, the damage increases by 1d8+2, and the save DC increases by 1. The save DC is Dexterity-based.

A4. The Mouth of Evil

WARLORD BRAE-HAGEN

CR 6

Male half-fiend human magus 5

CE Medium outsider (human, native)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 56 (5d8+30)

Fort +9, **Ref** +4, **Will** +6

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *shortspear* +9 (1d6+5), claw +2 (1d4+2), bite +2 (1d6+2) or

2 claws +7 (1d4+4), bite +7 (1d6+4) or

spell combat +1 *shortspear* +7 (1d6+5) plus spell

w/ Power Attack +1 *shortspear* +8 (1d6+7), claw +1 (1d4+3), bite +1 (1d6+3) or

2 claws +6 (1d4+6), bite +6 (1d6+6) or

spell combat +1 *shortspear* +6 (1d6+7) plus spell

Special Attacks smite good 1/day (+1 attack and AC, +5 damage), spell combat (-2 attack), spellstrike

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 15)

Magus Spells Prepared (CL 5th; concentration +9)

2nd—*bull's strength*, *frigid touch*^{UM}, *glitterdust* (DC 16)

1st—*hydraulic push*^{APG}, *shield*, *shocking grasp*, *true strike*, *vanish*^{APG}

0 (at will)—*acid splash*, *daze* (DC 14), *ghost sound* (DC 14), *read magic*

TACTICS

Before Combat If he is alerted by noise above or by someone triggering the trap in area **A2**, Brae-Hagen immediately pulls the lever to open the mouth. As the mouth of the bunker opens, he casts *bull's strength* and *shield* on himself. If given additional time, he casts *darkness* on his spear.

During Combat Brae-Hagen initially moves to engage heavy melee opponents, using his arcane pool for pool strike bonuses and saving his *frigid touch* and *shocking grasp* for targets he believes he can easily spellstrike. If he flies outside the mouth of the bunker, he uses *glitterdust* to blind his enemies before re-entering and engaging, either from the mouth or by breaking through the eyes in area **A3**.

Morale When reduced below 35 hp, Brae-Hagen retreats outside the bunker, vowing, "I shall break you at the gates of Jormurdun!" Contrary to this, he flies out and casts *vanish* (PCs must succeed at a DC 20 Perception check to hear the verbal components over the throng of battle below). He prefers to wait for a PC to step to the edge of the bunker's mouth, at which point he casts *hydraulic push* to knock them into the canyon (see the Falling Into War sidebar). However, if no PC takes his bait, he takes an opportunity to heal before rejoining the combat and fighting to the death.

STATISTICS

Str 19, **Dex** 14, **Con** 18, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 20

Feats Dodge, Mobility, Power Attack, Toughness, Weapon Focus (shortspear)

Skills Acrobatics +6, Diplomacy +6, Fly +5, Intimidate +9, Knowledge (nobility) +9, Perception +6, Profession (Soldier) +9, Spellcraft +12

Languages Abyssal, Common, Dwarven, Giant, Infernal

SQ arcane pool (6 points, +2), magus arcana (pool strike +2d6), spell recall

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** masterwork chain shirt, +1 *shortspear*, *cloak of resistance* +1

Brae-Hagen Cheat Sheet

2nd level spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Frigid Touch (evocation[cold], VS, creature touched, SRyes) – Touch deals 4d6 cold and staggered for 1rd. Crit staggers for 1 minute.

Glitterdust (conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.

1st level spells

Hydraulic Push (evocation[water], VS, close, one creature or object, SRyes) – Make a bull rush with +lvl+highest mental stat

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Shocking Grasp (evocation[electricity], VS, creature touched, SRyes) – 1d6/lvl (max 5d6) electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

True Strike (divination, VF, personal) – Next attack gets a +20 insight bonus

Vanish (illusion[glamer], VSM, creature touched, 1rd/lvl (max 5), SRyes) – Become invisible until you attack

Spell-Like Abilities

Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

Desecrate (evocation[evil], VSMDf, close, 20ft. radius, 2hrs/lvl) – undead w/in area get a +1 profane to att, dmg, saves. Undead created or summoned get +1hp/hd. Channel neg DC is increased by 3. Altar doubles these bonuses.

Unholy Blight (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

Other Abilities

Arcane Pool – Swift action, expend 1 point to give your weapon a +2 enhancement bonus for 1 minute. This stacks with the existing bonus. You can add *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal* by replacing that much + bonus.

Pool Strike – Standard action, expend 1 arcane point to gain a 2d6 touch attack (acid, cold, electricity, fire), can be used with spellstrike.

Smite Good – Gain +CHA to hit & AC, +HD to damage versus a good target.

Spell Recall – Swift action reprepare an expended spell by spending arcane points equal to the spell's level.