

PFS 7–18 The Infernal Inheritance

NPC Statblocks

Ascalaphus

April 1, 2016

Bellflower member

Human Rogue 1

NE (CG?) Medium humanoid (human)

Init + 7;

Senses Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 10hp (1d8+2)

Fort +1, Ref +5, Will -1

OFFENSE

Speed 30ft.

Melee (no gear, no will to fight)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, Dex 17, Con 13, Int 10, Wis 8, Cha 12

BAB +0; CMB +2; CMD 15

Feats Improved Initiative, Weapon Finesse

Skills

Acrobatics +7

Perception +3

Climb +6

Sleight of Hand +7

Disable Device +7

Stealth +7

Escape Artist +7

Swim +6

Knowledge (local) +4

Languages Common

SQ trapfinding +1

Zefiro Balinger

Human expert 8

N Medium humanoid (human)

Init + 0;

Senses Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 28hp (8d8-8)

Fort +2, Ref +3, Will +8

OFFENSE

Speed 30 ft.

Melee (no gear, no will to fight)

STATISTICS

Str 9, Dex 10, Con 8, Int 16, Wis 13, Cha 11

BAB +6; CMB +5; CMD 15

Feats Magical Aptitude, Skill Focus (Knowledge [arcana, nature, planes], Use Magic Device)

Skills

Appraise +14

K (nature,

K (arcana) +17

planes) +17

K (dungeoneering,

K (nobility) +5

engineering,

K (religion) +10

local) +7

Linguistics +14

K (geography) +12

Spellcraft +16

K (history) +14

Use Magic Device +16

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Terran

Paired Opportunists

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

Source: *Advanced Player's Guide* p. 167

Ruthless Opportunist

Your timing and fierceness take the enemy by surprise.

Prerequisites: Human (Chelaxian).

Benefit: When a Chelish ally with this feat hits with an attack of opportunity against an enemy both you and that ally are threatening, you gain a +2 circumstance bonus on your melee attack rolls against that enemy for 1 round.

Source: *Inner Sea Races* p. 208

Ostenso Guard

Human warrior 1

LE Medium humanoid

Init +1;

Senses Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex

hp 8hp (1d10+3)

Fort +2, Ref +1, Will +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/x3) or greatsword +3 (2d6+3/19–20) or dagger +3 (1d4+2/19–20)

Ranged javelin +2 (1d6+2)

Space 5 ft; Reach 5 ft. (10 ft. with longspear)

TACTICS

During Combat The guards accompany the interrogator, using their longspears to reinforce his attacks.

Morale As long as the interrogator stands, the guards fight to the death. If the interrogator dies, the guards continue fighting but can be scared away with a successful DC 10 Intimidate check.

STATISTICS

Str 15, Dex 12, Con 11, Int 8, Wis 10, Cha 9

BAB +1; CMB +3; CMD 14

Feats Ruthless Opportunist^{ISR}, Toughness

Skills

Craft (weapons) +3 Survival +1

Profession (soldier) +4

Languages Common

Combat Gear *potion of cure light wounds*

Other Gear chainmail, greatsword, dagger, javelin, longspear, 2 gp

CR 1/3

Interrogator Vasenti

Human inquisitor of Dispater 3

LE Medium humanoid (human)

Init +3;

Senses Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 23hp (3d8+6)

Fort +4, Ref +2, Will +5

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Ranged light crossbow +4 (1d8+1/19–20)

Special Attacks judgment 1/day

Domain SLAs (CL 3rd; concentration +5)

5/day—inspiring word (1 round)

Inquisitor SLAs (CL 3rd; concentration +5)

At will—detect alignment

Inquisitor Spells Known (CL 3rd; concentration +5)

1st (4/day)—*cause fear* (DC 13), *divine favor*, *interrogation*^{UM} (DC 13), *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 12), *brand*^{APG} (DC 12), *daze* (DC 12), *detect magic*, *read magic*

Domain Nobility

TACTICS

Before Combat The interrogator casts divine favor before combat.

During Combat Vasenti closes into melee, activating his judgment and casting wrath against the closest target en route. He then attacks using nonlethal damage to capitalize on his Enforcer feat. He uses his spells and alchemical gear to counter PCs favoring ranged combat.

Morale The interrogator fights to the death.

Base Statistics Without divine favor, the interrogator's stats are as follows: Melee mwk heavy mace +6 (1d8+3); Ranged light crossbow +3 (1d8/19–20)

CR 2

STATISTICS

Str 17, Dex 12, Con 13, Int 8, Wis 14, Cha 10

BAB +2; CMB +6; CMD 16

Feats Bludgeoner^{UC}, Enforcer^{APG}, Ruthless Opportunist^{ISR}, Skill Focus (Intimidate)

Skills

Acrobatics +2

Profession (torturer) +8

Intimidate +10

Sense Motive +9

Perception +8

Survival +8

Languages Common

SQmonster lore +2, solo tactics, stern gaze +1, track +1

Combat Gear *potion of cure moderate wounds*, *potions of cure light wounds* (2), *scroll of remove fear* (CL 4th), blue whinnis, caltrops, tanglefoot bag (2), thunderstone (2)

Other Gear mwk chain shirt, mwk light steel shield, light crossbow with 10 bolts, mwk heavy mace, silver unholy symbol of Dispater, 77 gp

SPECIAL ABILITIES

Inspiring Word (Sp): As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Ostenso Officer

Human fighter 4

LN Medium humanoid

Init + 1;

Senses Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 38hp (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/z3) or sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or javelin +5 (1d6+2)

Space 5 ft; **Reach** 5 ft. (10 ft. with guisarme)

TACTICS

During Combat The guards accompany the interrogator, using their nets and then their guisarmes to reinforce his attacks.

Morale As long as the interrogator stands, the guards fight to the death. If the interrogator dies, the guards fight on but can be scared away with a successful DC 16 Intimidate check.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

BAB +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Exotic Weapon Proficiency (net), Ruthless Opportunist^{ISR}, Toughness, Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills

Intimidate +11

Ride +2

Perception +3

Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*

Other Gear full plate, masterwork guisarme, javelin, nets (2), sap

CR 3 Interrogator Vasenti

Human inquisitor of Dispat 6

LE Medium humanoid (human)

Init + +3;

Senses Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 48hp (6d8+18)

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

OFFENSE

Speed 30 ft.

Melee +1 *heavy mace* +9 (1d8+7)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks bane (6 rounds/day), judgment 2/day

Domain SLAs (CL 6th; concentration +8)

5/day—inspiring word (3 rounds)

Inquisitor SLAs (CL 6th; concentration +8)

At Will—*detect alignment*,
discern lies (6 rounds/day)

Inquisitor Spells Known (CL 6th; concentration +8)

2nd (4/day)—*castigate*^{APG} (DC 14), *confess*^{APG} (DC 14), *howling agony*^{UM} (DC 14), *weapon of awe*^{APG}

1st (5/day)—*cause fear* (DC 13), *divine favor*, *interrogation*^{UM} (DC 13), *wrath*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 12), *brand*^{APG} (DC 12), *daze* (DC 12), *detect magic*, *read magic*

Domain Nobility

CR 5

TACTICS

Before Combat The interrogator casts divine favor before combat.

During Combat Vasenti closes into melee, activating his judgment and casting wrath against the closest target en route. He then attacks using nonlethal damage to capitalize on his Enforcer feat. He uses his spells and alchemical gear to counter PCs favoring ranged combat.

Morale The interrogator fights to the death.

Base Statistics Without divine favor and weapon of awe, the interrogator's stats are as follows: Melee +1 heavy mace +8 (1d8+4); Ranged light crossbow +5 (1d8/19–20)

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 14, **Cha** 10

BAB +4; **CMB** +7; **CMD** 18

Feats Bludgeoner^{UC}, Combat Reflexes, Enforce^{APG}, Paired Opportunists^{APG}, Ruthless Opportunist^{ISR}, Skill Focus (Intimidate)

Skills

Acrobatics +5

Profession (torturer) +11

Intimidate +15

Sense Motive +14

Perception +11

Survival +11

Languages Common

SQ monster lore +2, solo tactics, stern gaze +3, track +3

Combat Gear *potion of cure moderate wounds*, *scroll of remove fear* (CL 8th), blue whinnis, caltrops, tanglefoot bag (2), thunderstone (2)

Other Gear +1 *chain shirt*, mwk heavy steel shield, +1 *heavy mace*, light crossbow, 10 bolts, silver unholy symbol of Dispat, 77 gp

SPECIAL ABILITIES

Inspiring Word (Sp): As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.