

# Assault on the Wound

## Subtier 6-7

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

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# Engagement 1: Silvershore

<p><b>TIEFLING GARRISON ARMY</b></p> <p>CE Large army of tieflings (rogue 3)  <b>hp 18; ACR 4</b>  <b>DV 16; OM +6</b> ranged  <b>Tactics</b> false retreat <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> ranged weapons  <b>Special</b> darkvision, sneak attack, spellcasting* (+2)  <b>Speed 2; Morale +2; Consumption 4</b>  <b>Strategy</b> +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"/>  <b>Current HP - 18</b></p>	<p><b>CULTIST ARMY 1</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>
<p><b>CULTIST ARMY 2</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>	<p><b>CULTIST ARMY 3</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>
<p><b>CULTIST ARMY 4</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>	<p><b>CULTIST ARMY 5</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>
<p><b>CULTIST ARMY 6</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>	<p><b>CULTIST ARMY 7</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters <input type="checkbox"/>, standard <input type="checkbox"/>, withdraw <input type="checkbox"/>  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></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><b>CULTIST ARMY</b></p> <p>CE Large army of humans (fighter 2)  <b>hp 16; ACR 3</b>  <b>DV 14; OM +3</b>  <b>Tactics</b> dirty fighters, standard, withdraw  <b>Resources</b> improved armor  <b>Special</b> bravery +1  <b>Speed 2; Morale +2; Consumption 2</b>  <b>Strategy</b> +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"/>  <b>Current HP - 16</b></p>	<p><b>DRETCH ARMY 1</b></p> <p>CE Large army of dretches  <b>hp 22; ACR 4</b>  <b>DV 17; OM +7 ranged</b>  <b>Tactics</b> relentless brutality, standard, withdraw  <b>Special</b> darkvision, extraplanar (demon),  spellcasting* (+3, poison)  <b>Speed 1; Morale +5; Consumption 2</b>  <b>Strategy</b> +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"/>  <b>Current HP - 22</b></p>
<p><b>DRETCH ARMY 2</b></p> <p>CE Large army of dretches  <b>hp 22; ACR 4</b>  <b>DV 17; OM +7 ranged</b>  <b>Tactics</b> relentless brutality, standard, withdraw  <b>Special</b> darkvision, extraplanar (demon),  spellcasting* (+3, poison)  <b>Speed 1; Morale +5; Consumption 2</b>  <b>Strategy</b> +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"/>  <b>Current HP - 22</b></p>	<p><b>DRETCH ARMY 3</b></p> <p>CE Large army of dretches  <b>hp 22; ACR 4</b>  <b>DV 17; OM +7 ranged</b>  <b>Tactics</b> relentless brutality, standard, withdraw  <b>Special</b> darkvision, extraplanar (demon),  spellcasting* (+3, poison)  <b>Speed 1; Morale +5; Consumption 2</b>  <b>Strategy</b> +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"/>  <b>Current HP - 22</b></p>
<p><b>DRETCH ARMY 4</b></p> <p>CE Large army of dretches  <b>hp 22; ACR 4</b>  <b>DV 17; OM +7 ranged</b>  <b>Tactics</b> relentless brutality, standard, withdraw  <b>Special</b> darkvision, extraplanar (demon),  spellcasting* (+3, poison)  <b>Speed 1; Morale +5; Consumption 2</b>  <b>Strategy</b> +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"/>  <b>Current HP - 22</b></p>	<p><b>HOWLER CAVALRY ARMY</b></p> <p>CE Large army of tieflings and howlers (antipaladin 2)  <b>hp 27; ACR 5</b>  <b>DV 17; OM +7</b>  <b>Tactics</b> cavalry experts, standard, withdraw  <b>Resources</b> mounts*  <b>Special</b> bleed, channel negative energy,  darkvision, smite good  <b>Speed 3; Morale +2; Consumption 4</b>  <b>Strategy</b> +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"/>  <b>Current HP - 27</b></p>
<p><b>RIFT DRAKE ARMY</b></p> <p>CE Small army of rift drakes  <b>hp 45; ACR 7</b>  <b>DV 17; OM +8 ranged</b>  <b>Tactics</b> relentless brutality, standard, taunt,  withdraw  <b>Special</b> bleed, breath weapon (acid), darkvision,  flight, pounce*, scent, trip  <b>Speed 4; Morale +3; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 45</b></p>	<p><b>SCHIR ARMY 1</b></p> <p>CE Medium army of schirs  <b>hp 22; ACR 4</b>  <b>DV 14; OM +6</b>  <b>Tactics</b> standard, withdraw  <b>Resources</b> improved weapons  <b>Special</b> darkvision, extraplanar (demon), powerful  charge*  <b>Speed 2; Morale +3; Consumption 3</b>  <b>Strategy</b> +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"/>  <b>Current HP - 22</b></p>

<p><b>SCHIR ARMY 2</b>  CE Medium army of schirs  <b>hp 22; ACR 4</b>  <b>DV 14; OM +6</b>  <b>Tactics</b> standard, withdraw  <b>Resources</b> improved weapons  <b>Special</b> darkvision, extraplanar (demon), powerful charge*  <b>Speed 2; Morale +3; Consumption 3</b>  <b>Strategy</b> +40/-4D <input type="checkbox"/>, +20/-2D <input type="checkbox"/>, +00/+0D <input type="checkbox"/>,  -20/+2D <input type="checkbox"/>, -40/+4D <input type="checkbox"/>  <b>Current HP - 22</b></p>	<p><b>SCHIR ARMY 3</b>  CE Medium army of schirs  <b>hp 22; ACR 4</b>  <b>DV 14; OM +6</b>  <b>Tactics</b> standard, withdraw  <b>Resources</b> improved weapons  <b>Special</b> darkvision, extraplanar (demon), powerful charge*  <b>Speed 2; Morale +3; Consumption 3</b>  <b>Strategy</b> +40/-4D <input type="checkbox"/>, +20/-2D <input type="checkbox"/>, +00/+0D <input type="checkbox"/>,  -20/+2D <input type="checkbox"/>, -40/+4D <input type="checkbox"/>  <b>Current HP - 22</b></p>
<p><b>SCHIR ARMY 4</b>  CE Medium army of schirs  <b>hp 22; ACR 4</b>  <b>DV 14; OM +6</b>  <b>Tactics</b> standard, withdraw  <b>Resources</b> improved weapons  <b>Special</b> darkvision, extraplanar (demon), powerful charge*  <b>Speed 2; Morale +3; Consumption 3</b>  <b>Strategy</b> +40/-4D <input type="checkbox"/>, +20/-2D <input type="checkbox"/>, +00/+0D <input type="checkbox"/>,  -20/+2D <input type="checkbox"/>, -40/+4D <input type="checkbox"/>  <b>Current HP - 22</b></p>	<p><b>SCHIR ARMY 5</b>  CE Medium army of schirs  <b>hp 22; ACR 4</b>  <b>DV 14; OM +6</b>  <b>Tactics</b> standard, withdraw  <b>Resources</b> improved weapons  <b>Special</b> darkvision, extraplanar (demon), powerful charge*  <b>Speed 2; Morale +3; Consumption 3</b>  <b>Strategy</b> +40/-4D <input type="checkbox"/>, +20/-2D <input type="checkbox"/>, +00/+0D <input type="checkbox"/>,  -20/+2D <input type="checkbox"/>, -40/+4D <input type="checkbox"/>  <b>Current HP - 22</b></p>
<p><b>STITCHED HORROR ARMY</b>  CE Medium army of stitched eidolons  <b>hp 38; ACR 7</b>  <b>DV 17; OM +7</b>  <b>Tactics</b> relentless brutality, standard, withdraw  <b>Special</b> construct, darkvision, fear, low-light vision,  <b>Speed 2; Morale +5; Consumption 3</b>  <b>Strategy</b> +40/-4D <input type="checkbox"/>, +20/-2D <input type="checkbox"/>, +00/+0D <input type="checkbox"/>,  -20/+2D <input type="checkbox"/>, -40/+4D <input type="checkbox"/>  <b>Current HP - 38</b></p>	

# A1. Cliff Top

## TIEFLING TROOP

CR 5

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.; **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 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.

**ELITE TIEFLING TROOP****CR 7**

CE Medium outsider (native, troop)

**Init** +4; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)**hp** 85 (9d10+36)**Fort** +9, **Ref** +10, **Will** +11**Defensive Abilities** troop traits; **Resist** cold 5, electricity 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** troop (3d6+5)**Space** 20 ft.; **Reach** 5 ft.**Special Attacks** burning wave (DC 18), crossbow volley (DC 18)**Spell-Like Abilities** (CL 9th; concentration +11)At will—*darkness* (DC 14)**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 45 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** 20, **Dex** 19, **Con** 18, **Int** 15, **Wis** 16, **Cha** 15**Base Atk** +9; **CMB** +14; **CMD** 29**Feats** Ability Focus (burning wave), Combat Reflexes, Dodge, Great Fortitude, Iron Will**Skills** Acrobatics +16, Bluff +4, Climb +17, Intimidate +11, Knowledge (religion) +11, Perception +15, Profession (soldier) +15, Stealth +18, Survival +15; **Racial Modifiers** +2 Bluff, +2 Stealth**Languages** Abyssal, Common, Infernal, Hallit**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 5d4+8 points of fire damage (Reflex DC 18 for half). The save DC is Charisma-based.

**Crossbow Volley (Ex)** Tiefling troops fire a volley of crossbow bolts as a standard action. This attack takes the form of up to four lines with a range of 80 feet. These lines start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 4d8+8 points of piercing damage (Reflex DC 18 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 9

Male half-fiend human magus 8

CE Medium outsider (human, native)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9

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#### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 87 (8d8+48)

**Fort** +11, **Ref** +5, **Will** +8

**DR** 5/magic **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

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#### OFFENSE

**Speed** 20 ft., fly 40 ft. (good)

**Melee** +1 *flaming shortspear* +13/+8 (1d6+6 plus 1d6 fire), claw +6 (1d4+2), bite +6 (1d6+2) or

2 claws +11 (1d4+5), bite +11 (1d6+5) or

spell combat +1 *flaming shortspear* +11/+6 (1d6+6 plus 1d6 fire) plus spell

**Melee** +1 *flaming shortspear* +11/+6 (1d6+10 plus 1d6 fire), claw +4 (1d4+4), bite +4 (1d6+4) or

2 claws +9 (1d4+9), bite +9 (1d6+9) or

spell combat +1 *flaming shortspear* +9/+4 (1d6+10 plus 1d6 fire) plus spell

**Special Attacks** smite good 1/day (+1 attack and AC, +8 damage), improved spell combat (-2 attack, +2 concentration), spellstrike

**Spell-Like Abilities** (CL 8th; concentration +9)

3/day—*darkness*, *poison* (DC 15)

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

**Magus Spells Prepared** (CL 8th; concentration +12)

3rd—*force punch*<sup>UM</sup> (DC 17), *displacement*, *stinking cloud* (DC 17)

2nd—*bull's strength*, *frigid touch*<sup>UM</sup> (2), *glitterdust* (DC 16), *mirror image*

1st—*hydraulic push*<sup>APG</sup>, *shield*, *shocking grasp*, *true strike*, *vanish*<sup>APG</sup>

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

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#### 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 *mirror image*, *displacement*, *bull's strength*, and *shield* (in that order) 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 to empower his *frigid touch*. Putting his back to the northern wall, Brae-Hagen uses a spellstrike *force punch* to try knock an enemy out of the bunker mouth. If he flies outside the mouth of the bunker, he uses *glitterdust* to blind his enemies and *stinking cloud* to disrupt them further before returning to the melee, either from the mouth or by breaking through the eyes in area **A3**.

**Morale** When reduced below 50 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.

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#### STATISTICS

**Str** 20, **Dex** 14, **Con** 18, **Int** 18, **Wis** 12, **Cha** 12

**Base Atk** +6; **CMB** +11; **CMD** 24



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

**Skills** Acrobatics +7 (+3 when jumping), Diplomacy +9, Fly +3, Intimidate +12, Knowledge (nobility) +12, Perception +9, Profession (Soldier) +12, Spellcraft +15

**Languages** Abyssal, Common, Dwarven, Giant, Infernal

**SQ** arcane pool (8 points, +2), knowledge pool, magus arcana (empowered magic, pool strike +3d6), medium armor proficiency, spell recall

**Combat Gear** *potion of cure moderate wounds* (2); **Other Gear** *+1 breastplate, +1 flaming shortspear, cloak of resistance +1*

## Brae-Hagen Cheat Sheet

### 3<sup>rd</sup> level spells

- Displacement** (illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment
- Force Punch** (evocation[force], VS, creature touched, SRyes) – Touch deals 1d4/lvl force (max 10d4) and pushes the target back 5ft/2lvls. Distance is reduced by 5ft. per size category over Large. FORT negates movement.
- Stinking Cloud** (conjunction(creation), VSM, 20ft. radius cloud, 20ft. high, 1rd/lvl) – adjacent 20% concealment, more than that 50% concealment. FORT or be mauseated while in cloud and 1d4+1 rds after. People in cloud make a new save each round on your turn.

### 2<sup>nd</sup> 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** (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. WILL or be blinded; new save every round.
- Mirror Image** (illusion(figment), VS, personal, 1min/lvl) – 1d4+1/3lvls (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

### 1<sup>st</sup> 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.
- Poison** (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.
- 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.
- Empowered Magic** – One spell per day is cast as if it was empowered (150% damage).
- 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.