**Maralictor Ganden Heriphis CR 5**

Male human ranger 5/Hellknight 1

LE Medium humanoid (human)

lnit +2; Senses Perception +9

**DEFENSE**

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

hp 54 (6 HD; 5d10+1d10+17)

Fort +8, Ref +7, Will +4

**OFFENSE**

Speed 20 ft.

Melee +1 flaming longsword +8/+3 (1d8+4/19-20 plus 1d6 fire), mwk short sword +8 (1d6+3/19-20)

Special Attacks favored enemy (chaotic outsiders +2, humans +4), smite chaos 1jday (+1 attack and AC, +1 damage)

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

At will-detect chaos

**TACTICS**

During Combat Heriphis begins by using his smite chaos ability on the nearest PC he knows to be chaotic. He tries to flank with his hell hounds and make full attacks whenever possible.

Morale Knowing he'll be harshly disciplined if his unauthorized bargain becomes known, Heriphis fights to the death.

**STATISTICS**

Str 16, Dex 15, Con 14, Int 8, Wis 10, Cha 12

Base Atk +6; CMB +9; CMD 21

**Feats** Double Slice, Endurance, Heavy Armor Proficiency, Iron Will, Quick Draw, Two-Weapon Fighting

**Skills** Handle Animal +7, Intimidate +10, Knowledge (local) +4, Knowledge (planes) + 1, Linguistics +0, Perception +9, Sense Motive +9, Survival +9

**Languages** Common, Infernal

**SQ** aura of law, favored terrain (urban +2), hunter's bond (companions), order, track +2, wild empathy +6

**Combat Gear** oil of bless weapon, potion of cure serious wounds; **Other Gear** mwk full plate, +1 flaming longsword, mwk short sword, cloak of resistance + 1, key ring (holds keys to B2-B8 and the chest in B2), 10 gp

**SPECIAL ABILITIES**

Aura of Law (Su) The power of a Hell knight's aura of law (see the detect low spell) is equal to his total character level.

Detect Chaos (Sp) This ability functions like a paladin's detect evil ability, save that it detects chaos.

Order Heriphis belongs to the Order of the Nail.

Smite Chaos (Su) This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

**Hell Hound**

*This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.*

**Hell Hound CR 3**

LE Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype), [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +5; **Senses** darkvision 60 ft., [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7

Defense

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +5, **Will** +1

**Immune** fire

**Weaknesses** vulnerability to cold

Offense

**Speed** 40 ft.

**Melee** bite +5 (1d8+1 plus 1d6 fire)

**Special Attacks** [breath weapon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#breath-weapon) (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

Statistics

**Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

**Base** **Atk** +4; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Run](http://paizo.com/pathfinderRPG/prd/feats.html#run)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +8, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +13, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +7; **Racial Modifiers** +5 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**Languages** Infernal (cannot speak)

**Breath Weapon (Su)** Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

# Hell Hound, Nessian

This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning, fiery red eyes.

Nessian Warhound CR 9

LE Large [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype), [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +6; **Senses** darkvision 60 ft., [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +12

Defense

**AC** 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, –1 size)

**hp** 126 (12d10+60)

**Fort** +13, **Ref** +10, **Will** +5

**Immune** fire

**Weaknesses** vulnerability to cold

Offense

**Speed** 40 ft.

**Melee** bite +20 (2d6+12/19–20 plus 2d6 fire)

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

**Special Attacks** [breath weapon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#breath-weapon) (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 21 half)

Statistics

**Str** 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

**Base** **Atk** +12; **CMB** +21; **CMD** 33 (37 vs. trip)

**Feats** [Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#alertness), [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) (bite), [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth), [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival)), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +16, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +12, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +21, [Survival](http://paizo.com/pathfinderRPG/prd/skills/survival.html#survival) +18; **Racial Modifiers** +5 [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)

**Languages** Infernal

**Breath Weapon (Su)** Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

# Devil, Bearded

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

Bearded Devil (Barbazu) CR 5

LE Medium [outsider](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#outsider) ([devil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#devil-subtype), [evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype), [lawful](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#lawful-subtype))

**Init** +6; **Senses** darkvision 60 ft., see in darkness; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10

Defense

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +7, **Will** +3

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

**Speed** 40 ft.

**Melee** glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

**Special Attacks** beard

**Spell-Like Abilities** (CL 12th)

At will—[*greater teleport*](http://paizo.com/pathfinderRPG/prd/spells/teleport.html#teleport-greater)(self plus 50 lbs. of objects only)

1/day—[summon](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#summon) (level 3, 1 bearded devil or 6 lemures, 50%)

Statistics

**Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (glaive)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +13, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +7, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11

**Languages** Celestial, Common, Draconic, Infernal; [telepathy](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#telepathy) 100 ft.

Ecology

**Environment** any (Hell)

**Organization** solitary, pair, squad (3–10), or troop (10–40)

**Treasure** standard (glaive, other treasure)

Special Abilities

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.*Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str [damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain); *cure* 3 consecutive saves.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) damage. [Bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) caused from an infernal wound is particularly difficult to stanch—a DC 17 [Heal](http://paizo.com/pathfinderRPG/prd/skills/heal.html#heal) check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all [bleed](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#bleed) effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.