

KENNER SKORVLOV CR 1

Male human druid 2

CN Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 armor, +1 Dex, +1 dodge, +2 natural, +2 shield)

hp 18 (2d8+6)

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

OFFENSE

Speed 30 ft.

Melee +1 club +4 (2d6+3) or

shortspear +3 (1d6+2)

Ranged shortspear +2 (1d6+2)

Druid Spells Prepared (CL 2nd; concentration +4)

1st—cure light wounds (2), entangle (DC 13), shillelagh (DC 13)

0 (at will)—flare (DC 12), know direction, light, stabilize

D Domain spell; Domain Plant

TACTICS

Before Combat Kenner uses his scroll of barkskin on himself and casts shillelagh on his masterwork club if he expects a fight.

During Combat Kenner tries to catch as many enemies as possible within entangle to make them easier targets for his daughters. If either of his daughters are injured, Kenner attempts to heal her with cure light wounds.

Morale Kenner does not want his family hurt and will surrender if either of his daughters are reduced to 0 or fewer hit points, hoping to heal them afterward with magic.

Base Statistics Kenner's statistics include the effects of his scroll of barkskin and shillelagh spell. If Kenner is not able to cast these spells, his statistics are AC 16, touch 12, flat-footed 14; Melee mwk club +4 (1d6+2).

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness, Dodge

Skills Craft (carpentry) +2, Heal +7, Knowledge (geography) +3, Knowledge (nature) +5, Perception +8, Sense Motive +4, Survival +8

Languages Common, Druidic

SQ nature bond (Plant domain), nature sense, wild empathy +2, woodland stride

Combat Gear scroll of barkskin, scroll of cure light wounds, scroll of diagnose disease UM, alchemist's fire (4), healer's kit;

Other Gear mwk leather armor, heavy wooden shield, mwk club, shortspear, grappling hook, hemp rope (50 ft.), holly and mistletoe, key, amber necklace (worth 25 gp), 45 gp

ADULA AND KLARA SKORVLOV CR 1/2

Female human ranger 1

CN Medium humanoid (human)

Init +7; Senses Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 13 each (1d10+3)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1/19–20)

Ranged longbow +4 (1d8/×3)

Special Attacks favored enemy (animals +2)

TACTICS

Before Combat If either Adula or Klara senses that a fight is about to start, she tries to get the drop on the PCs using her thunderstone.

During Combat Adula and Klara try to pick off spellcasters and keep melee attackers at bay, focusing on those who have been entangled.

Morale The Skorylov sisters are not interested in losing their lives or that of their father, and they surrender if their father or sister is reduced to 0 or fewer hit points.

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 15

Feats Improved Initiative, Point-Blank Shot

Skills Acrobatics +4, Climb +5, Heal +5, Knowledge (nature) +4, Perception +5, Stealth +7, Survival +5

Languages Common

SQ track +1, wild empathy +0

Combat Gear potion of cure light wounds, thunderstone;

Other Gear mwk studded leather, longbow with 20 arrows, key, 9 gp

BEARS IN THE MIST CR 3

NE persistent haunt (15-ft. radius)

Caster Level 3rd

Notice Perception DC 15 (to notice a sickly yellow fog forming)

hp 13; **Weakness** slow; **Trigger** proximity; **Reset** 1 hour

Effect A sickly, foul-smelling yellow fog descends upon the area, as if it were seeping from the walls and ceiling. It twists and condenses into bear paws that lash out at those within the haunt's area of effect, while images of humans being slain by Dolok Darkfur appear and vanish in front of affected targets.

This fog functions per haunting mists UM (DC 13). **Destruction** This haunt can be destroyed only by eradicating the oozes and diseased trees that infected the Farheavens.

Haunting Mists

School illusion (figment) [fear, shadow]; Level bard 2, sorcerer/wizard 2, witch 2

Components V, S

Casting Time 1 standard action

Range 20 ft.

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 minute/level (D)

Saving Throw Will partial (see text); Spell Resistance no

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

DOLOK DARKFUR CR 3

Unfettered eidolon (Pathfinder RPG Bestiary 3 110)

NG Medium outsider (extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +6

DEFENSE

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

hp 26 (4d10+4)

Fort +5, **Ref** +2, **Will** +4

Defensive Abilities improved evasion; Resist electricity 5

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)

TACTICS

During Combat Dolok Darkfur will attack the weakest or sickliest looking character first, reacting violently to even the most superficial appearance of disease.

Morale Unless the PCs subdue or otherwise calm him down, Dolok Darkfur fights to the death.

STATISTICS

Str 17, **Dex** 13, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite)

Skills Acrobatics +1 (+5 when jumping), Bluff +5, Climb +6, Knowledge (planes) +4, Perception +6, Sense Motive +6, Stealth +6

Languages Common

SQ evolution points (arms, laws, legs, bite, improved natural armor, improved evasion, resistance [electricity])

PLAGUEBORN CR 2

Giant variant boilborn (Pathfinder RPG Bestiary 4 289, 22)

N Small ooze

Init –5; Senses blindsight 30 ft.; Perception –4

DEFENSE

AC 9, touch 6, flat-footed 9 (–5 Dex, +3 natural, +1 size)

hp 19 (2d8+10)

Fort +5, **Ref** –5, **Will** –4

Immune ooze traits; Resist acid 10

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee slam +5 (1d3+4 plus slime fever)

Special Attacks death throes, slime fever

TACTICS

Before Combat The plagueborn lurks in the morass around the trees but begins to move toward the nearest creature once one comes within 30 feet.

During Combat The plagueborn attacks the nearest creature with its slam attack and moves only if there are no creatures adjacent to it.

Morale The plagueborn fights to the death.

STATISTICS

Str 16, Dex 1, Con 21, Int —, Wis 2, Cha 1

Base Atk +1; CMB +3; CMD 8 (can't be tripped)

Skills Acrobatics –5 (–13 when jumping), Climb +11, Swim +11

SQ disease mist

SPECIAL ABILITIES

Death Throes (Su) When killed, a plagueborn pops in a 10-foot- radius burst that deals 2d6 acid damage (Reflex DC 14 half). Creatures taking damage must succeed at a DC 12 Fortitude save or contract slime fever.

Disease Mist (Su) The perpetual palpitations of the plagueborn emit a fine yellow mist. Any creature within 5 feet of a plagueborn must succeed at a DC 16 Fortitude save or contract slime fever.

Slime Fever (Su) Disease—slam, contact, inhaled, or injury; save

Fort DC 14; onset 1 day; frequency 1/day; effect 1d4 Con damage, target must succeed at a second Fort save, or 1 point of the damage is drain instead; cure 2 consecutive saves. The save is Constitution based.

PLAGUEBORN SWARMS (2) CR 1

N Fine ooze (swarm)

Init -5; Senses blindsight 30 ft.; Perception -5

DEFENSE

AC 13, touch 13, flat-footed 13 (-5 Dex, +8 size)

hp 9 each (2d8)

Fort +0, Ref -5, Will -5

Defensive Abilities ooze and swarm traits; Immune weapon damage; Resist acid 10

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft., climb 10 ft.

Melee swarm (1d6 acid plus slime fever)

Space 10 ft.; Reach 0 ft.

Special Attacks slime fever (DC 14)

TACTICS

Before Combat The plagueborn swarms lurk in the morass around the trees but begin to move toward the nearest creature once one comes within 30 feet.

During Combat The plagueborn swarms move to the nearest creature if there are no creatures adjacent to them.

Morale The plagueborn swarms fight to the death.

STATISTICS

Str 1, Dex 1, Con 10, Int —, Wis 1, Cha 1

Base Atk +1; CMB —; CMD —

Skills Climb +3, Swim +3

SQ disease mist

SPECIAL ABILITIES

Disease Mist (Su) The perpetual palpitations of the plagueborn emit a fine yellow mist. Any creature within 5 feet of a plagueborn swarm must succeed at a DC 14 Fortitude save or contract slime fever.

Slime Fever (Su) Disease—contact, inhaled, or injury; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d4 Con damage, target must succeed at a second Fort save or 1 point of the damage is drain instead; cure 2 consecutive saves. The save is Constitution based.