

Tier All (CR N/A)

THE CRAZED PAINTER CR 1/3

Male human expert 1
N Medium humanoid (human)
Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10
hp 4 (1d8)
Fort +0, **Ref** +0, **Will** +6

OFFENSE

Speed 30 ft.
Melee unarmed strike –1 (1d3–1)

STATISTICS

Str 9, **Dex** 10, **Con** 11, **Int** 13, **Wis** 14, **Cha** 8
Base Atk +0; **CMB** –1; **CMD** 9
Feats Iron Will, Skill Focus (Profession [artist])
Skills Appraise +2, Bluff +0, Craft (painting) +2, Diplomacy +0, Knowledge (religion) +2, Linguistics +2, Perception +3, Profession (artist) +3, Sense Motive +3
Languages Aklo, Common, Undercommon
Gear masterwork artisan's tools

AVERAGE SWIFT PRISON GUARD (2) CR 1/3

Male or female human warrior 1
LN Medium humanoid (human)
Init +0; **Senses** Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield)
hp 10 (1d10+5)
Fort +3, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.
Melee club +3 (1d6+1)

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 12
Feats Toughness, Weapon Focus (club)
Skills Bluff +1, Intimidate +4
Languages Common
Gear buckler, studded leather, club, ring of keys, signal whistle

Combat 1

Tier 1–2 (CR 2)

TASHELIA ISMACCO CR 1/2

Female human cleric of Groetus 1
NE Medium humanoid (human)
Init +0; **Senses** Perception +2

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 10 (1d8+6)
Fort +4, **Ref** +0, **Will** +4

OFFENSE

Speed 30 ft.
Melee mwk heavy flail +2 (1d10+1/19–20)
Special Attacks channel negative energy (1d6, DC 11, 4/day), destructive smite (+0, 5/day)
Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—touch of darkness (1 round)
Cleric Spells Prepared (CL 1st; concentration +3) 1st—*bane* (DC 13), *obscuring mist* (already cast), *true strike* 0 (at will)—*bleed* (DC 12), *detect magic*, *read magic*
D Domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders' head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.
During Combat Tashelia casts *bane* on a melee PC and *true strike* on herself before entering melee combat.
Morale Tashelia fights to the death.

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +0; **CMB** +1; **CMD** 11
Feats Extra Channel, Toughness
Skills Diplomacy +5, Knowledge (religion) +4, Linguistics +4
Languages Aklo, Common
SQ aura
Gear chain shirt, masterwork heavy flail, holy symbol of Groetus

NATURE'S CATAclysm THUGS (2) CR 1/3

Male half-orc warrior 1
NE Medium humanoid (orc)
Init +0; **Senses** Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 10 (1d10+5)
Fort +3, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.
Melee club +3 (1d6+2/x2)

TACTICS

Before Combat The cultists focus on tormenting Queck and suffer a –4 penalty on any Perception checks made to hear the PC's approach.
During Combat The cultists attack the nearest PC.
Morale The cultists fight to the death.

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 13
Feats Toughness
Skills Intimidate +3
Languages Common, Orc
Gear chain shirt, club

Tier 3–4 (CR 4)

TASHELIA ISMACCO CR 3

Female human cleric of Groetus 4
NE Medium humanoid (human)
Init +0; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 34 (4d8+16)
Fort +6, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.
Melee mwk heavy flail +5 (1d10+1/19–20)
Special Attacks channel negative energy (2d6, DC 13, 4/day), destructive smite (+2, 5/day)
Domain Spell-Like Abilities (CL 4th; concentration +6)
5/day—touch of darkness (2 rounds)
Cleric Spells Prepared (CL 4th; concentration +6)
2nd—*blindness/deafness* (blindness only, DC 14), *sound burst* (2, DC 14), *spiritual weapon*
1st—*bane* (2, DC 13), *obscuring mist* (already cast), *shield of faith*, *true strike*
0 (at will)—*bleed* (DC 12), *detect magic*, *read magic*
D Domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders's head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.
During Combat Tashelia casts spells before entering melee. She starts with her second level spells, as well as *bane*, targeting PCs in melee first. She then casts *shield of faith* and *true strike* on herself before entering melee combat.
Morale Tashelia fights to the death.

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 14
Feats Extra Channel, Lightning Reflexes, Toughness
Skills Diplomacy +7, Knowledge (religion) +7, Linguistics +4, Perception +6
Languages Aklo, Common
SQ aura
Gear chain shirt, masterwork heavy flail, holy symbol of Groetus

NATURE'S CATAclysm THUGS (3) CR 1/3

hp 10 (as Tier 1–2)

Tier 6–7 (CR 7)

TASHELIA ISMACCO CR 6

Female human cleric of Groetus 7
NE Medium humanoid (human)
Init +0; **Senses** Perception +11

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)
hp 59 (7d8+28)
Fort +7, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft.
Melee +1 *heavy flail* +8 (1d10+2/19–20)
Special Attacks channel negative energy (4d6, DC 14, 4/day), destructive smite (+3, 5/day)
Domain Spell-Like Abilities (CL 7th; concentration +9)
5/day—touch of darkness (3 rounds)
Cleric Spells Prepared (CL 7th; concentration +9)
4th—*inflict critical wounds* (DC 16), *summon monster IV*
3rd—*invisibility purge* (DC 15), *rage*, *searing light* (DC 15)
2nd—*blindness/deafness* (blindness only, DC 14), *sound burst* (3, DC 14), *spiritual weapon*
1st—*bane* (3, DC 13), *obscuring mist* (already cast), *shield of faith*, *true strike*
0 (at will)—*bleed* (DC 12), *detect magic*, *read magic*
D Domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Tashelia watches intently as her thugs rough up Queck, the Hall of Wonders' head engineer. She suffers a –4 penalty on Perception checks because of the loud noise.
During Combat Tashelia casts spells before entering melee, preferring to stay on the catwalk and target melee PCs with *searing light*, *sound burst*, and *bane*. She begins combat by summoning a medium earth elemental and prefers to avoid melee combat. If forced into melee, she casts *true strike* and *shield of faith* on herself (if possible).
Morale Tashelia fights to the death.

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +5; **CMB** +6; **CMD** 16
Feats Alertness, Extra Channel, Lightning Reflexes, Toughness, Weapon Focus (heavy flail)
Skills Diplomacy +10, Knowledge (religion) +10, Linguistics +4, Perception +11, Sense Motive +4
Languages Aklo, Common
SQ aura
Gear +2 *chain shirt*, +1 *heavy flail*, holy symbol of Groetus

MEDIUM EARTH ELEMENTAL CR 3hp 34 (*Pathfinder RPG Bestiary* 122)

N Medium outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7**DEFENSE****AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)**hp** 34 (4d10+12)**Fort** +7, **Ref** +0, **Will** +4**Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +9 (1d8+7)**Special Attacks** earth mastery**STATISTICS****Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +9; **CMD** 18**Feats** Cleave, Improved Bull Rush_h, Power Attack**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2,

Knowledge (planes) +2, Perception +7, Stealth +3

Languages Terran**ECOLOGY****Environment** any (Plane of Earth)**Organization** solitary, pair, or gang (3–8)**Treasure** none**SPECIAL ABILITIES**

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

NATURE'S CATAclysm ELITE THUGS (2) CR 2

Male or female half-orc fighter 3

NE Medium humanoid (orc)

Init +5; **Senses** Perception +1**DEFENSE****AC** 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)**hp** 28 (3d10+12)**Fort** +5, **Ref** +2, **Will** +0; +1 vs. fear**OFFENSE****Speed** 20 ft.; moves at normal speed in Medium armor**Melee** +1 *heavy flail* +8 (1d10+4/19–20)**Ranged** composite longbow +4 (1d8/x3)**TACTICS**

Before Combat The cultists focus on tormenting Queeck and suffer a –4 penalty on any Perception checks made to hear the PC's approach.

During Combat The cultists attack the nearest PC.

Morale The cultists fight to the death.

STATISTICS**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Improved Initiative, Power Attack, Toughness, Weapon Focus (heavy flail)**Skills** Intimidate +7, Perception +1, Survival +3**Languages** Common, Orc**SQ** armor training +1, bravery +1**Gear** masterwork half-plate, +1 *heavy flail*, composite longbow with 20 arrows**Combat 2****Tier 1–2 (CR 3)****DERRO CR 2**

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)**hp** 20 (3d8+12)**Fort** +5, **Ref** +3, **Will** +6**SR** 14**Weaknesses** vulnerability to sunlight**OFFENSE****Speed** 20 ft.**Melee** short sword +5 (1d4) or aklys +5 (1d6)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 3rd)At will—*darkness*, *ghost sound* (DC 13)1/day—*daze* (DC 13), *sound burst* (DC 15)**STATISTICS****Str** 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Improved Initiative, Weapon Finesse**Skills** Perception +0, Stealth +9**Languages** Aklo, Undercommon**SQ** madness, poison use**ECOLOGY****Environment** any underground

Organization solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)

Treasure NPC Gear (leather armor, short sword or aklys, other treasure)

SPECIAL ABILITIES

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 prepoisoned bolts at all times.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

NOTES

This derro recently fought a few of Dalirio's skeletons that got loose into Cassomir's Locker. He is wounded (20 hit points instead of 25) and lost his crossbow and poisoned bolts in the fight. This effectively reduces his CR to 2.

MITE SLAVES (2) **CR 1/4**

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5**DEFENSE****AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)**hp** 3 (1d6)**Fort** +0, **Ref** +3, **Will** +3**DR** 2/cold iron**Weaknesses** light sensitivity**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** dagger +0 (1d3–1/19–20)**Ranged** dart +2 (1d3–1)**Special Attacks** hatred**Spell-Like Abilities** (CL 1st)At will—*prestidigitation*1/day—*doom* (DC 10)**STATISTICS****Str** 8, **Dex** 12, **Con** 11, **Int** 8, **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** –2; **CMD** 9**Feats** Point-Blank Shot**Skills** Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth**Languages** Undercommon**SQ** vermin empathy +4**Gear** dagger, 6 darts**SPECIAL ABILITIES****Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Light Sensitivity (Ex)** Mites are dazzled in bright sunlight or within the radius of a *daylight* spell.**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.**Tier 3–4 (CR 5)****DERROS (2)** **CR 3**

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)**hp** 25 (3d8+12)**Fort** +5, **Ref** +3, **Will** +6**SR** 14**Weaknesses** vulnerability to sunlight**OFFENSE****Speed** 20 ft.**Melee** short sword +5 (1d4) or aklys +5 (1d6)**Ranged** repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)**Special Attacks** sneak attack +1d6**Spell-Like Abilities** (CL 3rd)At will—*darkness*, *ghost sound* (DC 13)1/day—*daze* (DC 13), *sound burst* (DC 15)**STATISTICS****Str** 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Improved Initiative, Weapon Finesse**Skills** Perception +0, Stealth +9**Languages** Aklo, Undercommon**SQ** madness, poison use**ECOLOGY****Environment** any underground**Organization** solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)**Treasure** NPC Gear (leather armor, short sword or aklys, other treasure)**SPECIAL ABILITIES****Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 prepoisoned bolts at all times.**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.**MITE SLAVES (4)** **CR 1/4****hp** 3 (Same as Tier 1-2)**TACTICS****During Combat** One mite struggles to carry a large glass jar filled with spiders. Treat this jar as a splash weapon, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jar can be thrown with a range increment of 10 and shatters on contact, releasing a spider swarm that immediately fills four adjacent squares. The mites attack the round after their companion throws the jar.**Morale** The mites fight to the death while their derro masters live—if the derros die, the mites immediately surrender.

SPIDER SWARM **CR 1**

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

DEFENSE**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits;**Immune** mind-affecting effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4

Perception; uses Dexterity for Climb checks

ECOLOGY**Environment** any**Organization** solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.**Tier 6–7 (CR 8)****DERROS (3)** **CR 3****hp** 25 (*Same as Tier 3–4*)**MITE SLAVES (2)** **CR 1/4****hp** 3 (*Same as Tier 1–2*)**TACTICS****During Combat** Both mites struggle to carry large glass jars filled with centipedes. Treat these jars as splash weapons, referring to the rules on page 202 of the *Pathfinder RPG Core Rulebook*. The jars can be thrown with a range increment of 10 and shatter on contact, releasing a centipede swarm that immediately fills four adjacent squares. The mites attack the round after they throw the jars.**Morale** The mites fight to the death while their derro masters live—if the derros die, the mites immediately surrender.**CENTIPEDE SWARMS (2)** **CR 4**

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)**hp** 31 (9d8–9)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits, **Immune** weapon damage**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** swarm (2d6 plus poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 13), poison**STATISTICS****Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Feats** Weapon Finesse**Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception**ECOLOGY****Environment** temperate or warm forest or underground**Organization** solitary, pair, or tangle (3–6 swarms)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**Combat 3****Tier 1–2 (CR 2)****SKELETONS (3)** **CR 1/3**

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative**Gear** broken chain shirt, broken scimitar**ECOLOGY****Environment** any**Organization** any**Treasure** none

Tier 3–4 (CR 4)

OTYUGH CR 4

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*. Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard

Tier 6–7 (CR 7)

OTYUGHS (3) CR 4

hp 39 (Same as Tier 3–4)

Combat 4

Tier 1–2 (CR 2)

NATURE'S CATAclySM THUGS (3) CR 1/3

hp 10 (Same as Combat 1, Tier 1–2)

Tier 3–4 (CR 4)

NATURE'S CATAclySM THUGS (3) CR 1/3

hp 10 (Same as Combat 1, Tier 1–2)

NATURE'S CATAclySM ELITE THUG CR 2

hp 28 (Same as Combat 1, Tier 6–7)

Tier 6–7 (CR 7)

DERROS (2) CR 3

hp 25 (Same as Combat 2, Tier 3–4)

NATURE'S CATAclySM ELITE THUGS (3) CR 2

hp 28 (Same as Combat 1, Tier 6–7)

Combat 5

Tier 1–2 (CR 3)

DALIRIO TEPPISH CR 2

Male ghoulish cleric of Groetus 2

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)

hp 26 (4d8+8)

Fort +6, **Ref** +3, **Will** +8

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks channel negative energy (1d6, DC 17, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 2nd; concentration +6)

7/day—touch of chaos

7/day—vision of madness (+/–1)

Cleric Spells Prepared (CL 2nd; concentration +6)

1st—*cause fear* (2, DC 15), *lesser confusion* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Chaos, Madness

TACTICS

Before Combat Dalirio sits at his desk, looking over paperwork.

Unless otherwise warned, he does not expect the PCs.

During Combat Dalirio orders his skeletons to attack and uses *cause fear* and *lesser confusion* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio then picks the next closest PC to attack, and so on.

Morale Dalirio fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 18, **Cha** 17

Base Atk +2; **CMB** +5; **CMD** 18

Feats Command Undead, Improved Channel

Skills Acrobatics +5, Climb +8, Heal +9, Perception +10, Spellcraft +6, Stealth +9, Swim +5

Languages Aklo, Common

SQ aura

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

SKELETONS (2) CR 1/3

hp 4 (Same as Combat 3, Tier 1–2)

Tier 3–4 (CR 5)

DALIRIO TEPPISH CR 4

Male ghoulish cleric of Groetus 4
NE Medium undead
Init +7; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)
hp 37 (6d8+10)
Fort +7, **Ref** +4, **Will** +9

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+3 plus disease and paralysis) and 2 claws +7 (1d6+3 plus paralysis)

Special Attacks channel negative energy (2d6, DC 18, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—touch of chaos

7/day—vision of madness (+/–2)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*darkness*, *hold person* (2, DC 16), *touch of idiocy* (DC 16)

1st—*bane* (DC 15), *cause fear* (2, DC 15), *lesser confusion* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Chaos, Madness

TACTICS

Before Combat Dalirio sits at his desk, looking over paperwork.

Unless otherwise warned, he does not expect the PCs.

During Combat Dalirio orders his skeletons to attack and uses *cause fear*, *lesser confusion*, and *hold person* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio picks the next closest PC to attack, and so on.

Morale Dalirio fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 18, **Cha** 17

Base Atk +4; **CMB** +7; **CMD** 20

Feats Command Undead, Improved Channel, Improved Initiative

Skills Acrobatics +5, Climb +8, Heal +9, Perception +12, Spellcraft +8, Stealth +11, Swim +5

Languages Aklo, Common

SQ aura

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

SKELETONS (2) CR 1/3

hp 4 (Same as *Combat 3*, *Tier 1-2*)

Tier 6–7 (CR 8)

DALIRIO TEPPISH CR 7

Male ghoulish cleric of Groetus 7
NE Medium undead
Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 Dex, +2 natural)
hp 53 (9d8+13)
Fort +8, **Ref** +7, **Will** +10

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+3 plus disease and paralysis) and 2 claws +9 (1d6+3 plus paralysis)

Special Attacks channel negative energy (4d6, DC 19, 7/day), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Domain Spell-Like Abilities (CL 7th; concentration +11)

7/day—touch of chaos

7/day—vision of madness (+/–3)

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*confusion* (DC 18), *freedom of movement*, *inflict critical wounds* (DC 18)

3rd—*deeper darkness*, *inflict serious wounds* (DC 17), *invisibility*, *purge*, *rage*

2nd—*darkness* (2), *hold person* (2, DC 16), *touch of idiocy* (DC 16)

1st—*bane* (2, DC 15), *cause fear* (2, DC 15), *lesser confusion* (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Chaos, Madness

TACTICS

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During Combat Dalirio orders his skeletons to attack and uses *confusion*, *cause fear*, *lesser confusion*, and *hold person* to keep the PCs back. Once those spells are gone—or once the PCs reach him—he switches to melee and relentlessly attacks the nearest PC. Once this victim is unconscious, Dalirio then picks the next closest PC to attack, and so on. If given the chance, he uses his inflict spells on lightly-armored spellcasters, but otherwise he uses his bite and claws. Dalirio can only command up to 7 HD of undead—but there are 8 HD of skeletons present. Each round, randomly roll for the 8th skeleton to see whom it attacks (possibly even Dalirio).

Morale Dalirio fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 19, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 22

Feats Command Undead, Improved Channel, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Acrobatics +5, Climb +8, Heal +9, Perception +15, Spellcraft +11, Stealth +14, Swim +5

Languages Aklo, Common

SQ aura

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

SKELETONS (8) CR 1/3

hp 4 (Same as *Combat 3*, *Tier 1-2*)