

Tier 1–2 (CR 2)

NATURE'S CATAclysm DRUID

CR 1/2

Male human druid 1
NE Medium humanoid
Init –1; **Senses** Perception +7

DEFENSE

AC 13, touch 9, flat-footed 13 (+2 armor, –1 Dex, +2 shield)
hp 10 (1d8+6)
Fort +4, **Ref** –1, **Will** +7

OFFENSE

Speed 30 ft.
Melee *shillelagh* club +2 (2d6+2)
Druid Spells Prepared (CL 1st)
1st—*shillelagh* (already cast)
0 (at will)—*detect magic*, *flare* (DC 13), *light*

TACTICS

Before Combat The druid is tormenting Kafar and suffers a –5 penalty on any Perception checks made to hear the PCs approach.
During Combat The druid casts *shillelagh* on his club (already figured into his stats) and attacks the PCs with his dire rat companion and minions. He fights wildly, using *flare* on other spellcasters and screaming nonsense about ridding the world of humanity.
Morale The druid is afraid of failing the cult and fights to the death.
Base Statistics **Melee** club +1 (1d6+1)

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13
Base Atk +0; **CMB** +1; **CMD** 10
Feats Iron Will, Toughness
Skills Climb +3, Perception +7, Spellcraft +4, Survival +9
Languages Common, Druidic
SQ nature bond (animal companion), nature sense, wild empathy +2
Gear leather armor, heavy wooden shield, club, 50 gp

DIRE RAT ANIMAL COMPANION

CR —

N Small animal
Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 11 (2d8+2)
Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +2 (1d4)
Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4
Base Atk +1; **CMB** +0; **CMD** 14
Feats Skill Focus (Perception)
Skills Perception +8, Swim +7;
Racial Modifiers uses Dex to modify Swim
SQ link, share spells, tricks (attack, guard, stay)

DIRE RAT (2)

CR 1/3

N Small animal
Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +1 (1d4 plus disease)
Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4
Base Atk +0; **CMB** –1; **CMD** 12
Feats Skill Focus (Perception)
Skills Climb +11, Perception +4, Stealth +11, Swim +11;
Racial Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Bite—filth fever; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Tier 3–4 (CR 4)

NATURE'S CATAclysm DRUID

CR 1/2

hp 10 (as Tier 1–2)

Gear as Tier 1–2, but increase gold to 150 gp

DIRE RAT ANIMAL COMPANION

CR —

hp 11 (as Tier 1–2)

DIRE RAT (2)

CR 1

hp 5 (as Tier 1–2)

RAT SWARM

CR 2

N Tiny animal (swarm)
Init +6; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 16 (3d8+3)
Fort +3, **Ref** +5, **Will** +2
Defensive Abilities swarm traits

OFFENSE

Spd 15 ft., climb 15 ft., swim 15 ft.
Melee swarm (1d6 plus disease)
Space 10 ft.; **Reach** 0 ft.
Special Attacks disease, distraction (DC 12)

STATISTICS

Str 2, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** —; **CMD** —
Feats Improved Initiative, Skill Focus (Perception)
Skills Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Swarm—filth fever; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Tier 6–7 (CR 7)

NATURE'S CATAclysm DRUID CR 3

Male human druid 4
NE Medium humanoid
Init –1; **Senses** Perception +11

DEFENSE

AC 15, touch 9, flat-footed 15 (+3 armor, –1 Dex, +3 shield)
hp 34 (4d8+16)
Fort +7, **Ref** +1, **Will** +11; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft.
Melee *shillelagh* club +6 (2d6+2)
Special Attacks wild shape (1/day)
Druid Spells Prepared (CL 4th)
2nd—*bull's strength* (2, already cast)
1st—*cure light wounds*, *longstrider*, *shillelagh* (already cast)
0 (at will)—*detect magic*, *flare* (DC 14), *know direction*, *light*

TACTICS

Same tactics as Tier 1–2.
Base Statistics **Melee** club +5 (1d6+1)

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 13
Feats Iron Will, Toughness, Weapon Focus (club)
Skills Climb +7, Perception +11, Spellcraft +7, Survival +13
Languages Common, Druidic
SQ nature bond (animal companion), nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure
Gear +1 *leather armor*, +1 *heavy wooden shield*, club, *cloak of resistance* +1

NATURE'S CATAclysm ROGUE (2) CR 2

Male human rogue 3
NE Medium humanoid
Init +7; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 22 (3d8+9)
Fort +3, **Ref** +6, **Will** +2
Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 35 ft.
Melee +1 *short sword* +6 (1d6+2/19–20)
Special Attacks sneak attack +2d6, surprise attack

TACTICS

Before Combat The rogues sit in the shadows near the boarded-up eastern door and are difficult to see (Perception DC 19).
During Combat The rogues work together to flank a single opponent and beat him down before moving to another target.
Morale The rogues were left here to watch the druid—if the druid dies, they flee. Otherwise, they fight to the death.

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 16
Feats Fleet, Improved Initiative, Weapon Finesse
Skills Acrobatics +9, Climb +7, Escape Artist +9, Intimidate +5, Perception +7, Sense Motive +7, Stealth +9, Swim +7
Languages Common
SQ trapfinding
Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *studded leather*, +1 *shortsword*

DIRE RAT (3) CR 1

hp 5 (as Tier 1–2)

RAT SWARM CR 1

hp 16 (as Tier 3–4)

Tier 1–2 (CR 2)

NATURE'S CATAclysm MONK (2) CR 1/2

Male half-orc monk 1
LE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 9 (1d8+5)
Fort +3, **Ref** +4, **Will** +3
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee unarmed strike +3 (1d6+3) or flurry of blows +2/+2 (1d6+3)
Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

Before Combat If the monks heard the PCs approaching, they ambush them as soon as the PCs drop down through the trap door.
During Combat Both monks attempt to use stunning fist on the first round and then try to stay in one place to repeatedly use flurry of blows on single opponents.
Morale Both monks are afraid of the retribution that Lusclia Ismacco and Dalirio Teppish will rain down on them if they flee—they fight to the death.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +3; **CMD** 16
Feats Dodge, Improved Unarmed Strike, Stunning Fist, Toughness
Skills Acrobatics +6, Intimidate +5, Perception +5, Stealth +6;
Racial Modifiers +2 Intimidate
Languages Common, Orc
SQ orc blood
Combat Gear *potion of cure light wounds* (2); **Other Gear** belt pouch, Cestis's *wayfinder*, key ring, 50 gp

Tier 3–4 (CR 4)

NATURE'S CATAclysm MONK (4) CR 1/2

hp 9 (as Tier 1–2)

Tier 6–7 (CR 7)

NATURE'S CATAclysm MONK (3) CR 4

Male half-orc monk 5
LE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)
hp 37 (5d8+15)
Fort +5, **Ref** +6, **Will** +5; +2 vs. enchantment
Defensive Abilities orc ferocity; **Immune** disease

OFFENSE

Speed 45 ft.
Melee unarmed strike +10 (1d6+5) or flurry of blows +10/+10/+5 (1d6+5)
Special Attacks flurry of blows, evasion, stunning fist (5/day, DC 13)

TACTICS

Same as Tier 1–2.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +9; **CMD** 22
Feats Dodge, Fleet, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (unarmed strike)
Skills Acrobatics +10 (+15 jump), Intimidate +9, Perception +9, Stealth +10; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ fast movement, maneuver training, still mind, *ki* pool (3 points, magic), slow fall any distance, high jump, orc blood, purity of body
Combat Gear *potion of cure moderate wounds*; **Other Gear** *bracers of armor +1*, *amulet of mighty fists +1*, *Cestis' wayfinder*, key ring

Tier 1–2 (CR 3)

LUSCILIA ISMACCO CR 2

Female human cleric of Groetus 3
NE Medium humanoid
Init –1; **Senses** Perception +2
Aura moderate evil

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)
hp 28 (3d8+15)
Fort +6, **Ref** +0, **Will** +5

OFFENSE

Speed 20 ft.
Melee mwk heavy flail +3 (1d10+1/19–20)
Special Attacks channel negative energy (2d6, DC 12, 6/day), touch of darkness (1 round, 5/day), destructive smite (+1, 5/day)
Cleric Spells Prepared (CL 3rd)
2nd—*blindness/deafness* (DC 14, only to cause blindness), *cure moderate wounds* (2)
1st—*cause fear* (DC 13), *cure light wounds* (2), *obscuring mist* 0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *read magic*
D Domain spell; **Domains** Darkness, Destruction

TACTICS

Before Combat Luscilia paces the deck and screams obscenities. If she has any reason to suspect she's about to be attacked (such as spotting a PC on the deck as she approaches), she sends her zombie ahead of her.

During Combat Luscilia lets her zombies do the brunt of the fighting and uses her Channel Energy ability frequently, choosing to either harm the PCs or heal her zombie depending on where it will do the most good. She hits the strongest melee fighter as soon as the battle starts with *blindness/deafness* (which causes blindness only) and attempts to use *cause fear* to scare anyone else away from her. She only fights in melee if she has to.

Morale If reduced below 5 hit points, Luscilia attempts to flee back to the cooper's warehouse under which Dalirio mans the cult's headquarters.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +2; **CMB** +3; **CMD** 12
Feats Command Undead, Extra Channel, Toughness
Skills Heal +8, Spellcraft +6
Languages Common
SQ aura
Combat Gear *potion of cure light wounds* (2); **Other Gear** +1 half-plate, masterwork heavy flail

HUMAN ZOMBIE (FAST VARIANT) CR 1/2

NE Medium undead
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 12 (2d8+3)
Fort +0, **Ref** +0, **Will** +3
Immune undead traits

OFFENSE

Spd 40 ft.
Melee slam +4 (1d6+4 plus quick strikes)
Special Attack quick strikes

STATISTICS

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 16
Feats Toughness

SPECIAL QUALITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Tier 3–4 (CR 5)

LUSCILIA ISMACCO CR 2

hp 28 (as Tier 1–2)

HUMAN ZOMBIE (FAST VARIANT) (2) CR 1/2

hp 12 (as Tier 1–2)

Tier 6–7 (CR 8)

LUSCILIA ISMACCO CR 5

Female human cleric of Groetus 6

NE Medium humanoid

Init –1; **Senses** Perception +3

Aura strong evil

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)

hp 57 (6d8+30)

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

OFFENSE

Speed 20 ft.

Melee +1 *heavy flail* +6 (1d10+2/19–20)

Special Attacks channel negative energy (3d6, DC 14, 6/day), touch of darkness (3 rounds, 6/day), destructive smite (+3, 6/day)

Cleric Spells Prepared (CL 6th)

3rd—*bestow curse* (DC 16), *deeper darkness*, *dispel magic* (2)

2nd—*blindness/deafness* (DC 15, only to cause blindness), *cure*

moderate wounds (2), *darkness*, *hold person* (DC 15)

1st—*cause fear* (2, DC 14), *cure light wounds* (2), *obscuring mist*

0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *read magic*

D Domain spell; **Domains** Darkness, Destruction

TACTICS

Same as Tier 1–2.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +4; **CMB** +5; **CMD** 14

Feats Command Undead, Extra Channel, Lightning Reflexes, Toughness

Skills Heal +12, Spellcraft +9

Languages Common

SQ aura

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 half-plate, +1 *heavy flail*

SPECTRE CR 7

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

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

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, turn resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed 40 ft., fly 80 ft. (perfect)

Melee incorporeal touch +9 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid slain by a spectre becomes a spectre itself in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Su) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Tier 1–2 (CR 3)

NATURE'S CATAclySM FIGHTER (3) CR 1/2

Male or female human fighter 1
NE Medium humanoid
Init +2; Senses Perception +2

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)
hp 11 (1d10+6)
Fort +4, Ref +2, Will +1

OFFENSE

Speed 30 ft.
Melee quarterstaff +3 (1d6+2)

TACTICS

During Combat These fighters use a cautious and defensive fighting style to keep enemies away. They always use combat expertise every round to increase their AC to 16.

Morale If reduced to 1 hit point or lower, they fling down their quarterstaves and surrender.

STATISTICS

Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 8
Base Atk +1; CMB +3; CMD 16
Feats Combat Expertise, Dodge, Toughness
Skills Intimidate +3, Perception +2
Languages Common
Other Gear leather armor, quarterstaff

Tier 3–4 (CR 5)

NATURE'S CATAclySM FIGHTER (5) CR 1/2

hp 11 (as Tier 1–2)

Tier 6–7 (CR 8)

NATURE'S CATAclySM FIGHTER (4) CR 4

Male or female human fighter 5
NE Medium humanoid
Init +7; Senses Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)
hp 47 (5d10+20)
Fort +6, Ref +4, Will +2; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee quarterstaff +8 (1d6+3)

TACTICS

During Combat These fighters use a cautious and defensive fighting style to keep enemies away. They always use combat expertise every round to increase their AC to 19 (reducing their attack roll with quarterstaves to +6). If surrounded by more than two PCs, they use whirlwind attack to strike multiple foes.

Morale If reduced to 5 hit points or lower, these fighters fling down their quarterstaves and surrender.

STATISTICS

Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +7; CMD 21
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Whirlwind Attack
Skills Intimidate +7, Perception +6
Languages Common
SQ armor training +1, bravery +1, weapon training (monk +1)
Gear leather armor, quarterstaff

SWINGING AXE TRAP CR 1

Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual
Effect Atk +10 melee (1d8+1/x3); multiple targets (all targets in a 10-ft. line)

WALL SCYTHE TRAP CR 4

Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset automatic reset
Effect Atk +20 melee (2d4+6/x4)

Tier 1–2 (CR 1)

NATURE'S CATAclySM DRUID CR 1/2

hp 10 (as act 1, Tier 1–2)

DIRE RAT ANIMAL COMPANION CR —

hp 11 (as act 1, Tier 1–2)

DIRE RAT CR 1

hp 5 (as act 1, Tier 1–2)

Tier 3–4 (CR 3)

NATURE'S CATAclySM DRUID (3) CR 1/2

hp 10 (as act 1, Tier 1–2)

DIRE RAT ANIMAL COMPANION (3) CR —

hp 11 (as act 1, Tier 1–2)

Tier 6–7 (CR 6)

NATURE'S CATAclySM DRUID (3) CR 3

hp 34 (as act 1, Tier 6–7)

DIRE RAT ANIMAL COMPANION (3) CR —

hp 11 (as act 1, Tier 1–2)

Tier 1–2 (CR 3)

DALIRIO TEPPISH CR 1/2

Male human cleric of Groetus 1
NE Medium humanoid
Init –1; **Senses** Perception +2
Aura faint evil, madness

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, –1 Dex)
hp 11 (1d8+7)
Fort +5, **Ref** –1, **Will** +4

OFFENSE

Speed 20 ft.
Melee mwk heavy flail +2 (1d10+1/19–20)
Special Attacks channel negative energy (1d6, DC 13, 4/day), touch of chaos (5/day), vision of madness (5/day), aura of madness (DC 12)
Cleric Spells Prepared (CL 1st)
1st—*cause fear* (2, DC 13), *lesser confusion* (DC 13)
0 (at will)—*bleed* (DC 12), *detect magic*, *light*
D Domain spell; **Domains** Chaos, Madness

TACTICS

Before Combat If the druids in act 5 spent at least one round shouting, Dalirio is aware that the PCs are coming.
During Combat Dalirio lets his huecuvas do most of the fighting, preferring to hit melee PCs with *cause fear* and *lesser confusion*. If any of the PCs happen to mention that Lusclia is dead (whether or not she really is), Dalirio howls in anger and charges that PC. Dalirio uses Channel Energy to heal his huecuva servant or harm the PCs whenever appropriate.
Morale Dalirio is a fanatic and fights to the death.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +0; **CMB** +1; **CMD** 10
Feats Improved Channel, Toughness
Skills Heal +6, Spellcraft +4
Languages Common
SQ aura
Gear breastplate, *cataclysm amulet*, masterwork heavy flail

HUECUVA CR 2

CE Medium undead
Init +6; **Senses** darkvision 60 ft.; Perception +5
Aura faithless (30 ft.)

DEFENSE

AC 17, touch 12, flat-footed 15; (+2 Dex, +5 natural)
hp 16 (3d8+3)
Fort +2, **Ref** +3, **Will** +4
DR 5/magic or silver; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee 2 claws +4 (1d6+1 plus disease)
Spell-Like Abilities (CL 3rd)
3/day—*disguise self*

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 14
Feats Improved Initiative, Weapon Focus (claw)
Skills Perception +5, Stealth +7

SPECIAL ABILITIES

Disease (Ex) Claw; *save* Fort DC 12; *frequency* 1d3 days/1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
Faithless (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any effects based off that ability. This bonus stacks with channel resistance.

Tier 3–4 (CR 5)

DALIRIO TEPPISH CR 1

Male human cleric of Groetus 2
NE Medium humanoid
Init –1; **Perception** +3
Aura moderate evil, madness

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)
hp 20 (2d8+11)
Fort +6, **Ref** –1, **Will** +5

OFFENSE

Speed 20 ft.
Melee mwk heavy flail +3 (1d10+1/19–20)
Special Attacks channel negative energy (1d6, DC 14, 4/day), touch of chaos (5/day), vision of madness (5/day), aura of madness (DC 13)
Cleric Spells Prepared (CL 2nd)
1st—*cause fear* (2, DC 13), *cure light wounds*, *lesser confusion* (DC 13)
0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*
D Domain spell; **Domains** Chaos, Madness

TACTICS

Same as Tier 1–2.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +1; **CMB** +2; **CMD** 11
Feats Improved Channel, Toughness
Skills Heal +6, Perception +3, Spellcraft +5
Languages Common
SQ aura
Gear half-plate, masterwork heavy flail, *cataclysm amulet*

HUECUVA (2) CR 2

hp 16 (as Tier 1–2)

Tier 6–7 (CR 8)

DALIRIO TEPPISH

CR 7

Male human cleric 8
NE Medium humanoid
Init +3; **Senses** Perception +7
Aura strong evil, madness

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 armor, –1 Dex)
hp 76 (8d8+40)
Fort +10, **Ref** +4, **Will** +10

OFFENSE

Speed 30 ft.
Melee +1 *heavy flail* +8 (1d10+2/19–20)
Special Attacks channel negative energy (4d6, DC 15, 4/day), touch of chaos (6/day), vision of madness (6/day), chaos blade (4 rounds, 1/day), aura of madness (DC 17)
Cleric Spells Prepared (CL 8th)
4th—*confusion*, *freedom of movement*, *inflict critical wounds* (DC 17)
3rd—*cure serious wounds* (2), *deeper darkness*, *invisibility purge*, *rage*
2nd—*bull's strength*, *darkness*, *hold person* (2, DC 15), *touch of idiocy* (DC 15)
1st—*cause fear* (2, DC 14), *cure light wounds* (3), *lesser confusion* (DC 14)
0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *resistance*
D Domain spell; **Domains** Chaos, Madness

TACTICS

Before Combat If the druids in act 5 spent at least one round shouting, Dalirio is aware that the PCs are coming and casts *bull's strength* and *rage* on himself (these spells are not figured into his stats).
During Combat Dalirio lets his huecuvas do most of the fighting, preferring to hit melee PCs with *confusion*, *deeper darkness*, and *hold person*. If any of the PCs happen to mention that Luscilia is dead (whether or not she really is), Dalirio howls in anger and charges that PC. Dalirio uses Channel Energy to heal his huecuva servant or harm the PCs whenever appropriate.
Morale Dalirio is a fanatic and fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 16, **Int** 10, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +7; **CMD** 16
Feats Combat Casting, Improved Channel, Improved Initiative, Lightning Reflexes, Toughness
Skills Heal +10, Perception +7, Spellcraft +11
Languages Common
SQ aura
Gear *cataclysm amulet*, *cloak of resistance* +1, +1 *full plate*, +1 *heavy flail*

HUECUVA (3)

CR 2

hp 16 (as Tier 1–2)