

Combat 1

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, 150 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.

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.

Combat 2

NATURE'S CATAclysm MONK (4) 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

Combat 3

LUSCLIA 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 Lusclia 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 Lusclia 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, Lusclia 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) (2) 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.

Combat 4

NATURE'S CATAclysm FIGHTER (5) 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 quarterstaffs 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

Trap

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)

Combat 5

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

hp 10 (same as act 1)

DIRE RAT ANIMAL COMPANION (3) CR —

hp 11 (same as act 1)

Combat 6

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

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 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 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

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.