

# NALAKAI

## CREATURE 6

UNIQUE

CE

MEDIUM

HUMANOID

HUMAN

ORC

**Perception** +14

**Languages** Androffan, Common, Hallit, Orcish

**Str** +4, **Dex** +1, **Con** +4, **Int** +1, **Wis** +4, **Cha** +3

**Items** +1 striking spiked gauntlet, breastplate, scroll of divine wrath, sturdy shield (Hardness 8, HP 64, BT 32), 9 gp, 8 sp, 4 cp

**AC** 23 (25 with shield raised); **Fort** +14, **Ref** +11, **Will** +18


**HP** 100


**Shield Block** 

**Moon Frenzied** When the fight is turning for the worse, Hellion will cast moon frenzy on Nalakai. This grants him 5 temporary hitpoints, weakness 5 to silver, a +10-foot bonus to his speed and access to his fangs and claws Strikes.


**Speed** 25 feet

**Melee**  +1 striking spiked gauntlet +15 (agile, free-hand), **Damage** 2d6+4 piercing

**Melee**  fangs (moon frenzy only) +15, **Damage** 2d8+4 piercing

**Melee**  claws (moon frenzy only) +15 (agile, finesse), **Damage** 2d6+4 piercing

**Divine Prepared Spells** DC 24, attack +16 ; **3rd** *harm* (×4), *heroism*, *paralyze*, *fear*; **2nd** *heal*, *sound burst*, *touch of idiocy*; **1st** *befuddle*, *command*, *protection*; **cantrips** (**3rd**) *daze*, *divine lance*, *guidance*, *haunting hymn*, *stabilize*

**Channel Smite**  (divine, necromancy, negative) Nalakai expends a prepared harm spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.

**Deadly Simplicity** Nalakai's spiked gauntlet Strike deals 1d6 damage instead of 1d4.