

NALAKAI

CREATURE 6

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)

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.