

Milos

Male Human Cleric of Ydersius 5

CE Medium humanoid (human)

Init +1; **Senses** Perception +3

Defenses

AC 18, touch 13 (+5 armor, +1 Dex, +2 ring prot)

hp 31 (5d8)

Fort +4, **Ref** +2, **Will** +7

Offense

Speed 30 ft.

Melee +2 dagger (1d4-1, 19-20 x2 + poison)

Ranged +4 dagger (1d4-1, 19-20 x2 + poison)

Special Attacks Channel Energy 3d6, Will DC 16, 5/day

Domain Spell-Like Abilities (CL 5th)

Animal – speak with animals

Nobility – *inspiring word*, can inspire a creature in 30' giving +2 attack, skill, ability, saves for 2 rounds 6/day

Cleric Spells Prepared (CL 5th)

3rd (2+1) – magic vestment (+1 AC), animate dead, dispel magic

2nd (3+1) – enthrall (Will DC 15), desecrate (+1 HP/HD, +3 bonus to channel DC, +1 undead att/damage/save), silence (Will DC 15), cure moderate wounds (2d8+5)

1st (4+1) – calm animals (Will DC 14), sanctuary (Will DC 14), cause fear (Will DC 14), command (Will DC 14), entropic shield (20% miss)

0 (4) – guidance, resistance, light, bleed

Tactics

During Combat Depending on how much time he has, Milos will already have cast *magic vestment* (+1 AC), *desecrate* (+3 to channel DC, undead get +1 to attack, damage, and saves), *entropic shield* (20% miss chance on ranged), *resistance* (on his snake), and *guidance*. When the PCs enter he tries to *enthrall* them while his five skeletons acting as blockers and then casts *animate dead* and uses the remove paralysis from his scroll on the assumption most of his current undead have been defeated; this creates ten fast zombies that mob the PCs. Then he casts *sanctuary*. He tries to use non-attack spells until people can engage him, like *silence* and *dispel* and *inspiring word*. He'll then *cause fear*, heal himself, and spam channel energies – at first to keep the undead up, but once half are down, to hurt the PCs. He'll use his scroll of *hold person* if he has to. His snake is hidden behind the altar and might get a sneak attack on someone closing with Milos.



Morale Milos fights until slain.

Statistics

Str 8, Dex 12, Con 10, Int 14, Wis 17, Cha 14

Base Atk +3; CMB +2; CMD 3

Feats (4) Command Undead (5 HD), Combat Casting, Improved Channel, Spell Focus (enchantment)

Skills (25) Kno (arc) +10, Kno (hist) +10, Kno (planes) +10, Kno (religion) +10, Spellcraft +10

Languages Common, Aklo, Infernal

Combat Gear masterwork scale mail, +2 ring of protection, scroll hold person, remove paralysis, two daggers coated in viper poison (DC 14, 1 CON/6r), keys

Skeletons (5) – hp 5, 2 claws +3 (1d4+3)

Fast Zombies (10) – hp 14, slam +5 (1d6+5), no DR, extra attack on full attack

Viper, Small – **HD 3 hp 17 BAB +2 Fort +3 Ref +3 Will +1 Init +3**

Skills Stealth +6, Climb +2, Acrobatics +6, **Feats** weapon finesse, one bonus trick, link, share spells

Size Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +2 natural armor; **Attack** bite +5 (1d3 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Special Attacks** poison (*Frequency* 1 round (6), *Effect* 1 Con damage, *Cure* 1 save, Fort DC 14); **Special Qualities** scent.