THOLRIST (WITH *DIVINE* *FAVOUR* AND *RESIST* *ENERGY*)

Male ghast cleric of Yamasoth 5 (Pathfinder RPG Bestiary 146, 294)

CE Medium undead

**lnit** + 9 ; **Senses** darkvision 60 ft. ; Perception +16

**Aura** stench (10 ft. radius, DC 15 , sickened for 1d6+4 minutes)

**DEFENSE**

**AC** 25, touch 16, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +4 natural)

**hp** 64 (7d8+33)

**Fort** +8, **Ref** +8, **Will** +13

**Defensive** **Abilities** channel resistance +2; **Immune** undead traits; **Resist** (Choose one) 10

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +11 (1d6+7 plus disease and paralysis), 2 claws +11 (1d4+7 plus paralysis)

**Special** **Attacks** channel negative energy 7/day (DC 16, 3d6), paralysis (1d4+1 rounds, DC 15)

**Domain** **Spell**-**Like** **Abilities** (CL 5th; concentration +11)

9/day-fury of the AbyssAPG

9/day-touch of evil (2 rounds)

**Cleric** **Spells** **Prepared** (CL 5th; concentration +11)

**3rd**-bestow curse (DC 19), blindness/deafness (DC 19), rageD

**2nd**-aid, align weaponD (evil only), hold person (DC 18), resist energy (DC 18), silence (DC 18)

**1st**-cause fear (DC 17), command (DC 17), divine favor, doom (DC 17), protection from goodD, shield of faith

**0** (at will)-bleed (DC 16), detect magic, guidance, read magic

D Domain spell; **Domains** DemonAPG, Evil

**TACTICS**

**Before** **Combat** As if he hears the PCs outside of his chamber, Tholrist prepares for battle by casting divine favor and resist energy on himself, and casts aid, rage, and shield of faith on one of his ghoul minions before hiding behind the altar.

**During** **Combat** Once combat begins, Tholrist uses cause fear on the most obvious martial character, and targets any obvious casters with blindness/deafness, following up by casting command or hold person to hinder the PCs' approach. If PCs get close enough for melee, he attacks with his claws and bite, augmented by his fury of the Abyss domain ability. He uses spells when appropriate – such as to hinder a strong PC with bestow curse or to target casters with silence. Tholrist uses his channel energy ability, augmented with Quick Channel, to quickly heal himself and his minions rather than attacking the party unless he is surrounded by three or more PCs. Tholrist ignores any creatures he successfully paralyzes until the battle is over.

**Morale** Knowing he is cursed to remain in this chamber forever and clearly insane after all the intervening years, Tholrist fights until destroyed.

**STATISTICS**

**Str** 22, **Dex** 20, **Con** -, **Int** 14, **Wis** 22, **Cha** 18

**Base** **Atk** +4; **CMB** +11; **CMD** 27

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Quick ChannelUM

**Skills** Acrobatics +11, Diplomacy +9, Knowledge (planes) +9, Knowledge (religion) +10, Perception +16, Stealth +14
**Languages** Abyssal , Aklo, Thassilonian

**SQ** aura

**Other** **Gear** +I mithral chain shirt, ring of protection +1

**SPECIAL ABILITIES**

**Disease** (Su) Ghoul Fever: Bite- injury; save Fort DC 15; onset 1 day; frequency l/day; effect ld3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

GHOUL (WITH *AID*, *RAGE*, AND *SHIELD* *OF* *FAITH*)

CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)
**Init** +2; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +7

**DEFENSE**

**AC** 14, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 12, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 12 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +2 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-), +2 deflection, -2 rage)
**hp** 23 [13 (2d8+4), plus 10 temporary hp]
**Fort** +2, **Ref** +2, **Will** +6; +1 vs. fear
**Defensive Abilities** [channel resistance](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Channel-Resistance-Ex-) +2; **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits)

**OFFENSE**

**Speed** 30 ft.
**Melee** bite +5 (1d6+2 plus [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases) and [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-)) and 2 claws +5 (1d6+2 plus [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-))
**Special Attacks** [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-) (1d4+1 rounds, DC 13, elves are immune to this effect)

**STATISTICS**

**Str** 15, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14
**Base Atk** +1; **CMB** +4; **CMD** 15
**Feats** [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)
**Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +4, [Climb](http://www.d20pfsrd.com/skills/climb) +7, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +7, [Swim](http://www.d20pfsrd.com/skills/swim) +4
**Languages** Common

**SPECIAL ABILITIES**

**Disease** (Su) Ghoul Fever: Bite- injury; save Fort DC 13; onset 1 day; frequency l/day; effect ld3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who dies of ghoul fever rises as a ghoul at the next midnight. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) of 4 [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) or more rises as a [ghast](http://www.d20pfsrd.com/bestiary/monster-listings/undead/ghoul/ghoul-ghast).

GHOUL

CE Medium [undead](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Undead)
**Init** +2; **Senses** [darkvision](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Darkvision) 60 ft.; [Perception](http://www.d20pfsrd.com/skills/perception) +7

#### DEFENSE

**AC** 14, [touch](http://www.d20pfsrd.com/gamemastering/combat#TOC-Touch-Attacks) 12, [flat-footed](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Flat-Footed) 12 (+2 [Dex](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-), +2 [natural](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Natural-Armor-))
**hp** 13 (2d8+4)
**Fort** +2, **Ref** +2, **Will** +5
**Defensive Abilities** [channel resistance](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Channel-Resistance-Ex-) +2; **Immune** [undead traits](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Undead-Traits)

#### OFFENSE

**Speed** 30 ft.
**Melee** bite +3 (1d6+1 plus [disease](http://www.d20pfsrd.com/gamemastering/afflictions/diseases) and [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-)) and 2 claws +3 (1d6+1 plus [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-))
**Special Attacks** [paralysis](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Paralysis-Ex-or-Su-) (1d4+1 rounds, DC 13, elves are immune to this effect)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14
**Base Atk** +1; **CMB** +2; **CMD** 14
**Feats** [Weapon Finesse](http://www.d20pfsrd.com/feats/combat-feats/weapon-finesse-combat---final)
**Skills** [Acrobatics](http://www.d20pfsrd.com/skills/acrobatics) +4, [Climb](http://www.d20pfsrd.com/skills/climb) +6, [Perception](http://www.d20pfsrd.com/skills/perception) +7, [Stealth](http://www.d20pfsrd.com/skills/stealth) +7, [Swim](http://www.d20pfsrd.com/skills/swim) +3
**Languages** Common

**SPECIAL ABILITIES**

**Disease** (Su) Ghoul Fever: Bite- injury; save Fort DC 13; onset 1 day; frequency l/day; effect ld3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based.

A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who dies of ghoul fever rises as a ghoul at the next midnight. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A [humanoid](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Humanoid) of 4 [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) or more rises as a [ghast](http://www.d20pfsrd.com/bestiary/monster-listings/undead/ghoul/ghoul-ghast).