

**ATL 1****Arkajia, Cultist Warrior (CR 2)**

N Medium Humanoid, Fighter 2

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 2d10+4 (18 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +4 Ref +2 Will +0

Space/Reach: 5 ft./5 ft.

BAB/Grp: +2/+3

Atk: Scimitar +4 melee

Atk: Dagger +4 ranged (10' increment)

Dmg: Scimitar 1d6+1 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 12 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Power Attack, Weapon Focus (scimitar)

Skills: Climb +6, Jump +6, Swim +4

Items: Scimitar, chitin armor, dagger (x3), wooden shield

**"Others", Cultist Warrior (CR 1)**

CN Medium Humanoid, Fighter 1

Init: +2; Senses: Listen +x, Spot +x

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 1d10+2 (9 hp)

AC: 17 (+3 Dex, +3 armor); touch 13, flat-footed 14

Saves: Fort +3 Ref +2 Will +0

Space/Reach: 5 ft./5 ft.

BAB/Grp: +1/+2

Atk: Scimitar +3 melee

Atk: Dagger +3 ranged (10' increment)

Dmg: Scimitar 1d6+1 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 12 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Weapon Focus (scimitar)

Skills: Climb +x, Jump +x, Swim +x

Items: Scimitar, hide armor (chitin), dagger (x3)

**Krijir, Sorcerer (CR 2)**

CN Medium Humanoid, Sorcerer 2

Init: +3; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue, Low Kalamaran

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 2d4+4 (10 hp)

AC: 13 (+3 Dex); touch 13, flat-footed 10

Saves: Fort +2 Ref +3 Will +3

Space/Reach: 5 ft./5 ft.

BAB/Grp: +1/+1

Atk: Dagger +1 melee

Atk: Dagger +1 ranged (10' increment)

Dmg: Dagger 1d4 (19-20/x2)

Abil: S 10 (-), D 16 (+3), Co 14 (+2), I 12 (+1), W 10 (-), Ch 18 (+4)

SA: --

SQ: --

Feats: Craft Wondrous Item

Skills: Bluff +9, Concentration +7, Knowledge (arcana) +6, Spellcraft +6

Items: Dagger (x2)

Spells: (Known 5/2); Per Day 6/5; DC Spell level + 4) 0th level - *daze, detect magic, ghost sound, mage hand, mending*; 1st level - *grease, reduce person*

### ATL 3

#### **Arkajia, Cultist Warrior (CR 4)**

N Medium Humanoid, Fighter 4

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 4d10+8 (36 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +6 Ref +3 Will +1

Space/Reach: 5 ft./5 ft.

BAB/Grp: +4/+5

Atk: Scimitar +6 melee

Atk: Dagger +6 ranged (10' increment)

Dmg: Scimitar 1d6+3 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 13 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Dodge, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Climb +9, Jump +9, Swim +7

Items: Scimitar, chitin armor, dagger (x3), wooden shield

#### **"Others", Cultist Warrior (CR 2)**

N Medium Humanoid, Fighter 2

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 2d10+4 (18 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +4 Ref +2 Will +0

Space/Reach: 5 ft./5 ft.

BAB/Grp: +2/+3

Atk: Scimitar +4 melee

Atk: Dagger +4 ranged (10' increment)

Dmg: Scimitar 1d6+1 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 12 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Power Attack, Weapon

Focus (scimitar)

Skills: Climb +6, Jump +6, Swim +4

Items: Scimitar, chitin armor, dagger (x3), wooden shield

#### **Krijir, Sorcerer (CR 4)**

CN Medium Humanoid, Sorcerer 4

Init: +3; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue, Low Kalamaran

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 4d4+8 (20 hp)

AC: 13 (+3 Dex); touch 13, flat-footed 10

Saves: Fort +3 Ref +4 Will +4

Space/Reach: 5 ft./5 ft.  
BAB/Grp: +2/+2  
Atk: Dagger +2 melee  
Atk: Dagger +2 ranged (10' increment)  
Dmg: Dagger 1d4 (19-20/x2)

Abil: S 10 (-), D 16 (+3), Co 14 (+2), I 12 (+1), W 10 (-), Ch 19 (+4)  
SA: --  
SQ: --  
Feats: Craft Wondrous Item, Extend Spell  
Skills: Bluff +11, Concentration +9, Knowledge (arcana) +8, Spellcraft +8  
Items: Dagger (x2)

Spells (Known 6/3/1; Per Day 6/7/4; DC Spell level + 4): 0th level - *daze, detect magic, ghost sound, mage hand, mending, read magic*; 1st level - *grease, hypnotism, reduce person*; 2nd level - *flaming sphere*

### ATL 5

#### **Arkajia, Cultist Warrior (CR 6)**

N Medium Humanoid, Fighter 6  
Init: +2; Senses: Listen +0, Spot +0  
Lang: Svimovish, Merchant's Tongue  
Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 6d10+12 (72 hp)  
AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14  
Saves: Fort +7 Ref +4 Will +2

Space/Reach: 5 ft./5 ft.  
BAB/Grp: +6/+7  
Atk: Scimitar +8 melee  
Atk: Dagger +8 ranged (10' increment)  
Dmg: Scimitar 1d6+3 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 13 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)  
SA: --  
SQ: --  
Feats: Combat Reflexes, Deflect Arrow, Dodge, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)  
Skills: Climb +11, Jump +11, Swim +9  
Items: Scimitar, chitin armor, dagger (x3), wooden shield

#### **"Others", Cultist Warrior (CR 4)**

N Medium Humanoid, Fighter 4  
Init: +2; Senses: Listen +0, Spot +0  
Lang: Svimovish, Merchant's Tongue  
Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 4d10+8 (36 hp)  
AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14  
Saves: Fort +6 Ref +3 Will +1

Space/Reach: 5 ft./5 ft.  
BAB/Grp: +4/+5  
Atk: Scimitar +6 melee  
Atk: Dagger +6 ranged (10' increment)  
Dmg: Scimitar 1d6+3 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 13 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)  
SA: --  
SQ: --  
Feats: Combat Reflexes, Deflect Arrow, Dodge, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)  
Skills: Climb +9, Jump +9, Swim +7  
Items: Scimitar, chitin armor, dagger (x3), wooden shield

**Krijir, Sorcerer (CR 6)**

CN Medium Humanoid, Sorcerer 6

Init: +3; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue, Low Kalamaran

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 6d4+12 (30 hp)

AC: 13 (+3 Dex); touch 13, flat-footed 10

Saves: Fort +4 Ref +5 Will +5

Space/Reach: 5 ft./5 ft.

BAB/Grp: +3/+3

Atk: Dagger +3 melee

Atk: Dagger +3 ranged (10' increment)

Dmg: Dagger 1d4 (19-20/x2)

Abil: S 10 (-), D 16 (+3), Co 14 (+2), I 12 (+1), W 10 (-), Ch 19 (+4)

SA: --

SQ: --

Feats: Craft Wondrous Item, Extend Spell, Maximize Spell

Skills: Bluff +13, Concentration +11, Knowledge (arcana) +10,

Spellcraft +10

Items: Dagger (x2)

Spells (Known 7/4/2/1; Per Day 6/7/6/4; DC Spell level + 4): 0th level - *daze, detect magic, flare, ghost sound, mage hand, mending, read magic*; 1st level - *grease, hypnotism, mage armor, magic missile, reduce person*; 2nd level - *flaming sphere, glitterdust*; 3rd level - *suggestion*

**ATL 7****Arkajia, Cultist Warrior (CR 8)**

N Medium Humanoid, Fighter 8

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 8d10+16 (90 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +8 Ref +4 Will +2

Space/Reach: 5 ft./5 ft.

BAB/Grp: +8/+10

Atk: Scimitar +11/+6 melee

Atk: Dagger +10 ranged (10' increment)

Dmg: Scimitar 1d6+3 (15-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 14 (+2), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Dodge, Improved Unarmed Strike, Improved Critical (scimitar), Mobility, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Climb +14, Jump +14, Swim +12

Items: Scimitar, chitin armor, dagger (x3), wooden shield

**"Others", Cultist Warrior (CR 6)**

N Medium Humanoid, Fighter 6

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 6d10+12 (72 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +7 Ref +4 Will +2

Space/Reach: 5 ft./5 ft.

BAB/Grp: +6/+7

Atk: Scimitar +8 melee

Atk: Dagger +8 ranged (10' increment)  
Dmg: Scimitar 1d6+3 (18-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 13 (+1), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Dodge, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Climb +11, Jump +11, Swim +9

Items: Scimitar, chitin armor, dagger (x3), wooden shield

### Krijir, Sorcerer (CR 8)

CN Medium Humanoid, Sorcerer 8

Init: +3; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue, Low Kalamaran

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 8d4+12 (40 hp)

AC: 13 (+3 Dex); touch 13, flat-footed 10

Saves: Fort +4 Ref +5 Will +6

Space/Reach: 5 ft./5 ft.

BAB/Grp: +4/+4

Atk: Dagger +4 melee

Atk: Dagger +4 ranged (10' increment)

Dmg: Dagger 1d4 (19-20/x2)

Abil: S 10 (-), D 16 (+3), Co 14 (+2), I 12 (+1), W 10 (-), Ch 20 (+5)

SA: --

SQ: --

Feats: Craft Wondrous Item, Extend Spell, Maximize Spell

Skills: Bluff +15, Concentration +13, Knowledge (arcana) +12,

Spellcraft +12

Items: Dagger (x2)

Spells (Known 8/5/3/2/1; Per Day 6/7/7/6/4; DC Spell level + 5):  
0th level - *daze, detect magic, flare, ghost sound, mage hand, mending, ray of frost, read magic*; 1st level - *grease, hypnotism, mage armor, magic missile, reduce person*; 2nd level - *flaming sphere, glitterdust, invisibility*; 3rd level - *fireball, suggestion*; 4th level - *wall of fire*

### ATL 9

#### Arkajia, Cultist Warrior (CR 10)

N Medium Humanoid, Fighter 10

Init: +2; Senses: Listen +0, Spot +0

Lang: Svimovish, Merchant's Tongue

Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 10d10+20 (108 hp)

AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14

Saves: Fort +9 Ref +5 Will +3

Space/Reach: 5 ft./5 ft.

BAB/Grp: +10/+10

Atk: Scimitar +14/+9 melee

Atk: Dagger +10 ranged (10' increment)

Dmg: Scimitar 1d6+3 (15-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 14 (+2), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)

SA: --

SQ: --

Feats: Combat Reflexes, Deflect Arrow, Dodge, Greater Weapon Focus (scimitar), Improved Unarmed Strike, Improved Critical (scimitar), Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills: Climb +14, Jump +14, Swim +12

Items: Scimitar, chitin armor, dagger (x3), wooden shield

**"Others", Cultist Warrior (CR 8)**

N Medium Humanoid, Fighter 8  
Init: +2; Senses: Listen +0, Spot +0  
Lang: Svimovish, Merchant's Tongue  
Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 8d10+16 (90 hp)  
AC: 18 (+3 Dex, +3 armor, +1 shield); touch 13, flat-footed 14  
Saves: Fort +8 Ref +4 Will +2

Space/Reach: 5 ft./5 ft.  
BAB/Grp: +8/+10  
Atk: Scimitar +11/+6 melee  
Atk: Dagger +10 ranged (10' increment)  
Dmg: Scimitar 1d6+3 (15-20/x2), dagger 1d4+1 (19-20/x2)

Abil: S 14 (+2), D 14 (+2), Co 12 (+1), I 10 (-), W 10 (-), Ch 8 (-1)  
SA: --  
SQ: --  
Feats: Combat Reflexes, Deflect Arrow, Dodge, Improved Unarmed Strike, Improved Critical (scimitar), Mobility, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)  
Skills: Climb +14, Jump +14, Swim +12  
Items: Scimitar, chitin armor, dagger (x3), wooden shield

**Krijir, Sorcerer (CR10)**

CN Medium Humanoid, Sorcerer 10  
Init: +3; Senses: Listen +0, Spot +0  
Lang: Svimovish, Merchant's Tongue, Low Kalamaran  
Speed: 30 ft.; Swim 30 ft.; Climb 30 ft.

HD: 10d4+12 (50 hp)  
AC: 13 (+3 Dex); touch 13, flat-footed 10  
Saves: Fort +5 Ref +5 Will +7

Space/Reach: 5 ft./5 ft.  
BAB/Grp: +5/+5  
Atk: Dagger +5 melee  
Atk: Dagger +5 ranged (10' increment)  
Dmg: Dagger 1d4 (19-20/x2)

Abil: S 10 (-), D 16 (+3), Co 14 (+2), I 12 (+1), W 10 (-), Ch 20 (+5)  
SA: --  
SQ: --  
Feats: Craft Wondrous Item, Extend Spell, Maximize Spell, Silent Spell  
Skills: Bluff +17, Concentration +15, Knowledge (arcana) +14, Spellcraft +14  
Items: Dagger (x2)

Spells (Known 9/5/4/3/2/1, Per Day 6/7/7/7/6/3 DC Spell level + 5): 0th level - *acid orb, daze, detect magic, flare, ghost sound, mage hand, mending, ray of frost, read magic*; 1st level - *grease, hypnotism, mage armor, magic missile, reduce person*; 2nd level - *flaming sphere, glitterdust, invisibility, scorching ray*; 3rd level - *dispel magic, fireball, suggestion*; 4th level - *greater invisibility, wall of fire*; 5th level - *telekinesis*