

Elenuta, Fetchling Summoner

Male fetchling rogue 1/summoner (shadow caller) 7 -

CL8 - CR 7

True Neutral Outsider (Native)

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	8	-1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+2	+2		+2	
REFLEX (DEXTERITY)	+9	=	+4	+3		+2	
WILL (WISDOM)	+6	=	+5	-1		+2	

Energy Resistance, Cold (5) Energy Resistance, Electricity (5)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+4	+2	+3				

Touch AC	13	Flat-Footed AC	16
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			BAB	Strength	Size	Misc
CM Bonus	+6	=	+5	+1	-	-

			BAB	Strength	Dexterity	Size
CM Defense	19	= 10	+5	+1	+3	-

Base Attack	+5	HP	60
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	Initiative	Speed	Damage / Current HP
	+3	30 ft	

Dagger

Main hand: **+8, 1d4+1**

Crit: 19-20/x2

Ranged: **+8, 1d4+1**

Rng: 10'
Light, P/S

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Appraise	+3	INT (-1)	1	
Bluff	+7	CHA (3)	1	
Climb	-1	STR (1)	-	
Diplomacy	+7	CHA (3)	1	
Disguise	+3	CHA (3)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+7	CHA (3)	1	
Knowledge (local)	+3	INT (-1)	1	
Knowledge (planes)	+6	INT (-1)	2	
Perception	+3	WIS (-1)	1	
Trapfinding: +1 to locate traps				
Ride	+1	DEX (3)	-	
Sense Motive	+3	WIS (-1)	1	
Spellcraft	+3	INT (-1)	1	
Stealth	+10	DEX (3)	4	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (1)	-	

Feats

Armor Proficiency (Light)
Combat Casting
Eschew Materials
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Spell Focus (Necromancy)
Weapon Finesse

Special Abilities

Bond Senses (7 rounds/day) (Su)
Darkvision (60 feet)
Eidolon Link (Ex)
Life Link (Su)
Low-Light Vision
Maker's Call (1/day) (Su)
Shadow Blending (Su)
Shadow Eidolon (Sp)
Shadow Summoning (Sp)
Share Spells with Eidolon (Ex)
Shield Ally (+2 AC/Saves) (Ex)
Sneak Attack +1d6
Trapfinding +1

Spell-Like Abilities

Disguise Self (1/day) ☐
Summon Monster IV (6/day) (Sp) ☐☐☐☐☐☐

Gear

Total Weight Carried: 26/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Chain shirt 25 lbs
Dagger 1 lb

Tracked Resources

Bond Senses (7 rounds/day) (Su) ☐☐☐☐☐☐
Dagger ☐
Maker's Call (1/day) (Su) ☐

Languages

Common

Spells & Powers

Summoner (Shadow Caller) spells known (CL 7th; concentration +10)

Melee Touch +8 Ranged Touch +8

3rd (2/day)—*evolution surge*^{APG} (DC 16), *greater invisibility*

2nd (4/day)—*protection from arrows, slow* (DC 15),
summon monster II, *twisted space*^{UC} (DC 15)

1st (5/day)—*life conduit*^{UC}, *protection from evil*, *ray of sickening*^{UM} (DC 15), *lesser rejuvenate eidolon*^{APG}, *shield*

0th (at will)—*daze* (DC 13), *detect magic*, *guidance*, *mage hand*, *mending*, *read magic*

Companions

Eidolon, Serpentine - CL6 - CR 5

STR **15** (+2), DEX **20** (+5), CON **13** (+1), INT **7** (-2), WIS **10** (0), CHA **11** (0); Fortitude **+3**, Reflex **+10**, Will **+5**

HP: 5/54; Init: +5; Speed: 20 feet

Attack Bonus: +6/+1; Armor Class: 25 / 15 Tch / 20 Fl

Acrobatics **+11**, Bluff **+8**, Climb **+10**, Perception **+9**, Sense Motive **+4**, Stealth **+14**

Bite (Bite) **Melee +11, 2d6+3 plus grab**, x2

Constrict (Constrict) **Melee +11, 2d6+2**, x2

Tail slap (Tail Slap) **Melee +6, 1d6+1**, x2

Special: Climbing (20 feet), Damage Reduction (10/melee or magic), Darkvision (60 feet), Devotion +4 (Ex), Energy Resistance, Cold (3), Energy Resistance, Electricity (3), Evasion (Ex), Grab (Medium) (Ex), Poison: - Injury (DC 14) (Ex), Shadow Blend (Su), Suffocating Strangulation, Tail (Ex)

Experience & Wealth

Current Cash: **You have no money!**

Validation Report

Validation Report (3 issues): Background: You are younger than normal for your race. Normal age minimum: 21 years old; Background: You are shorter than normal for your race. Normal height minimum: 66 in.; Background: You are lighter than normal for your race. Normal weight minimum: 96 lbs.

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Eidolon

Serpentine - CL6 - CR 5

True Neutral Outsider

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	7	-2	
WIS WISDOM	10	0	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+10	=	+5	+5			
WILL (WISDOM)	+5	=	+5				

Devotion: +4 morale bonus vs. Enchantment spells and effects

Damage Reduction (10/melee or magic)	Energy Resistance, Electricity (3)
Energy Resistance, Cold (3)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25	=		+5	+10				
Touch AC 15								
Flat-Footed AC 20								

CM Bonus	+8	=	+6	+2	-	-
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+12 Grappling

CM Defense	23	=	10	+6	+2	+5	-
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can't be Tripped

Base Attack	+6	HP	54
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Initiative	+5	Damage / Current HP	
Speed	20 ft		

Bite (Bite)

Main hand: +11, 2d6+3 plus grab Crit: x2
Light, B/P/S

Constrict (Constrict)

Main hand: +11, 2d6+2 Crit: x2
Light, B

Tail slap (Tail Slap)

Main hand: +6, 1d6+1 Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (5)	6	
Tail: +2 racial bonus to balance, Speed greater/less than 30 ft. : -4 to jump				
Appraise	-2	INT (-2)	-	
Bluff	+8	CHA (0)	5	
Climb	+10	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+9	WIS (0)	6	
Ride	+5	DEX (5)	-	
Sense Motive	+4	WIS (0)	1	
Stealth	+14	DEX (5)	6	
Survival	+0	WIS (0)	-	
Swim	+2	STR (2)	-	

Feats

Improved Natural Attack (Bite [Bite])
Suffocating Strangulation
Weapon Finesse

Special Abilities

Climbing (20 feet)
Darkvision (60 feet)
Devotion +4 (Ex)
Evasion (Ex)
Grab (Medium) (Ex)
Poison: - Injury (DC 14) (Ex)
Shadow Blend (Su)
Tail (Ex)

Languages

Common

Experience & Wealth

Current Cash: **You have no money!**

Validation Report

Validation Report (1 issues): Racial Custom Abilities: Resource Overspent: 12 of 10

Adjustments Active: Protection from Arrows: 10

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Gloomwing

Male gloomwing - CL5 - CR 4

True Neutral Outsider (Extraplanar)

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+5	=	+4	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=		+3	-1	+7			

Touch AC	12	Flat-Footed AC	16	
		BAB	Strength	Size
				Misc

CM Bonus +8	=	+5	+2	+1	-
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CM Defense	21	=	10	BAB	Strength	Dexterity	Size
				+5	+2	+3	+1

Base Attack	+5	HP	37
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Initiative	+3	Damage / Current HP
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Speed	10 ft
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Bite (Gloomwing)

Main hand: **+6, 1d8+2**

Crit: **x2**
Light, B/P/S

Claw x2 (Gloomwing)

Main hand: **+6, 1d6+2**

Crit: **x2**
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+2	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+9	WIS (1)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+7	DEX (3)	5	
gloomwing: +4 in dim light				
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Ability Focus (Confusion [DC 14] [Su])
Flyby Attack
Hover
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All

Special Abilities

+4 Stealth in dim light (Ex)
Confusion (DC 14) (Su)
Darkvision (60 feet)
Flight (40 feet, Good)
Implant (DC 14) (Ex)
Pheromones (DC 14) (Su)

Gear

Total Weight Carried: 0/400 lbs, Light Load
(Light: 132 lbs, Medium: 266 lbs, Heavy: 400 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Hell Hound

Male shadow hell hound (Shadow Hell Hound +4, Shadow +0) - CL4 - CR 4
Lawful Evil Augmented Outsider (Evil, Extraplanar, Fire, Lawful)

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	6	-2	
WIS WISDOM	10	0	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+4	+2				
REFLEX (DEXTERITY)	+5 =	+4	+1				
WILL (WISDOM)	+1 =	+1					

Energy Resistance, Cold (5)	Immunity to Fire
Energy Resistance, Electricity (5)	Spell Resistance (10)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =			+1		+5			

Touch AC	11	Flat-Footed AC	15	
		BAB	Strength	Size
				Misc

CM Bonus +5 =	+4	+1	-	-
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		BAB	Strength	Dexterity	Size
CM Defense	16 = 10	+4	+1	+1	-

20 vs. Trip

Base Attack	+4	HP	30
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Initiative	+5	Damage / Current HP
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Speed	40 ft
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Bite (Shadow Hell Hound)

Main hand: +5, 1d8+1

Crit: x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (1)	4	
Run: +4 to jump with a running start, +4 to jump				
Appraise	-2	INT (-2)	-	
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (0)	4	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+13	DEX (1)	4	
Survival	+7	WIS (0)	4	
Swim	+1	STR (1)	-	

Feats

Improved Initiative
Martial Weapon Proficiency - All
Run
Simple Weapon Proficiency - All

Special Abilities

Breath weapon (10-ft. cone, once every 2d4 rounds,
Darkvision (60 feet)
Low-Light Vision
Scent (Ex)
Shadow Blend (Su)

Gear

Total Weight Carried: 0/225 lbs, Light Load
(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)
Money -

Special Abilities

Vulnerable to Cold

Languages (can't speak)

Infernal

Experience & Wealth

Current Cash: **You have no money!**

Kyton, Ostiarius

Ostiarius kyton - CL7 - CR 5

Lawful Evil Outsider (Evil, Extraplanar, Kyton, Lawful)

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	19	+4	
WIS WISDOM	18	+4	
CHA CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+11	=	+5	+4		+2	

Immunity to Cold	Immunity to Magic Missile
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=		+4	+2		+2		

Touch AC	Flat-Footed AC
12	16

BAB	Strength	Size	Misc
CM Bonus +7	=	+7	+0

BAB	Strength	Dexterity	Size
CM Defense 19	=	10	+7

Base Attack	HP
+7	52

Initiative	Damage / Current HP
+6	

Speed	Damage / Current HP
30 ft	

Touches (Kyton, Ostiarius)

Main hand: **+2, 1 plus bleed**

Crit: x2
Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+4	INT (4)	-	
Bluff	+14	CHA (4)	7	
Climb	+0	STR (0)	-	
Diplomacy	+14	CHA (4)	7	
Disguise	+4	CHA (4)	-	
Escape Artist	+9	DEX (2)	7	
Fly	+2	DEX (2)	-	
Heal	+14	WIS (4)	7	
Intimidate	+14	CHA (4)	7	
Knowledge (planes)	+14	INT (4)	7	
Perception	+16	WIS (4)	7	
Perform (oratory)	+14	CHA (4)	7	
Ride	+2	DEX (2)	-	
Sense Motive	+16	WIS (4)	7	
Stealth	+12	DEX (2)	7	
Survival	+4	WIS (4)	-	
Swim	+0	STR (0)	-	

Feats

Alertness
Blind-Fight
Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All

Special Abilities

Bleed: Other melee natural attack (1d6) (Ex)
Compel Courage (Ex)
Darkvision (60 feet)
Regeneration 2 (good weapons and spells)
Shadow Traveler (Ex)
Telepathy (100 feet) (Su)
Unnerving Gaze (30 feet, DC 17) (Ex)

Spell-Like Abilities

Calm Emotions (At will)	
Crushing Despair (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Darkness (At will)	
Enthrall (At will)	
Major Image (At will)	
Plane Shift (to the material plane and the plane of shadow only, lawful evil creatures only, 1/day)	<input type="checkbox"/>
Shadow Walk (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shield (Constant)	
Shout (1/day)	<input type="checkbox"/>
Silence (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Gear

Total Weight Carried: 0/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Languages

Common

Infernal

Kyton, Sacristan

Sacristan kyton - CL12 - CR 10

Lawful Evil Outsider (Evil, Extraplanar, Kyton, Lawful)

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	21	+5	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	= +8	+5				
REFLEX (DEXTERITY)	+7	= +4	+3				
WILL (WISDOM)	+10	= +8	+2				

Damage Reduction (10/good or silver)	Spell Resistance (21)
Immunity to Cold	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=		+3		+9			
Touch AC 13								
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+19 Bull Rushing

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	BAB	Strength	Dexterity	Size
30	= 10	+12	+5	+3	-

32 vs. Bull Rush

Base Attack	+12	HP	126
Critical Focus: +4 circumstance bonus to confirm critical hits		Damage / Current HP	
Initiative	+3		
Speed	30 ft		

Claw x2 (Kyton, Sacristan)

Main hand: **+17, 1d4+5**

Crit: x2
Light, B/S

Critical Focus: +4 circumstance bonus to confirm critical hits

Masterwork spiked chain

Both hands: **+18/+13/+8, 2d4+7**

Crit: x2
2-hand, P, Disarm,

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (3)	12	
Appraise	+1	INT (1)	-	
Bluff	+17	CHA (2)	12	
Climb	+17	STR (5)	12	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+17	CHA (2)	12	
Perception	+17	WIS (2)	12	
Ride	+3	DEX (3)	-	
Sense Motive	+17	WIS (2)	12	
Stealth	+18	DEX (3)	12	
Survival	+2	WIS (2)	-	
Swim	+5	STR (5)	-	

Feats

Bleeding Critical
Cleave
Critical Focus
Great Cleave
Improved Bull Rush
Martial Weapon Proficiency - All
Power Attack -4/+8
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Regeneration 5 (good spells and weapons, silver)
Shadow Scream (1/hour, DC 18) (Su)
Unnerving Gaze (30 feet, DC 18) (Ex)

Gear

Total Weight Carried: 10/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Masterwork spiked chain 10 lbs
Money -

Tracked Resources

Shadow Scream (1/hour, DC 18) (Su) ☐

Languages

Common

Infernal

Experience & Wealth

Current Cash: **You have no money!**

Nadia Witch-blooded

Female half-elf sorcerer 3 - CR 2

Chaotic Good Humanoid (Elf, Human); Deity: **Zon-Kuthon**;
Age: **24**; Height: **5' 9"**; Weight: **135lb.**; Eyes: **grey**; Hair:
white; Skin: **pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+4	=	+1	+1		+2	Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+2	=	+3	-1			Elven Immunities: +2 vs. enchantments

Elven Immunities	Energy Resistance, Cold (5)
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+4		+1		+1		
Touch AC 11								
CM Bonus +1	=	+1		+0		-		-

CM Defense	12	=	10	BAB	Strength	Dexterity	Size
				+1	+0	+1	-

Base Attack	+1	HP	20
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Initiative	Speed	Damage / Current HP
+1	30 ft	

Claw x2 (Claws)

Main hand: **+1, 1d4** Crit: x2
Light, B/S

Longbow

Ranged, both hands: **-2, 1d8** Crit: x3
Rng: 100'
2-hand, P

Masterwork longsword

Main hand: **-2, 1d8** Crit: 19-20/x2
Both hands: **-2, 1d8** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	+0	STR (0)	-	
Craft (alchemy)	+6	INT (1)	2	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+3	WIS (-1)	1	
Intimidate	+8	CHA (3)	2	
Knowledge (arcana)	+6	INT (1)	2	
Perception	+6	WIS (-1)	2	
Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+6	INT (1)	2	
Stealth	+1	DEX (1)	-	
Survival	-1	WIS (-1)	-	
Swim	+0	STR (0)	-	

Feats

Combat Casting
Eschew Materials
Lightning Reflexes
Simple Weapon Proficiency - All
Skill Focus (Heal)

Special Abilities

Bloodline Arcana: Draconic (Ex)
Claws (6 rounds/day) (Ex)
Elf Blood
Low-Light Vision

Gear

**Total Weight Carried: 10/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Arrows x20	0.15 lbs
Longbow	3 lbs
Masterwork longsword	4 lbs
Money	0.2 lbs
Potion of cure light wounds	-
Potion of fly	-
Scroll of bull's strength x2	-
Scroll of fog cloud	-

Tracked Resources

Arrows	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Claws (6 rounds/day) (Ex)	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Potion of cure light wounds	<div><div></div></div>
Potion of fly	<div><div></div></div>

Languages

Common
Draconic

Spells & Powers

Sorcerer spells known (CL 3rd; concentration +6)

Melee Touch +1 Ranged Touch +2

1st (6/day)—*cause fear* (DC 14), *endure elements*, *mage armor*, *magic missile*

0th (at will)—*bleed* (DC 13), *detect magic*, *light*, *ray of frost*, *read magic*

Background

The whiteclaw sorcerer revels in her draconic blood, using her powers to terrify and kill enemies in her territory.

Experience & Wealth

Current Cash: **10 gp**

Nicasor the Shae

Male shae fighter 4 (Shae +4) - CL8 - CR 8

Lawful Evil Outsider (Extraplanar); Deity: Zon-Kuthon

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	24	+7	
CON CONSTITUTION	22	+6	
INT INTELLIGENCE	21	+5	
WIS WISDOM	15	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+8	+6			
REFLEX (DEXTERITY)	+9	=	+2	+7			
WILL (WISDOM)	+9	=	+5	+2		+2	

Bravery: +1 vs. fear

Immunity to Cold	Immunity to Precision Damage
Immunity to Critical Hits	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23	=	+8	+1	+4				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	19				

CM Bonus	BAB	Strength	Dexterity	Size
+13	=	+8	+5	-

CM Defense	BAB	Strength	Dexterity	Size
30	=	10	+8	+5

Base Attack	HP
+8	102

Initiative	Damage / Current HP
+7	

Speed	
30 ft	

+1 longsword

Main hand: **+14/+9, 1d8+6 plus 1d6 cold** Crit: 19-20/x2
1-hand, S

Both hands: **+14/+9, 1d8+8 plus 1d6 cold**

Main w/ offhand: **+10/+5, 1d8+6 plus 1d6 cold**

Main w/ light off.: **+12/+7, 1d8+6 plus 1d6 cold**

Offhand: **+10/+5, 1d8+6 plus 1d6 cold**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (7)	8	
Appraise	+5	INT (5)	-	
Bluff	+14	CHA (3)	8	
Climb	+3	STR (5)	-	
Diplomacy	+14	CHA (3)	8	
Disguise	+10	CHA (3)	4	
Escape Artist	+5	DEX (7)	-	
Fly	+5	DEX (7)	-	
Handle Animal	+7	CHA (3)	1	
Heal	+2	WIS (2)	-	
Intimidate	+12	CHA (3)	6	
Knowledge (arcana)	+9	INT (5)	4	
Knowledge (planes)	+12	INT (5)	4	
Perception	+13	WIS (2)	8	
Ride	+5	DEX (7)	-	
Sense Motive	+13	WIS (2)	8	
Stealth	+16	DEX (7)	8	
shae: +10 in regions of low light or darkness				
Survival	+2	WIS (2)	-	
Swim	+7	STR (5)	1	
Use Magic Device	+10	CHA (3)	4	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Expertise +/-3
Double Slice
Improved Two-Weapon Fighting
Iron Will
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Two-Weapon Defense
Two-Weapon Fighting
Weapon Finesse

Special Abilities

+10 Stealth in regions of low light or darkness (Ex)
Amorphous (Ex)
Bravery +1 (Ex)
Darkvision (60 feet)
Energy Damage: All (1d6 cold) (Ex)
Low-Light Vision

Spell-Like Abilities

Blur (Constant)
Lesser Shadow Evocation (At will) (Sp)

+1 shortswordMain hand: **+16/+11, 1d6+6 plus 1d6 cold**Crit: 19-20/x2
Light, PMain w/ offhand: **+12/+7, 1d6+6 plus 1d6 cold**Main w/ light off.: **+14/+9, 1d6+6 plus 1d6 cold**Offhand: **+14/+9, 1d6+6 plus 1d6 cold****Dagger**Main hand: **+15/+10, 1d4+5 plus 1d6 cold**Crit: 19-20/x2
Rng: 10'
Light, P/SMain w/ offhand: **+11/+6, 1d4+5 plus 1d6 cold**Main w/ light off.: **+13/+8, 1d4+5 plus 1d6 cold**Offhand: **+13/+8, 1d4+5 plus 1d6 cold**Ranged: **+15/+10, 1d4+5 plus 1d6 cold**Ranged w/ offhand: **+11/+6, 1d4+5 plus 1d6 cold**Ranged w/ light off.: **+13/+8, 1d4+5 plus 1d6 cold**Ranged offhand: **+13/+8, 1d4+5 plus 1d6 cold****Dagger**Main hand: **+15/+10, 1d4+5 plus 1d6 cold**Crit: 19-20/x2
Rng: 10'
Light, P/SMain w/ offhand: **+11/+6, 1d4+5 plus 1d6 cold**Main w/ light off.: **+13/+8, 1d4+5 plus 1d6 cold**Offhand: **+13/+8, 1d4+5 plus 1d6 cold**Ranged: **+15/+10, 1d4+5 plus 1d6 cold**Ranged w/ offhand: **+11/+6, 1d4+5 plus 1d6 cold**Ranged w/ light off.: **+13/+8, 1d4+5 plus 1d6 cold**Ranged offhand: **+13/+8, 1d4+5 plus 1d6 cold****+1 mithral banded mail****+8**Max Dex: +4, Armor Check: -2
Spell Fail: 25%, Medium**Experience & Wealth**Current Cash: **You have no money!****Gear****Total Weight Carried: 27/400 lbs, Light Load (Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

+1 longsword	4 lbs
+1 mithral banded mail	17.5 lbs
+1 shortsword	2 lbs
Dagger	1 lb
Dagger	1 lb

Tracked Resources

Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>

Languages

Aklo	Shae
Common	

Shadow Mastiff

Male shadow mastiff - CL6 - CR 5

Neutral Evil Outsider (Evil, Extraplanar)

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	4	-3	
WIS WISDOM	12	+1	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+3			
REFLEX (DEXTERITY)	+7	=	+5	+2			
WILL (WISDOM)	+5	=	+2	+1		+2	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=		+2		+6			

Touch AC 12	Flat-Footed AC 16
	BAB Strength Size Misc

CM Bonus +10	=	+6	+4	-	-
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CM Defense	22	=	10	BAB	Strength	Dexterity	Size
				+6	+4	+2	-

26 vs. Trip

Base Attack	+6	HP	51
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Initiative	+6	Damage / Current HP
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Speed	50 ft
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Bite (Shadow Mastiff)

Main hand: **+10, 1d8+4**

Crit: x2
Light, B/P/S

Tail slap (Shadow Mastiff)

Main hand: **+5, 1d6+2**

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-3	INT (-3)	-	
Bluff	+1	CHA (1)	-	
Climb	+4	STR (4)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Perception	+10	WIS (1)	6	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+11	DEX (2)	6	
Survival	+10	WIS (1)	6	
Swim	+4	STR (4)	-	

Feats

Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Power Attack -2/+4
Simple Weapon Proficiency - All

Special Abilities

Bay (DC 14) (Su)
Darkvision (60 feet)
Shadow Blend (Su)
Trip: Bite (Ex)

Gear

Total Weight Carried: 0/525 lbs, Light Load
(Light: 174 lbs, Medium: 349.5 lbs, Heavy: 525
lbs)

Money

-

Experience & Wealth

Current Cash: **You have no money!**

Languages (can't speak)

Common

Shadowy Lurker

Male shadowy lurker - CL5 - CR 8

Neutral Evil Undead (Incorporeal)

Ability	Score	Modifier	Temporary
STR STRENGTH	-	+5	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	-	+3	
INT INTELLIGENCE	16	+3	
WIS WISDOM	14	+2	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+1	+3			
REFLEX (DEXTERITY)	+6	=	+1	+5			
WILL (WISDOM)	+6	=	+4	+2			

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Critical Hits	Immunity to Physical Ability Damage
Immunity to Death Effects	Immunity to Poison
Immunity to Disease	Immunity to Precision Damage
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=		+5	+1		+3		
Touch AC 19								
CM Bonus +7	=	+3	+5	-1	-			
CM Defense 20	=	10	+3	+0	+5	-1		

Base Attack	+3	HP	51
Initiative	+5	Damage / Current HP	
Speed	0 ft		

Incorporeal Touch (Shadowy Lurker)

Main hand: +10, 1d6 Cha Drain

Crit: x2
Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (5)	-	
Appraise	+3	INT (3)	-	
Bluff	+11	CHA (3)	5	
Climb	+5	STR (5)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+32	DEX (5)	10	
Heal	+2	WIS (2)	-	
Intimidate	+11	CHA (3)	5	
Knowledge (Enter Choice)	+11	INT (3)	5	
Perception	+12	WIS (2)	5	
Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+11	INT (3)	5	
Stealth	+25	DEX (5)	5	
Survival	+2	WIS (2)	-	
Swim	+5	STR (5)	-	

Feats

Acrobatic
Flyby Attack
Simple Weapon Proficiency - All
Weapon Focus (Other melee natural attack)

Special Abilities

5 (Su)
Darkvision (60 feet)
Dimensional Step (Su)
Flight (40 feet, Perfect)
Incorporeal (Ex)
Painting Dependent (Ex)
Possession (DC 17) (Su)

Spell-Like Abilities

Ghost Sound (At will)
Major Image (At will)
Ventriloquism (At will)

Gear

Total Weight Carried: 0/0 lbs, Encumbrance Ignored
(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Languages

Common

Sylvan

Skeleton (painted)

Male human skeleton (Skeleton +1) - CL1 - CR 1/4

Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	-	0	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=					
REFLEX (DEXTERITY)	+2	=		+2			
WILL (WISDOM)	+2	=	+2				

Damage Reduction (5/bludgeoning)	Undead Traits
Immunity to Cold	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+2		+2		+2		
Touch AC	12								
CM Bonus	+2	=	-		+2		-		-

		BAB	Strength	Dexterity	Size
CM Defense	14	= 10	-	+2	+2

Base Attack	+0	HP	4
Initiative	+6	Damage / Current HP	
Speed	30 ft		

Broken Scimitar

Main hand: +0, 1d6 Crit: x2
Both hands: +0, 1d6+1 1-hand, S
Claw x2 (Skeleton)

Main hand: -3, 1d4+1 Crit: x2
Light, B/S

Broken Chain shirt

+2

Max Dex: +4, Armor Check: -4
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	-2	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+0	WIS (0)	-	
Ride	-2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-2	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (2)	-	

Feats

Armor Proficiency (Light)
Improved Initiative
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)

Gear

Total Weight Carried: 29/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Broken Chain shirt	25 lbs
Broken Scimitar	4 lbs
Money	-

Languages

Common

Experience & Wealth

Current Cash: **You have no money!**

Tendriculos

Male tenebrous tendriculos (Tenebrous Tendriculos +9, Tenebrous +0) - CL9 - CR 7
True Neutral Outsider ((Plant), Extraplanar)

Ability	Score	Modifier	Temporary
STR STRENGTH	26	+8	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	22	+6	
INT INTELLIGENCE	3	-4	
WIS WISDOM	8	-1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	= +6	+6				
REFLEX (DEXTERITY)	+4	= +3	-1		+2		
WILL (WISDOM)	+4	= +3	-1		+2		

Immunity to Acid	Immunity to Polymorph
Immunity to Mind-Affecting effects	Immunity to Sleep
Immunity to Paralysis	Immunity to Stunning
Immunity to Poison	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25	=		-1	-2	+18			

Touch AC	7	Flat-Footed AC	25	
		BAB	Strength	Size Misc

CM Bonus	+16	=	+6	+8	+2	-
+20 Grappling						

			BAB	Strength	Dexterity	Size
CM Defense	25	= 10	+6	+8	-1	+2
can't be Tripped						

Base Attack	+6	HP	94
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		Damage / Current HP
Initiative	+3	
Speed	20 ft	

Bite (plus 2d6 acid) (Tenebrous Tendriculos)

Main hand: **+12, 3d6+8 plus grab** Crit: x2
Light, B/P/S

Tentacle x2 (Tenebrous Tendriculos)

Main hand: **+7, 1d6+4 plus grab** Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-3	CHA (-3)	-	
Climb	+8	STR (8)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	-1	DEX (-1)	-	
Fly	-5	DEX (-1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-3	CHA (-3)	-	
Perception	+7	WIS (-1)	5	
Ride	-1	DEX (-1)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+1	DEX (-1)	4	
tenebrous tendriculos: +8 in undergrowth				
Survival	-1	WIS (-1)	-	
Swim	+8	STR (8)	-	

Feats

Improved Initiative
Iron Will
Lightning Reflexes
Power Attack -2/+4
Skill Focus (Stealth)

Special Abilities

+8 Stealth in undergrowth (Ex)
Acid Bite (Ex)
Bristles (DC 20) (Ex)
Darkvision (60 feet)
Grab: Bite (Huge) (Ex)
Grab: Tentacle (Huge) (Ex)
Low-Light Vision
Paralysis (1d6 rounds, DC 20)
Swallow Whole (2d6 acid + paralysis, AC 19, 9 HP) (Ex)

Gear

Total Weight Carried: 0/3680 lbs, Light Load
(Light: 1224 lbs, Medium: 2452 lbs, Heavy: 3680
lbs)

Money

-

Experience & Wealth

Current Cash: **You have no money!**

Languages (can't speak)

Sylvan

Tendriculos #2

Male shadow tendriculos (Shadow Tendriculos +9,
Shadow +0) - CL9 - CR 7
Neutral Evil Outsider (Augmented Plant)

Ability	Score	Modifier	Temporary
STR STRENGTH	24	+7	
DEX DEXTERITY	9	-1	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	3	-4	
WIS WISDOM	8	-1	
CHA CHARISMA	3	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+6	+4				
REFLEX (DEXTERITY)	+4 =	+3	-1		+2		
WILL (WISDOM)	+4 =	+3	-1		+2		

Damage Reduction (5/magic)	Immunity to Poison
Energy Resistance, Cold (10)	Immunity to Polymorph
Energy Resistance, Electricity (10)	Immunity to Sleep
Immunity to Acid	Immunity to Stunning
Immunity to Mind-Affecting effects	Spell Resistance (13)
Immunity to Paralysis	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =			-1	-2	+12			

Touch AC	7	Flat-Footed AC	19		
		BAB	Strength	Size	Misc

CM Bonus +15 =	+6	+7	+2	-
+19 Grappling				

CM Defense	24 = 10	BAB	Strength	Dexterity	Size
can't be Tripped		+6	+7	-1	+2

Base Attack	+6	HP	76
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Initiative	+3	Damage / Current HP
Speed	20 ft	

Bite (Shadow Tendriculos)

Main hand: +11, 2d6+7 plus grab Crit: x2
Light, B/P/S

Tentacle x2 (Shadow Tendriculos)

Main hand: +6, 1d6+3 plus grab Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-4	CHA (-4)	-	
Climb	+7	STR (7)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	-1	DEX (-1)	-	
Fly	-5	DEX (-1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-4	CHA (-4)	-	
Perception	+7	WIS (-1)	5	
Ride	-1	DEX (-1)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+1	DEX (-1)	4	
shadow tendriculos : +8 in undergrowth				
Survival	-1	WIS (-1)	-	
Swim	+7	STR (7)	-	

Feats

Improved Initiative
Iron Will
Lightning Reflexes
Martial Weapon Proficiency - All
Power Attack -2/+4
Simple Weapon Proficiency - All
Skill Focus (Stealth)

Special Abilities

+8 Stealth in undergrowth (Ex)
Darkvision (60 feet)
Grab: Bite (Huge) (Ex)
Grab: Tentacle (Huge) (Ex)
Low-Light Vision
Paralysis (1d6 rounds, DC 18)
Shadow Blend (Su)
Swallow Whole (2d6 acid + paralysis, AC 16, 7 HP) (Ex)

Gear

Total Weight Carried: 0/2800 lbs, Light Load
(Light: 932 lbs, Medium: 1864 lbs, Heavy: 2800
lbs)

Money -

Experience & Wealth

Current Cash: **You have no money!**

Languages (can't speak)

Sylvan

Tendriculos #3

Male tendriculos shadow lord (Tendriculos Shadow Lord +9, Shadow Lord +0, Shadow +0) - CL9 - CR 9
Neutral Evil Outsider (Augmented Plant)

Ability	Score	Modifier	Temporary
STR STRENGTH	24	+7	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	3	-4	
WIS WISDOM	8	-1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+6	+4			
REFLEX (DEXTERITY)	+6	=	+3	+1		+2	
WILL (WISDOM)	+4	=	+3	-1		+2	

Damage Reduction (10/magic)	Immunity to Poison
Energy Resistance, Cold (15)	Immunity to Polymorph
Energy Resistance, Electricity (15)	Immunity to Sleep
Immunity to Acid	Immunity to Stunning
Immunity to Mind-Affecting effects	Spell Resistance (15)
Immunity to Paralysis	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=		+1	-2	+12			

Touch AC 9	Flat-Footed AC 20
	BAB Strength Size Misc

CM Bonus +15	=	+6	+7	+2	-
+19 Grappling					

CM Defense	26	=	10	BAB	Strength	Dexterity	Size
				+6	+7	+1	+2
can't be Tripped							

Base Attack	+6	HP	76
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Initiative	Speed	Damage / Current HP
+5	20 ft	

Bite (Tendriculos Shadow Lord)

Main hand: **+11, 2d6+7 plus grab** Crit: x2
Light, B/P/S

Tentacle x2 (Tendriculos Shadow Lord)

Main hand: **+6, 1d6+3 plus grab** Crit: x2
Light, B/S

Touch Attack (DC 12)

Melee: **+11, 1d6+7** Crit: x2 1 Con



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+7	STR (7)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	-3	DEX (1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (-1)	5	
Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+11	DEX (1)	4	
tendriculos shadow lord : +8 in undergrowth				
Survival	-1	WIS (-1)	-	
Swim	+7	STR (7)	-	

Feats

Improved Initiative
Iron Will
Lightning Reflexes
Martial Weapon Proficiency - All
Power Attack -2/+4
Simple Weapon Proficiency - All
Skill Focus (Stealth)

Special Abilities

+8 Stealth in undergrowth (Ex)
Cloying Gloom Burst (3/day, DC 12) (Su)
Darkvision (60 feet)
Grab: Bite (Huge) (Ex)
Grab: Tentacle (Huge) (Ex)
Incorporeal Step (Su)
Low-Light Vision
Paralysis (1d6 rounds, DC 18)
Planar Thinning (1/day) (Su)
See in Darkness
Shadow Blend (Su)
Swallow Whole (2d6 acid + paralysis, AC 16, 7 HP) (Ex)
Touch Attack (DC 12)

Spell-Like Abilities

Ray of Sickenings (At will)
Shadow Conjuration (3/day) ☐☐☐
Shadow Step (3/day) ☐☐☐
Shadow Walk (1/day) ☐

Gear

Total Weight Carried: 0/2800 lbs, Light Load
(Light: 932 lbs, Medium: 1864 lbs, Heavy: 2800
lbs)

Money -

Tracked Resources

Cloying Gloom Burst (3/day, DC 12) (Su) ☐☐☐

Planar Thinning (1/day) (Su) ☐

Languages (can't speak)

Sylvan

Experience & Wealth

Current Cash: **You have no money!**

Tenebrous Worm

Male tenebrous worm - CL10 - CR 8

True Neutral Outsider (Extraplanar)

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	20	+5	
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+7	+5		+2	
REFLEX (DEXTERITY)	+6	=	+3	+3			
WILL (WISDOM)	+10	=	+7	+1		+2	

Immunity to Acid

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=		+3		+8			

Touch AC	13	Flat-Footed AC	18		
		BAB	Strength	Size	Misc

CM Bonus +13	=	+10	+3	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	BAB	Strength	Dexterity	Size
26	=	10	+10	+3	-

can't be Tripped

Base Attack	+10	HP	105
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Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative	+7	Damage / Current HP
Speed	20 ft	

Bite (Tenebrous Worm)

Main hand: **+14, 2d6+4**

Crit: x2
Light, B/P/S

Critical Focus: +4 circumstance bonus to confirm critical hits



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+14	WIS (1)	10	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+16	DEX (3)	10	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	

Feats

Critical Focus
Great Fortitude
Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All
Weapon Focus (Bite)

Special Abilities

Acid (Su)
Bristles (DC 18) (Su)
Darkvision (60 feet)
Poison (DC 20) (Su)

Gear

Total Weight Carried: 0/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Umbral Shepherd

Umbral shepherd - CL6 - CR 5

Lawful Evil Outsider (Incorporeal)



Ability	Score	Modifier	Temporary
STR STRENGTH	-	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	13	+1	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+9	=	+5	+2		+2	
WILL (WISDOM)	+8	=	+5	+1		+2	

Immunity to Critical Hits

Immunity to Precision Damage

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=		+2			+2		

Touch AC	14	Flat-Footed AC	12		
		BAB	Strength	Size	Misc

CM Bonus	+8	=	+6	+2	-	-
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			BAB	None	Dexterity	Size
CM Defense can't be Tripped	20	= 10	+6	+0	+2	-

Base Attack	+6	HP	39
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Initiative	+6	Damage / Current HP	
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Speed	0 ft		
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+2	INT (2)	-	
Bluff	+10	CHA (2)	5	
Climb	+2	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+11	CHA (2)	6	
Escape Artist	+2	DEX (2)	-	
Fly	+14	DEX (2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+11	CHA (2)	6	
Knowledge (planes)	+11	INT (2)	6	
Knowledge (religion)	+11	INT (2)	6	
Perception	+10	WIS (1)	6	
Ride	+2	DEX (2)	-	
Sense Motive	+10	WIS (1)	6	
Stealth	+11	DEX (2)	6	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Improved Initiative
Iron Will
Lightning Reflexes
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Flight (30 feet, Perfect)
Incorporeal (Ex)
Light Sensitivity (Ex)
Planebound (Ex)
Possession (DC 15) (Su)
Shadow Touch (DC 15) (Su)

Gear

Total Weight Carried: 0/0 lbs, Encumbrance Ignored
(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Languages

Common
Infernal

Shadowtongue