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	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 Resista	ince, Cold (5)	Energy Resistance	, Electricity (5)		
Total	Armor Shield De	x Size Natur Defl	ec Dodge Misc		
AC 19	= +4 +2 +3	3			
Touch AC	13 Flat-F	Footed AC Strength Siz	16 e Misc		
CM Bonus	+6 = +5	+1	-		
	E	SAB Strength	Dexterity Size		
CM Defense	19 = 10	+5 +1	+3 -		
Base Attac	k +5	Б	P 60		
Dasc Allac	K T		age / Current HP		
Initiative	+3				
Smood 20 th					
Speeu	Speed 30 ft				
	Dag	ger			
Main hand:	.0 144.1		Crit: 19-20/x2		

Main hand: +8, 1d4+1 Crit: 19-20/x2
Rng: 10'
Light, P/S

Chain shirt

+4

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





Skill Name	Total	Ability	Ranks	Temp
^U Acrobatics	+1	DEX (3)	-	
Appraise	+3	INT (-1)	1	
Bluff	+7	CHA (3)	1	
^U Climb	-1	STR (1)	-	
Diplomacy	+7	CHA (3)	1	
Disguise	+3	CHA (3)	-	
U Escape Artist	+1	DEX (3)	-	
^U 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 t	raps			
^U Ride	+1	DEX (3)	-	
Sense Motive	+3	WIS (-1)	1	
Spellcraft	+3	INT (-1)	1	
^U Stealth	+10	DEX (3)	4	
Survival	-1	WIS (-1)	-	
¹⁰ 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)	

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, ×2 Constrict (Constrict) Melee +11, 2d6+2, ×2 Tail slap (Tail Slap) Melee +6, 1d6+1, ×2

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!

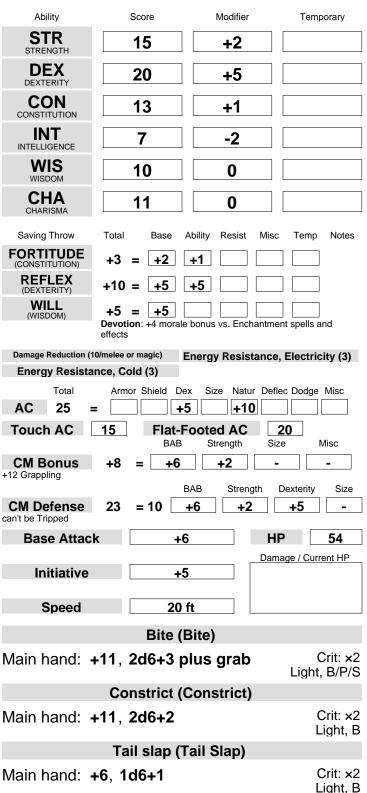
Validation Report

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.

Eidolon

Serpentine - CL6 - CR 5

True Neutral Outsider







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

Experience & Wealth Languages Common Current Cash: You have no money!

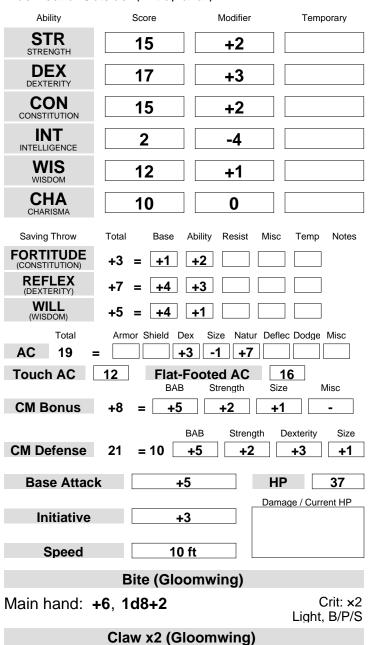
Validation Report

Gloomwing

Male gloomwing - CL5 - CR 4

Main hand: +6, 1d6+2

True Neutral Outsider (Extraplanar)







Skill Name	Total	Ability	Ranks	Temp
♥ Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30	ft. : -8 to	o jump		
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
¹⁰ Climb	+2	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
⁰ Escape Artist	+3	DEX (3)	-	
⁰ Fly	+5	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+9	WIS (1)	5	
⁰ Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
⁰ 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)

Crit: x2

Light, B/S

Total Weight Carried: 0/400 lbs, Light Load

(Light: 132 lbs, Medium: 266 lbs, Heavy: 400 lbs)

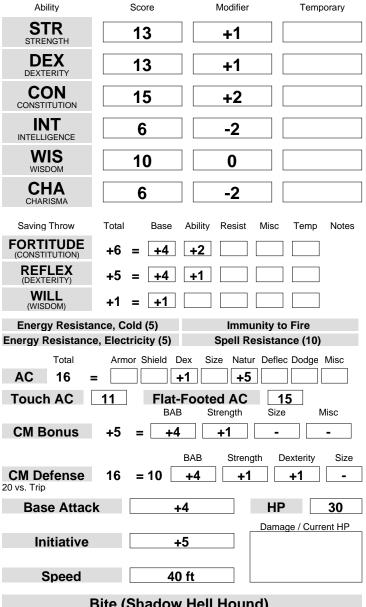
Money

Experience & Wealth

Hell Hound

Male shadow hell hound (Shadow Hell Hound +4, Shadow +0) - CL4 - CR 4

Lawful Evil Augmented Outsider (Evil, Extraplanar, Fire, Lawful)



Bite (Shadow Hell Hound)

Crit: x2 Main hand: +5, 1d8+1 Light, B/P/S







Skill Name	Total	Ability	Ranks	Temp
⁰ Acrobatics	+8	DEX (1)	4	
Run: +4 to jump with a runi +4 to jump	ning start,	Speed greater/	less than	30 ft. :
Appraise	-2	INT (-2)	-	
Bluff	-2	CHA (-2)	-	
⁰ Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
^U Escape Artist	+1	DEX (1)	-	
⁰ Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (0)	4	
^U Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
⁰ Stealth	+13	DEX (1)	4	
Survival	+7	WIS (0)	4	
^U Swim	+1	STR (1)	-	

Feats

Improved Initiative Martial Weapon Proficiency - All

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)

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

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	14	+2	
INT INTELLIGENCE	19	+4	
WIS WISDOM	18	+4	
CHA CHARISMA	19	+4	
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes
FORTITUDE (CONSTITUTION)	+7 = +5	+2	
REFLEX (DEXTERITY)	+4 = +2	+2	
WILL (WISDOM)	+11 = +5	+4 +2	
Immunity	to Cold	Immunity to M	agic Missile
Total	Armor Shield De		lec Dodge Misc
AC 18 =	=+4+;	2 +2 -	
Touch AC	12 Flat-F	Footed AC Strength S	ze Misc
CM Bonus	+7 = +7	+0	
	ı	BAB Strength	Dexterity Size
CM Defense	19 = 10	+7 +0	+2 -
Base Attac	k +7	7 H	P 52
Initiative	+6		nage / Current HP
Speed	30	ft	
Touches (Kyton, Ostiarius)			

Main hand: +2, 1 plus bleed

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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+4	INT (4)	-	
Bluff	+14	CHA (4)	7	
⁰ Climb	+0	STR (0)	-	
Diplomacy	+14	CHA (4)	7	
Disguise	+4	CHA (4)	-	
⁰ Escape Artist	+9	DEX (2)	7	
⁰ 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	
⁰ Ride	+2	DEX (2)	-	
Sense Motive	+16	WIS (4)	7	
⁰ Stealth	+12	DEX (2)	7	
Survival	+4	WIS (4)	-	
⁰ 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)	
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)	
Shadow Walk (3/day)	
Shield (Constant)	
Shout (1/day)	
Silence (3/day)	

Crit: x2

Light

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

Money

Languages

Common

Infernal

Experience & Wealth

Kyton, Sacristan

Sacristan kyton - CL12 - CR 10

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

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Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	16	+3	
CON	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 Resista	ance (21)
Immunity	to Cold		
Total	Armor Shield De	ex Size Natur Def	lec Dodge Misc
AC 22	=	3 +9	
Touch AC	13 Flat-F	Footed AC Strength Si	19 ze Misc
CM Bonus	+17 = +12	+5	-
+19 Bull Rushing See the Base Attack	(below) for modifiers	that may also apply	to CMB
		BAB Strength	Dexterity Size
CM Defense 32 vs. Bull Rush	30 = 10	+12 +5	+3 -
Base Attac Critical Focus: +4 ci hits	rcumstance bonus to c	onfirm critical	P 126 hage / Current HP
Initiative	+	3	
Speed	30	ft	
	Claw x2 (Kyto	n, Sacristan)	
Main hand:	` •	•	Crit: ×2 Light, B/S

Critical Focus: +4 circumstance bonus to confirm critical hits

Critical Focus: +4 circumstance bonus to confirm critical hits

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

Masterwork spiked chain





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (3)	12	
Appraise	+1	INT (1)	-	
Bluff	+17	CHA (2)	12	
⁰ Climb	+17	STR (5)	12	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
⁰ Escape Artist	+3	DEX (3)	-	
^U Fly	+3	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+17	CHA (2)	12	
Perception	+17	WIS (2)	12	
⁰ Ride	+3	DEX (3)	-	
Sense Motive	+17	WIS (2)	12	
^U Stealth	+18	DEX (3)	12	
Survival	+2	WIS (2)	-	
^U 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)

Crit: x2

2-hand, P, Disarm,

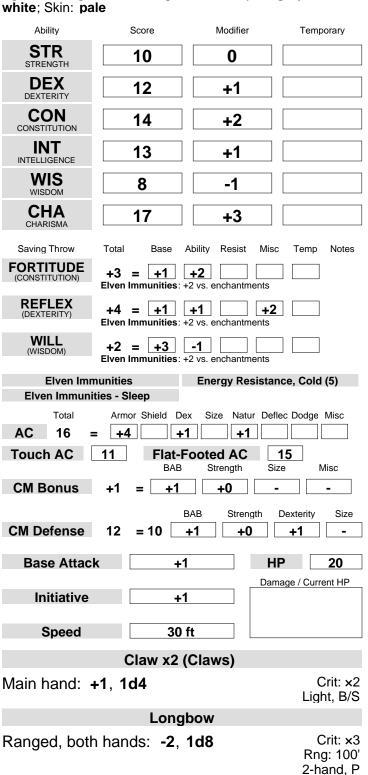
Gea	ar
Total Weight Carried: 10/40 (Light: 133 lbs, Medium: 26 Masterwork spiked chain Money	. •
Tracked Ro	esources
Shadow Scream (1/hour, DC 1	[8] (Su) □
Langu	ages
Common	Infernal

Experience & Wealth

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:



Masterwork longsword

Main hand: -2. 1d8

Both hands: -2, 1d8





Skill Name	Total	Ability	Ranks	Temp
^U 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)	-	
UEscape Artist	+1	DEX (1)	-	
^U 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	
^U Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+6	INT (1)	2	
^U Stealth	+1	DEX (1)	-	
Survival	-1	WIS (-1)	-	
^U 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

Crit: 19-20/x2

1-hand, S

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 Claws (6 rounds/day) (Ex) Potion of cure light wounds Potion of fly Languages Common Elven 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 Oth (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.

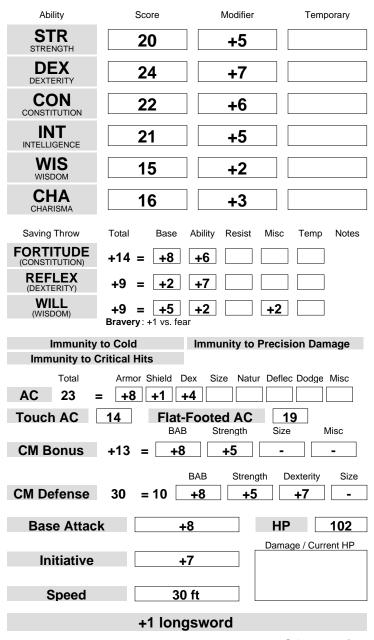
Experience & Wealth

Current Cash: 10 gp

Nicasor the Shae

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

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



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	
⁰ Escape Artist	+5	DEX (7)	-	
⁰ 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	
⁰ Ride	+5	DEX (7)	-	
Sense Motive	+13	WIS (2)	8	
¹⁷ Stealth	+16	DEX (7)	8	
shae: +10 in regions of low				
Survival	+2	WIS (2)	-	
⁰ 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 shortsword Crit: 19-20/x2 Main hand: +16/+11, 1d6+6 plus Liaht. P 1d6 cold Main 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 Crit: 19-20/x2 Main hand: +15/+10, 1d4+5 plus Rng: 10' 1d6 cold Light, P/S Main 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 Crit: 19-20/x2 Main hand: +15/+10, 1d4+5 plus Rng: 10' 1d6 cold Light, P/S Main 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

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 □

Dagger □

Languages

Aklo Shae Common

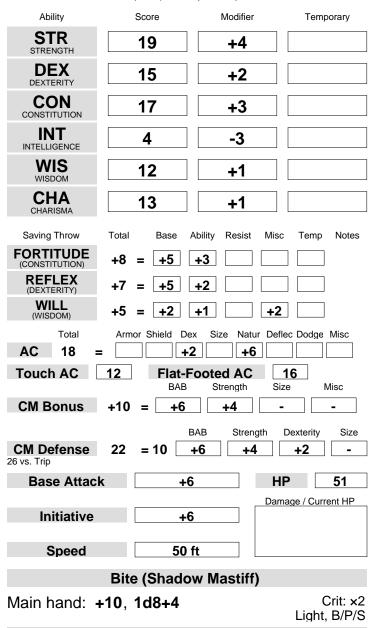
+8

Max Dex: +4, Armor Check: -2 Spell Fail: 25%, Medium

Shadow Mastiff

Male shadow mastiff - CL6 - CR 5

Neutral Evil Outsider (Evil, Extraplanar)



Tail slap (Shadow Mastiff)

Main hand: **+5**, **1d6+2** Crit: ×2 Light, B





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than	30 ft. : +8 to	o jump		
Appraise	-3	INT (-3)	-	
Bluff	+1	CHA (1)	-	
⁰ Climb	+4	STR (4)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
^U Escape Artist	+2	DEX (2)	-	
⁰ Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Perception	+10	WIS (1)	6	
^U Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
^U Stealth	+11	DEX (2)	6	
Survival	+10	WIS (1)	6	
¹⁰ 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)

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

lbs) Money

Languages (can't speak)

Common

Experience & Wealth

Shadowy Lurker

Male shadowy lurker - CL5 - CR 8

Neutral Evil Undead (Incorporeal)



Main hand: +10, 1d6 Cha Drain Crit: ×2





Skill Name	Total	Ability	Ranks	Temp
^U 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)	-	
UEscape Artist	+5	DEX (5)	-	
^U 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	
^U Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+11	INT (3)	5	
^U Stealth	+25	DEX (5)	5	
Survival	+2	WIS (2)	-	
⁰ 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)

Total Weight Carried: 0/0 lbs, Encumberance

Ignored

(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)

Money

Languages

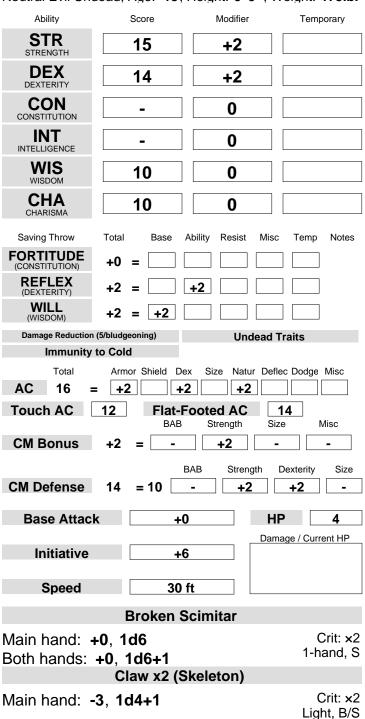
Common

Sylvan

Experience & Wealth

Skeleton (painted)

Male human skeleton (Skeleton +1) - CL1 - CR 1/4 Neutral Evil Undead; Age: 18; Height: 5' 9"; Weight: 175lb.



HERO LAB



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
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)	-	
⁰ Ride	-2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
^U Stealth	-2	DEX (2)	-	
Survival	+0	WIS (0)	-	
^U Swim	-2	STR (2)	-	

Feats

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

Special Abilities

Darkvision (60 feet)

Broken Chain shirt

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

Experience & Wealth

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 -

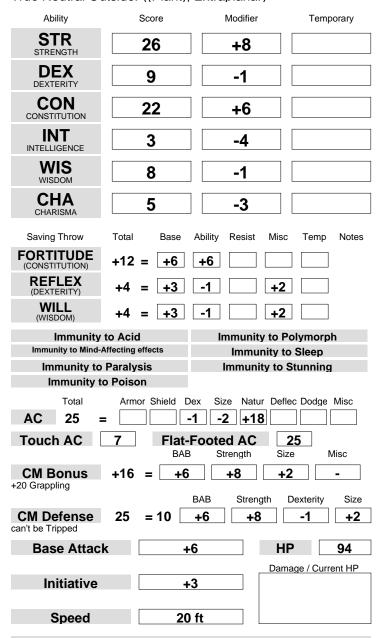
Languages

Common

Tendriculos

Male tenebrous tendriculos (Tenebrous Tendriculos +9, Tenebrous +0) - CL9 - CR 7

True Neutral Outsider ((Plant), Extraplanar)



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
⁰ Acrobatics	-1	DEX (-1)	-	
Speed greater/less than 3	0 ft. : -4 t	o jump		
Appraise	-4	INT (-4)	-	
Bluff	-3	CHA (-3)	-	
⁰ Climb	+8	STR (8)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
⁰ Escape Artist	-1	DEX (-1)	-	
⁹ Fly	-5	DEX (-1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-3	CHA (-3)	-	
Perception	+7	WIS (-1)	5	
⁰ Ride	-1	DEX (-1)	-	
Sense Motive	-1	WIS (-1)	-	
⁰ Stealth	+1	DEX (-1)	4	
tenebrous tendriculos: +8	in under	growth		
Survival	-1	WIS (-1)	-	
^U 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)

Total Weight Carried: 0/3680 lbs, Light Load

(Light: 1224 lbs, Medium: 2452 lbs, Heavy: 3680

lbs)

Money

Languages (can't speak)

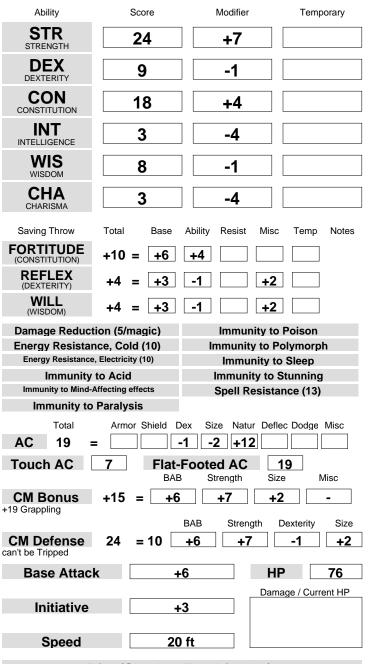
Sylvan

Experience & Wealth

Tendriculos #2

Male shadow tendriculos (Shadow Tendriculos +9, Shadow +0) - CL9 - CR 7

Neutral Evil Outsider (Augmented Plant)



Bite (Shadow Tendriculos)

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

Tentacle x2 (Shadow Tendriculos)

Main hand: +6, 1d6+3 plus grab Crit: ×2 Light, B/S





Total	Ability	Ranks	Temp
-1	DEX (-1)	-	
0 ft. : -4 to	o jump		
-4	INT (-4)	-	
-4	CHA (-4)	-	
+7	STR (7)	-	
-4	CHA (-4)	-	
-4	CHA (-4)	-	
-1	DEX (-1)	-	
-5	DEX (-1)	-	
-1	WIS (-1)	-	
-4	CHA (-4)	-	
+7	WIS (-1)	5	
-1	DEX (-1)	-	
-1	WIS (-1)	-	
+1	DEX (-1)	4	
n undergro	owth		
-1	WIS (-1)	-	
+7	STR (7)	-	
	-1 -0 ft.: -4 to -4 +7 -4 -4 -1 -5 -1 -4 +7 -1 -1 -1 undergree	-1 DEX (-1) 0 ft.: -4 to jump -4 INT (-4) -4 CHA (-4) +7 STR (7) -4 CHA (-4) -4 CHA (-4) -1 DEX (-1) -5 DEX (-1) -1 WIS (-1) -4 CHA (-4) +7 WIS (-1) -1 DEX (-1) -1 DEX (-1) -1 DEX (-1) -1 WIS (-1)	-1 DEX (-1) - 0 ft. : -4 to jump -4 INT (-4)4 CHA (-4) - +7 STR (7)4 CHA (-4)4 CHA (-4)1 DEX (-1)5 DEX (-1)1 WIS (-1)4 CHA (-4) - +7 WIS (-1) 5 -1 DEX (-1)1 DEX (-1)1 DEX (-1)1 WIS (-1) -

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)

Total Weight Carried: 0/2800 lbs, Light Load

(Light: 932 lbs, Medium: 1864 lbs, Heavy: 2800

lbs)

Money

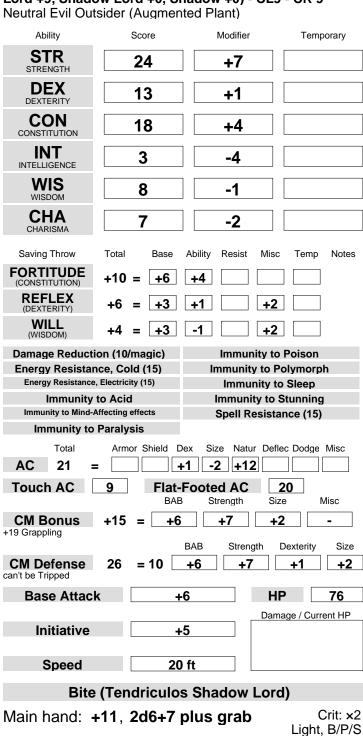
Languages (can't speak)

Sylvan

Experience & Wealth

Tendriculos #3

Male tendriculos shadow lord (Tendriculos Shadow Lord +9, Shadow Lord +0, Shadow +0) - CL9 - CR 9



Tentacle x2 (Tendriculos Shadow Lord)

Main hand: +6, 1d6+3 plus grab Crit: ×2 Light, B/S

Touch Attack (DC 12)

Melee: +11, 1d6+7 Crit: ×2 1 Con





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than	30 ft. : -4 to	o jump		
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
¹⁰ Climb	+7	STR (7)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (1)	-	
^U Fly	-3	DEX (1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (-1)	5	
¹⁰ Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
⁰ Stealth	+11	DEX (1)	4	
tendriculos shadow lord	: +8 in und	lergrowth		
Survival	-1	WIS (-1)	-	
¹⁰ 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

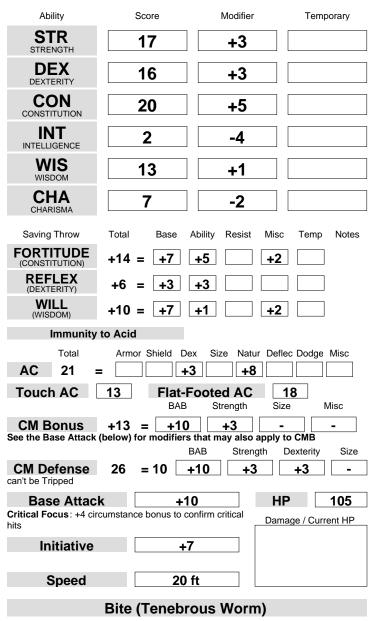
Ray of Sickening (At will)	
Shadow Conjuration (3/day)	
Shadow Step (3/day)	
Shadow Walk (1/day)	

Gear			Experience & Wealth
Total Weight Carried: 0/2800 lbs, Light Load (Light: 932 lbs, Medium: 1864 lbs, Heavy: 2800 lbs) Money		Current Cash:	You have no money!
Tracked Resources			
Cloying Gloom Burst (3/day, DC 12) (Su)			
Planar Thinning (1/day) (Su)			
Languages (can't speak)			
Sylvan			

Tenebrous Worm

Male tenebrous worm - CL10 - CR 8

True Neutral Outsider (Extraplanar)



Main hand: **+14**, **2d6+4** Crit: **×2** 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)	-	
^U Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
⁰ Escape Artist	+3	DEX (3)	-	
⁹ Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+14	WIS (1)	10	
⁰ Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
⁰ Stealth	+16	DEX (3)	10	
Survival	+1	WIS (1)	-	
^U 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)

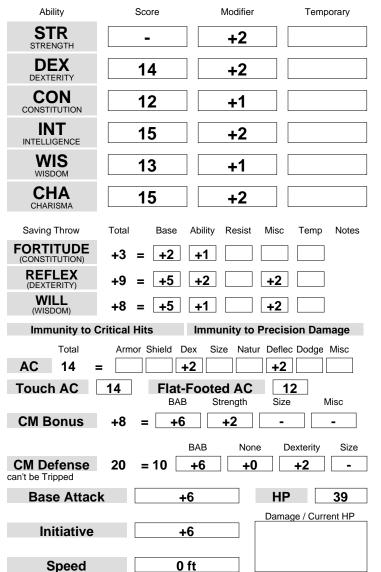
Total Weight Carried: 0/260 lbs, Light Load (Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Money

Experience & Wealth

Umbral Shepherd

Umbral shepherd - CL6 - CR 5 Lawful Evil Outsider (Incorporeal)







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	
⁰ Escape Artist	+2	DEX (2)	-	
⁰ 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	
^U Stealth	+11	DEX (2)	6	
Survival	+1	WIS (1)	-	
¹⁷ 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)

Total Weight Carried: 0/0 lbs, Encumberance

Ignored

(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)

Money

Languages

Common Infernal

Shadowtongue

Experience & Wealth