



	Motive2; Spot16; Survival2; Swim-2;
<b>Feats:</b>	Alertness, Weapon Finesse
<b>Challenge Rating:</b>	1/3
<b>Alignment:</b>	Chaotic Good

## Shifan's Summoned Monsters

### Summon Monster I

#### Fiendish Monstrous Scorpion, Small

<b>Size/Type:</b>	Small Vermin
<b>Hit Dice:</b>	1d8+2 (6 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	16 (+1 size, +3 natural, +2 Dex), touch 13, flat-footed 14
<b>Base Attack/Grapple:</b>	+2/-2
<b>Attack:</b>	Claw +1 melee (1d3+1)
<b>Full Attack:</b>	2 claws +1 melee (1d3+1) and sting -4 melee (1d3+1 plus poison)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Constrict 1d3+1, improved grab, poison, Smite Good
<b>Special Qualities:</b>	Darkvision 60 ft., tremorsense 60 ft., vermin traits, Resistance cold and fire/10, SR/6
<b>Saves:</b>	Fort +4, Ref +2, Will +0
<b>Abilities:</b>	Str 13, Dex 14, Con 14, Int 3, Wis 10, Cha 2
<b>Skills:</b>	Climb +5, Hide +10, Spot +4
<b>Feats:</b>	Weapon FinesseB
<b>Environment:</b>	Warm deserts
<b>Organization:</b>	Colony (2-5) or swarm (6-11)
<b>Challenge Rating:</b>	½
<b>Alignment:</b>	Neutral Evil
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	+3

#### Constrict (Ex)

A monstrous scorpion deals automatic claw damage on a successful [grapple check](#).

#### Improved Grab (Ex)

To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for [grapple checks](#), whichever is better.

#### Poison (Ex)

A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

#### Smite Good (Su)

Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

#### Skills

A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

## Summon Monster II

### Lemure

<b>Size/Type:</b>	Medium Outsider (Evil, Extraplanar, Lawful)
<b>Hit Dice:</b>	2d8 (9 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	16 (+4 natural, +2 Dex), touch 12, flat-footed 14
<b>Base Attack/Grapple:</b>	+4/+4
<b>Attack:</b>	Claw +4 melee (1d4+2)
<b>Full Attack:</b>	2 claws +4 melee (1d4+2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness
<b>Saves:</b>	Fort +3, Ref +5, Will +3
<b>Abilities:</b>	Str 14, Dex 14, Con 10, Int $\emptyset$ , Wis 11, Cha 5
<b>Environment:</b>	A lawful evil-aligned plane
<b>Organization:</b>	Solitary, pair, gang (3-5), swarm (6-15), or mob (10-40)
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	None
<b>Alignment:</b>	Always lawful evil
<b>Advancement:</b>	3-6 HD (Medium)
<b>Level Adjustment:</b>	—

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

#### Combat

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

A lemure's [natural weapons](#), as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming [damage reduction](#).

#### Mindless (Ex)

Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

## Monster Summoning III

### Fire Elemental, Small

<b>Size/Type:</b>	Small Elemental (Fire, Extraplanar)
<b>Hit Dice:</b>	2d8 (9 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
<b>Base Attack/Grapple:</b>	+3/-1
<b>Attack:</b>	Slam +5 melee (1d4+2 plus 1d4 fire)

<b>Full Attack:</b>	Slam +5 melee (1d4+2 plus 1d4 fire)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Burn
<b>Special Qualities:</b>	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
<b>Saves:</b>	Fort +0, Ref +6, Will +0
<b>Abilities:</b>	Str 14, Dex 17, Con 10, Int 4, Wis 11, Cha 11
<b>Skills:</b>	Listen +2, Spot +3
<b>Feats:</b>	Dodge, Improved InitiativeB, Weapon FinesseB
<b>Environment:</b>	Elemental Plane of Fire
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	3 HD (Small)
<b>Level Adjustment:</b>	—

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so. A Small Fire Elemental is about 4 ft tall and weights 1 lb

#### Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

#### Burn (Ex)

A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 11 [Reflex save](#) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a [move action](#) to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with [natural weapons](#) or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a [Reflex save](#) DC 11.

## Monster Summoning IV

### Howler

<b>Size/Type:</b>	Large Outsider (Chaotic, Evil, Extraplanar)
<b>Hit Dice:</b>	6d8+12 (39 hp)
<b>Initiative:</b>	+9
<b>Speed:</b>	60 ft. (12 squares)
<b>Armor Class:</b>	19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14
<b>Base Attack/Grapple:</b>	+8/+17
<b>Attack:</b>	Bite +12 melee (2d8+7)
<b>Full Attack:</b>	Bite +12 melee (2d8+7) and 1d4 quills +7 melee (1d6+4)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Quills, howl
<b>Special Qualities:</b>	Darkvision 60 ft.
<b>Saves:</b>	Fort +7, Ref +10, Will +7
<b>Abilities:</b>	Str 25, Dex 21, Con 15, Int 6, Wis 14, Cha 8

<b>Skills:</b>	Climb +16, Hide +10, Listen +13, Move Silently +14, Search +7, Spot +13, Survival +2 (+4 following tracks)
<b>Feats:</b>	Alertness, Combat Reflexes, Improved Initiative
<b>Environment:</b>	A chaotic-aligned plane
<b>Organization:</b>	Solitary, gang (2-4), or pack (6-10)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	7-9 HD (Large); 11-18 HD (Huge)
<b>Level Adjustment:</b>	+3 (cohort)

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

### Combat

Howlers attack in groups, for they are cowardly and cruel. They prefer to **charge** into combat, race out, and then charge in again. A howler's **natural weapons**, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming **damage reduction**.

### Quills (Ex)

A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 **Reflex save** or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 **Heal** check; otherwise, removing a quill deals an extra 1d6 points of damage.

### Howl (Ex)

All beings other than **outsiders** that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 **Will save** or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a **sonic** mind-affecting effect.

## Monster Summoning V

### Shadow Mastiff

<b>Size/Type:</b>	Medium Outsider (Extraplanar)
<b>Hit Dice:</b>	4d8+12 (30 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
<b>Base Attack/Grapple:</b>	+6/+9
<b>Attack:</b>	Bite +9 melee (1d6+6)
<b>Full Attack:</b>	Bite +9 melee (1d6+6)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Bay, trip
<b>Special Qualities:</b>	Darkvision 60 ft., shadow blend, scent
<b>Saves:</b>	Fort +7, Ref +7, Will +5
<b>Abilities:</b>	Str 21, Dex 17, Con 17, Int 4, Wis 12, Cha 13
<b>Skills:</b>	Hide +10, Listen +8, Move Silently +10, Spot +8, Survival +8*
<b>Feats:</b>	Dodge, Improved Initiative, TrackB
<b>Environment:</b>	Plane of Shadow
<b>Organization:</b>	Solitary, pair, or pack (5-12)
<b>Challenge Rating:</b>	5

<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral evil
<b>Advancement:</b>	5-6 HD (Medium); 7-12 HD (Large)
<b>Level Adjustment:</b>	+3 (cohort)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Shadow mastiffs cannot speak, but they understand Common.

### Combat

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying. They have been known to seize and carry off items enspelled with [daylight](#) spells.

### Bay (Su)

When a shadow mastiff howls or barks, all creatures except evil [outsiders](#) within a 300-foot spread must succeed on a DC 13 [Will save](#) or become [panicked](#) for 2d4 rounds. This is a [sonic](#) mind-affecting [fear](#) effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

### Trip (Ex)

A shadow mastiff that hits with its bite attack can attempt to [trip](#) the opponent as a [free action](#) (+3 check modifier) without making a [touch attack](#) or provoking an [attack of opportunity](#). If the attempt fails, the opponent cannot react to trip the shadow mastiff.

### Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it [total concealment](#). Artificial illumination, even a light or [continual flame](#) spell, does not negate this ability. A [daylight](#) spell, however, will.

### Skills

\*A shadow mastiff has a +4 racial bonus on [Survival](#) checks when tracking by [scent](#).

## Monster Summoning VI

### Air Elemental

<b>Size/Type:</b>	Large Elemental (Air, Extraplanar)
<b>Hit Dice:</b>	8d8+24 (60 hp)
<b>Initiative:</b>	+13
<b>Speed:</b>	Fly 100 ft. (perfect) (20 squares)
<b>Armor Class:</b>	22 (-1 size, +2 Dex, +4 natural), touch 18, flat-footed 13
<b>Base Attack/Grapple:</b>	+8/+14
<b>Attack:</b>	Slam +14 melee (2d6+4)
<b>Full Attack:</b>	2 slams +14 melee (2d6+4)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Air mastery, whirlwind
<b>Special Qualities:</b>	Damage reduction 5/-, darkvision 60 ft., elemental traits
<b>Saves:</b>	Fort +5, Ref +15, Will +2
<b>Abilities:</b>	Str 18, Dex 29, Con 16, Int 6, Wis 11, Cha 11
<b>Skills:</b>	Listen +5, Spot +6
<b>Feats:</b>	Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB
<b>Environment:</b>	Elemental Plane of Air
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	5

<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	9-15 HD (Large)
<b>Level Adjustment:</b>	—

Air elementals speak Auran, though they rarely choose to do so. A Large Air Elemental is about 16 ft tall and weighs 4 lbs.

### Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

### Air Mastery (Ex)

Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

### Whirlwind (Su)

The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke [attacks of opportunity](#), even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see table for details) and may be lifted into the air. An affected creature must succeed on a [Reflex save](#) DC 16 when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save DC 16 or be picked up bodily and held suspended in the powerful winds, automatically taking the 2d6 damage each round. A creature that can fly is allowed a Reflex save DC 16 each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a [Concentration](#) check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on [attack rolls](#). The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including [darkvision](#), beyond 5 feet. Creatures 5 feet away have [concealment](#), while those farther away have [total concealment](#).

Those caught in the cloud must succeed on a [Concentration](#) check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

## Monster Summoning VII

### Babau

<b>Size/Type:</b>	Medium Outsider (Chaotic, Extraplanar, Evil)
<b>Hit Dice:</b>	7d8+35 (66 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	21 (+3 Dex, +8 natural), touch 12, <a href="#">flat-footed</a> 18

<b>Base Attack/Grapple:</b>	+9/+14
<b>Attack:</b>	Claw +14 melee (1d6+7)
<b>Full Attack:</b>	2 claws +14 melee (1d6+7) and bite +9 melee (1d6+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Sneak attack +2d6, spell-like abilities, summon demon
<b>Special Qualities:</b>	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.
<b>Saves:</b>	Fort +10, Ref +8, Will +6
<b>Abilities:</b>	Str 25, Dex 16, Con 20, Int 14, Wis 13, Cha 16
<b>Skills:</b>	Climb +17, Disable Device +12, Disguise +13, Escape Artist +13, Hide +21, Listen +19, Move Silently +21, Open Lock +13, Search +20, Sleight of Hand +13, Survival +1 (+3 following tracks), Use Rope +3 (+5 with bindings)
<b>Feats:</b>	Cleave, Multiattack, Power Attack
<b>Environment:</b>	A chaotic evil-aligned plane
<b>Organization:</b>	Solitary or gang (3-6)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	8-14 HD (Large); 15-21 HD (Huge)
<b>Level Adjustment:</b>	—

A babau is about 6 feet tall and weighs about 140 pounds.

#### Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A babau's *natural weapons*, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming *damage reduction*.

#### Sneak Attack (Ex)

A babau can make a sneak attack like a *rogue*, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is *flanking*.

#### Spell-Like Abilities

At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only). Caster level 7th.

#### Protective Slime (Su)

A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's *hardness* does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or *natural weapon* takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

#### Summon Demon (Sp)

Once per day a babau can attempt to *summon* 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

#### Skills

Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

## Monster Summoning VIII

### Fiendish Monstrous Centipede, Colossal

<b>Size/Type:</b>	Colossal Magical Beast (Extraplanar)
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<b>Hit Dice:</b>	24d8+24 (132 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares), climb 40 ft.
<b>Armor Class:</b>	22 (-8 size, +4 Dex, +16 natural), touch 6, flat-footed 18
<b>Base Attack/Grapple:</b>	+20/+44
<b>Attack:</b>	Bite +20 melee (4d6+14 plus poison)
<b>Full Attack:</b>	Bite +20 melee (4d6+14 plus poison)
<b>Space/Reach:</b>	30 ft./20 ft.
<b>Special Attacks:</b>	Poison, smite good
<b>Special Qualities:</b>	Damage reduction 10/magic, darkvision 60 ft., resistance to cold 10, and fire 10, spell resistance 25, vermin traits
<b>Saves:</b>	Fort +15, Ref +11, Will +8
<b>Abilities:</b>	Str 31, Dex 17, Con 12, Int 3, Wis 10, Cha 2
<b>Skills:</b>	Climb +18, Hide -5, Spot +4
<b>Feats:</b>	—
<b>Environment:</b>	Any evil-aligned plane
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	11
<b>Advancement:</b>	25-48 HD (Colossal)
<b>Level Adjustment:</b>	—

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

#### Poison (Ex)

A monstrous centipede has a poisonous bite. The save is DC 23 and are Constitution-based. The indicated damage (2d6 Dex) is both initial and secondary damage.

#### Skills

Monstrous centipedes have a +4 racial bonus on **Spot** checks, and a +8 racial bonus on **Climb** and **Hide** checks. They can use either their Strength or Dexterity modifier for **Climb** checks, whichever is higher. Monstrous centipedes can take 10 on **Climb** checks, even if threatened or distracted.

A colossal fiendish monstrous centipede's **natural weapons** are treated as magic weapons for the purpose of overcoming **damage reduction**.

#### Combat

#### Smite Good (Su)

Once per day a fiendish monstrous centipede can make a normal melee attack to deal extra damage (+24) against a good foe.

## ATL 1

### Shifan

#### Medium-size Male Elf (Gray)

<b>Hit Dice:</b>	(3d4)
<b>Hit Points:</b>	10
<b>Initiative:</b>	+3
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	13 (flatfooted 10, touch 13)
<b>Attacks:</b>	*Dagger +1; *Dagger (Thrown) +4; ;
<b>Damage:</b>	*Dagger 1d4; *Dagger (Thrown) 1d4; ;
<b>Vision:</b>	Low-light

<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	+2 bonus to Spellcraft when learning Conjuration, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar
<b>Saves:</b>	Fortitude: +1, Reflex: +4, Will: +2
<b>Abilities:</b>	STR 10 (+0), DEX 16 (+3), CON 10 (+0), INT 20 (+5), WIS 9 (-1), CHA 9 (-1)
<b>Skills:</b>	Appraise5; Balance3; Bluff2; Climb0; Concentration6; Craft (Untrained)5; Decipher Script11; Diplomacy-1; Disguise-1; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate-1; Jump0; Knowledge (Arcana)11; Knowledge (The Planes)11; Listen1; Move Silently3; Ride3; Search7; Sense Motive-1; Sleight of Hand6; Spellcraft13; Spot1; Survival-1; Swim0;
<b>Feats:</b>	Augment Summoning, Scribe Scroll, Spell Focus (Conjuration)
<b>Challenge Rating:</b>	5
<b>Alignment:</b>	Chaotic Neutral

Possessions: Dagger

Spells:

Spells per Day: (4+1/4+1/2+1/0/0/0/0/0/ DC:15+spell level)

Wizard - Prepared:

Level 0: Acid Splash x5

Level 1: Summon Monster I x5

Level 2: Summon Monster II x3

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

## Raizix

### Medium-size Male Human Favored Soul 3 (Reanaarean)

<b>Hit Dice:</b>	(3d8)
<b>Hit Points:</b>	21
<b>Initiative:</b>	0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	15 (flatfooted 15, touch 10)
<b>Attacks:</b>	(BAB +2) *Quarterstaff +4
<b>Damage:</b>	*Quarterstaff 1d6+1
<b>Vision:</b>	
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	
<b>Saves:</b>	Fortitude: +4, Reflex: +3, Will: +5
<b>Abilities:</b>	STR 11 (+0), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 15 (+2), CHA 16 (+3)
<b>Skills:</b>	
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (Quarterstaff)
<b>Challenge Rating:</b>	3
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +1, Amulet of Natural Armor +1,

Spells:

Spells per Day: (6/5+1/0/0/0/0/0/0/ DC:12+spell level)

Favored Soul - Known:

Level 0: Cure Minor Wounds, Guidance, Inflict Minor Wounds, Resistance, Virtue

Level 1: Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Quote: "Our fates are written by Queen Destiny, do not deny yours!"

Description: Raizix is Jaa'po's first follower and his current lieutenant. His is the front man for the Cult of Fate, a cult of the Fate Scribe bent on raising all those born with power to the role of world domination where they belong. They have infiltrated Paru'Bor as a group who follows some of the more obscure teachings of the Fate Scribe. He will cast Shield of Faith to protect him from ranged attacks. Any PCs who look like they are lining up for tactical advantage (by delaying or readying) will be the subject of his Incite spell. He will remove the heavy hitters with his Moon Lust spell. His tactics are to knock anyone else who is in melee with him off guard by disarming them and tripping them

## ATL 3

### Shifan

#### Medium-size Male Elf (Grey) Wizard 5

**Hit Dice:** (5d4)  
**Hit Points:** 16  
**Initiative:** +3  
**Speed:** Walk 30 ft.  
**AC:** 13 (flatfooted 10, touch 13)  
**Attacks:** \*Dagger +2; \*Dagger (Thrown) +5; ;  
**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;  
**Vision:** Low-light  
**Face / Reach:** 5 ft. / 5 ft.  
**Special Qualities:** +2 bonus to Spellcraft when learning Conjuraton, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar  
**Saves:** +0: +1, +0: +4, +0: +3  
**Abilities:** STR 10 (+0), DEX 16 (+3), CON 11 (+0), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)  
**Skills:** Appraise5; Balance3; Bluff3; Climb0; Concentration6; Craft (Untrained)5; Diplomacy-1; Disguise-1; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate-1; Jump0; Knowledge (Arcana)13; Knowledge (The Planes)13; Listen2; Move Silently3; Ride3; Search7; Sense Motive3; Sleight of Hand6; Spellcraft15; Spot2; Survival-1; Swim0;  
**Feats:** Augment Summoning, Extend Spell, Scribe Scroll, Spell Focus (Conjuraton)  
**Challenge Rating:** 5  
**Alignment:** Chaotic Neutral  
**Possessions:** Dagger; Outfit (Scholar's);  
**Spells:**  
 Spells per Day: (4+1/5+1/3+1/2+1/0/0/0/0/0/ DC:15+spell level)  
 Wizard - Known:  
 Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance  
 Level 1: Summon Monster I  
 Level 2: Summon Monster II  
 Level 3: Summon Monster III

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

### Raizix

#### Medium-size Male Human (Reanaarean), Favored Soul 5

<b>Hit Dice:</b>	(5d8)
<b>Hit Points:</b>	30

<b>Initiative:</b>	0
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	15 (flatfooted 15, touch 10)
<b>Attacks:</b>	(BAB +3) *Quarterstaff +5
<b>Damage:</b>	*Quarterstaff 1d6+2
<b>Vision:</b>	Normal
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Energy Resistance 10 (Fire)
<b>Saves:</b>	Fortitude: +5, Reflex: +4, Will: +6
<b>Abilities:</b>	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 15 (+2), CHA 16 (+3)
<b>Skills:</b>	Concentration +8, Diplomacy +10, Sense Motive +8, Spellcraft +6
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (Quarterstaff)
<b>Challenge Rating:</b>	5
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +1, Amulet of Natural Armor +1,

Spells:

Spells per Day: (6/6+1/4+1/0/0/0/0/0/ DC:12+spell level)

Favored Soul - Known: 6/5/3

Level 0: Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue

Level 1: Bane, Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Level 2: Bear's Endurance, Darkness, Hold Person

## ATL 5

### Shifan

#### Medium-size Male Elf (Grey), Wizard 7

**Hit Dice:** (7d4)

**Hit Points:** 22

**Initiative:** +3

**Speed:** Walk 30 ft.

**AC:** 13 (flatfooted 10, touch 13)

**Attacks:** \*Dagger +3; \*Dagger (Thrown) +6; ;

**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;

**Vision:** Low-light

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** +2 bonus to Spellcraft when learning Conjuraton, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar

**Saves:** +0: +2, +0: +5, +0: +4

**Abilities:** STR 10 (+0), DEX 16 (+3), CON 11 (+0), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)

**Skills:** Appraise5; Balance3; Bluff4; Climb0; Concentration10; Concentration (Cast defensively)14; Craft (Untrained)5; Diplomacy1; Disguise-1; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate1; Jump0; Knowledge (Arcana)15; Knowledge (The Planes)15; Listen2; Move Silently3; Ride3; Search7; Sense Motive3; Sleight of Hand9; Spellcraft16; Spot2; Survival-1; Swim0;

**Feats:** Augment Summoning, Combat Casting, Extend Spell, Scribe Scroll, Spell Focus (Conjuraton)

**Challenge Rating:** 7

**Alignment:** Chaotic Neutral

Possessions: Dagger; Outfit (Scholar's);

Spells:

Spells per Day: (4+1/6+1/4+1/3+1/2+1/0/0/0/ DC:15+spell level)



<b>Hit Dice:</b>	(5d8+8)
<b>Hit Points:</b>	38
<b>Initiative:</b>	+4 (Improved Initiative)
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (+3 Natural, +1 Wisdom) (flatfooted 14, touch 11)
<b>Attacks:</b>	(BAB +3) Fist +5
<b>Damage:</b>	Fist 1d6+2
<b>Vision:</b>	Darkvision 60 ft.
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks</b>	Flurry of Blows (+3/+3), Constrict, Improved Grab, Psionics
<b>Special Qualities:</b>	SR 15, telepathy 100 ft.
<b>Saves:</b>	Fortitude: +5, Reflex: +3, Will: +7
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 14 (+2), WIS 13 (+1), CHA 13 (+1)
<b>Skills:</b>	Bluff +5, <i>Concentration</i> +7, <i>Hide</i> +5, Intimidate +3, <i>Knowledge</i> (Arcana) + 9, <i>Listen</i> +7, <i>Move Silently</i> +4, <i>Spot</i> +6
<b>Feats:</b>	Alertness, Improved Initiative, Improved Unarmed Strike, Stunning Fist
<b>Challenge Rating:</b>	5
<b>Alignment:</b>	True Neutral

**Constrict (Ex):** If Jaa'po gets a hold of a victim, he may wrap his large head tentacle around them and proceed to squeeze. This will do 1d4+2 points of damage per round

**Improved Grab (Ex):** To use this ability, Jaa'po must hit a Small or smaller creature with his back tentacle. If it grabs hold, it may constrict.

**Psionics (Sp):** Jaa'p may detect thoughts at will, as the spell cast by an 8th-level sorcerer (save DC 15)

**Telepathy (Su):** Jaa'po may communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

**Flurry of Blows:** Jaa'po may strike with a flurry of blows if he so desires. At this level his flurry of blows attack bonus is +3/+3 for the two attacks that he can make. Damage for each attack is 1d6+2.

**Unarmed Strike** – When striking with his hands, Jaa'po is considered armed and does not provoke attacks of opportunity.

**Stunning Fist** – Once per day, Jaa'po may select one of his attacks to be a Stunning Fist before the attack role is made. A character struck by Jaa'po must make a Fort Save (DC 13). Failure indicates that the character is stunned for one round, cannot act, loses any Dexterity bonus to AC and furthermore takes a -2 to existing AC.

Possessions:

Quote: "We will rise and take our rightful places as Princes of Tellene!"

Description: Jaa'po was ushered into Mind Flayer society as a caretaker of the Elder Brain Pool. One day, he tripped and fell into the Pool which granted him true sentience and a will of his own. He fooled his masters and spent time learning what he could about the outside world. He came across the teachings of Queen Destiny and instantly knew his place was to lead the faithful into a grand new world where people with inborn power would rule.

For more information about Mind Flayer Servitors, check out page 100 of Kenzer and Company's Dangerous Denizens, Monsters of Tellene.

## ATL 7

## Shifan

### Medium-size Male Elf (Grey), Wizard 9

**Hit Dice:** (9d4)+9  
**Hit Points:** 37  
**Initiative:** +3  
**Speed:** Walk 30 ft.  
**AC:** 13 (flatfooted 10, touch 13)  
**Attacks:** \*Dagger +4; \*Dagger (Thrown) +7; ;  
**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;  
**Vision:** Low-light  
**Face / Reach:** 5 ft. / 5 ft.  
**Special Qualities:** +2 bonus to Spellcraft when learning Conjuration, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar  
**Saves:** +0: +4, +0: +6, +0: +5  
**Abilities:** STR 10 (+0), DEX 16 (+3), CON 12 (+1), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)  
**Skills:** Appraise5; Balance3; Bluff5; Climb0; Concentration13; Concentration (Cast defensively)17; Craft (Untrained)5; Diplomacy3; Disguise-1; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate1; Jump0; Knowledge (Arcana)17; Knowledge (The Planes)17; Listen2; Move Silently3; Ride3; Search7; Sense Motive4; Sleight of Hand9; Spellcraft19; Spot2; Survival-1; Swim0;  
**Feats:** Augment Summoning, Combat Casting, Extend Spell, Greater Spell Focus (Conjuration), Scribe Scroll, Spell Focus (Conjuration)  
**Challenge Rating:** 9  
**Alignment:** Chaotic Neutral  
**Possessions:** Dagger; Outfit (Scholar's);  
**Spells:**  
**Spells per Day:** (4+1/6+1/5+1/4+1/3+1/2+1/0/0/0/ DC:15+spell level)  
**Wizard - Known:**  
Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance  
Level 1: Summon Monster I  
Level 2: Summon Monster II  
Level 3: Summon Monster III  
Level 4: Summon Monster IV  
Level 5: Summon Monster V

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

## Raizix

### Medium-size Male Human (Reanaarean), Favored Soul 7

<b>Hit Dice:</b>	(7d8)
<b>Hit Points:</b>	42
<b>Initiative:</b>	Init +4
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	16 (flatfooted 16, touch 10)
<b>Attacks:</b>	(BAB +5) *Quarterstaff +7
<b>Damage:</b>	*Quarterstaff 1d6+2

<b>Vision:</b>	Normal
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Energy Resistance 10 (Fire)
<b>Saves:</b>	Fortitude: +6, Reflex: +5, Will: +7
<b>Abilities:</b>	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 15 (+2), CHA 16 (+3)
<b>Skills:</b>	Concentration +8, Diplomacy +12, Sense Motive +12, Spellcraft +8
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Improved Initiative, Weapon Focus (Quarterstaff)
<b>Challenge Rating:</b>	7
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +2, Amulet of Natural Armor +2,

Spells:

Spells per Day: (6/6+1/6+1/4/0/0/0/0/ DC:12+spell level)

Favored Soul - Known: 7/6/4/3

Level 0: Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Light, Resistance, Virtue

Level 1: Bane, Cause Fear, Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Level 2: Bear's Endurance, Cure Moderate Wounds, Darkness, Hold Person

Level 3: Bestow Curse, Cure Serious Wounds, Prayer

## Jaa'po

### Medium-size Male Mind Flayer Servitor (Aberration) Monk 2

<b>Hit Dice:</b>	(6d8+8)
<b>Hit Points:</b>	44
<b>Initiative:</b>	+4 (Improved Initiative)
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	14 (+3 Natural, +1 Wisdom) (flatfooted 14, touch 11)
<b>Attacks:</b>	(BAB +4) Fist +6
<b>Damage:</b>	Fist 1d6+2
<b>Vision:</b>	Darkvision 60 ft.
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks</b>	Flurry of Blows (+4/+4), Constrict, Improved Grab, Psionics
<b>Special Qualities:</b>	Evasion, SR 15, telepathy 100 ft.
<b>Saves:</b>	Fortitude: +6, Reflex: +4, Will: +8
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 14 (+2), WIS 13 (+1), CHA 13 (+1)
<b>Skills:</b>	Bluff +5, <i>Concentration</i> +8, <i>Hide</i> +7, Intimidate +3, <i>Knowledge (Arcana)</i> +9, <i>Listen</i> +8, <i>Move Silently</i> +5, <i>Spot</i> +7
<b>Feats:</b>	Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Stunning Fist
<b>Challenge Rating:</b>	6
<b>Alignment:</b>	True Neutral

**Constrict (Ex):** If Jaa'po gets a hold of a victim, he may wrap his large head tentacle around them and proceed to squeeze. This will do 1d4+2 points of damage per round

**Improved Grab (Ex):** To use this ability, Jaa'po must hit a Small or smaller creature with his back tentacle. If it grabs hold, it may constrict.



**Psionics (Sp):** Jaa'p may detect thoughts at will, as the spell cast by an 8th-level sorcerer (save DC 15)

**Telepathy (Su):** Jaa'po may communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

**Flurry of Blows:** Jaa'po may strike with a flurry of blows if he so desires. At this level his flurry of blows attack bonus is +4/+4 for the two attacks that he can make. Damage for each attack is 1d6+2.

**Unarmed Strike** – When striking with his hands, Jaa'po is considered armed and does not provoke attacks of opportunity.

**Stunning Fist** – Once per day, Jaa'po may select one of his attacks to be a Stunning Fist before the attack role is made. A character struck by Jaa'po must make a Fort Save (DC 14). Failure indicates that the character is stunned for one round, cannot act, loses any Dexterity bonus to AC and furthermore takes a -2 to existing AC.

**Evasion** – If Jaa'po makes a successful Reflex saving throw on an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless he gains no benefit from Evasion.

## ATL 9

### Shifan

#### Medium-size Male Elf (Grey) Wizard 11

**Hit Dice:** (11d4)+11  
**Hit Points:** 45  
**Initiative:** +3  
**Speed:** Walk 30 ft.  
**AC:** 13 (flatfooted 10, touch 13)  
**Attacks:** \*Dagger +5; \*Dagger (Thrown) +8; ;  
**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;  
**Vision:** Low-light  
**Face / Reach:** 5 ft. / 5 ft.  
**Special Qualities:** +2 bonus to Spellcraft when learning Conjuraton, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar  
**Saves:** +0: +4, +0: +6, +0: +6  
**Abilities:** STR 10 (+0), DEX 16 (+3), CON 12 (+1), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)  
**Skills:** Appraise5; Balance3; Bluff5; Climb0; Concentration13; Concentration (Cast defensively)17; Craft (Untrained)5; Diplomacy3; Disguise0; Disguise (Act in character)2; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate1; Jump0; Knowledge (Arcana)19; Knowledge (Psionics)12; Knowledge (The Planes)17; Listen2; Move Silently3; Ride3; Search7; Sense Motive4; Sleight of Hand9; Spellcraft21; Spot2; Survival-1; Swim0;  
**Feats:** Augment Summoning, Brew Potion, Combat Casting, Extend Spell, Greater Spell Focus (Conjuraton), Scribe Scroll, Spell Focus (Conjuraton)  
**Challenge Rating:** 11  
**Alignment:** Chaotic Neutral  
**Possessions:** Dagger; Outfit (Scholar's);  
**Spells:**  
**Spells per Day:** (4+1/6+1/5+1/5+1/4+1/3+1/1+1/0/0/ DC:15+spell level)  
**Wizard - Known:**  
Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitaton, Ray of Frost, Read Magic, Resistance  
Level 1: Summon Monster I  
Level 2: Summon Monster II  
Level 3: Summon Monster III  
Level 4: Summon Monster IV  
Level 5: Summon Monster V  
Level 6: Summon Monster VI

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

## Raizix

### Medium-size Male Human (Reanaarean) Favored Soul 9

<b>Hit Dice:</b>	(9d8)
<b>Hit Points:</b>	54
<b>Initiative:</b>	Init +4
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	16 (flatfooted 16, touch 10)
<b>Attacks:</b>	(BAB +7/+2) *Quarterstaff +9/+3
<b>Damage:</b>	*Quarterstaff 1d6+2
<b>Vision:</b>	Normal
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Energy Resistance 10 (Fire)
<b>Saves:</b>	Fortitude: +7, Reflex: +6, Will: +9
<b>Abilities:</b>	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 15 (+2), CHA 16 (+3)
<b>Skills:</b>	Concentration +10, Diplomacy +14, Sense Motive +14, Spellcraft +10
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Improved Initiative, Weapon Focus (Quarterstaff)
<b>Challenge Rating:</b>	9
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +2, Amulet of Natural Armor +2,

Spells:

Spells per Day: (6/6+1/6+1/6/4/0/0/0/0/ DC:12+spell level)

Favored Soul - Known: 8/6/5/4/3

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Guidance, Inflict Minor Wounds, Read Magic, Resistance, Virtue

Level 1: Bane, Command, Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Level 2: Aid, Bear's Endurance, Darkness, Death Knell, Hold Person

Level 3: Bestow Curse, Blindness/Deafness, Cure Serious Wounds, Prayer

Level 4: Divine Power, Freedom of Movement, Inflict Critical Wounds

## Jaa'po

### Medium-size Male Mind Flayer Servitor (Aberration) Monk 4

<b>Hit Dice:</b>	(8d8+8)
<b>Hit Points:</b>	58
<b>Initiative:</b>	+4 (Improved Initiative)
<b>Speed:</b>	Walk 40 ft. (+10 for Monk 3 <sup>rd</sup> level+)
<b>AC:</b>	15 (+3 Natural, +2 Wisdom) (flatfooted 15, touch 12)
<b>Attacks:</b>	(BAB +6) Fist +8
<b>Damage:</b>	Fist 1d8+2

<b>Vision:</b>	Darkvision 60 ft.
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks</b>	Flurry of Blows (+6/+6), Constrict, Improved Grab, Psionics
<b>Special Qualities:</b>	Evasion, SR 15, Slow Fall (20 ft), Still Mind, telepathy 100 ft., Ki Strike
<b>Saves:</b>	Fortitude: +7, Reflex: +5, Will: +9
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 14 (+2), WIS 14 (+2), CHA 13 (+1)
<b>Skills:</b>	Bluff +5, <i>Concentration</i> +10, <i>Hide</i> +9, Intimidate +3, <i>Knowledge (Arcana)</i> + 11, <i>Listen</i> +10, <i>Move Silently</i> +7, <i>Spot</i> +9
<b>Feats:</b>	Alertness, Combat Reflexes, Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Stunning Fist
<b>Challenge Rating:</b>	8
<b>Alignment:</b>	True Neutral

**Constrict (Ex):** If Jaa'po gets a hold of a victim, he may wrap his large head tentacle around them and proceed to squeeze. This will do 1d4+2 points of damage per round

**Improved Grab (Ex):** To use this ability, Jaa'po must hit a Small or smaller creature with his back tentacle. If it grabs hold, it may constrict.

**Psionics (Sp):** Jaa'p may detect thoughts at will, as the spell cast by an 8th-level sorcerer (save DC 15)

**Telepathy (Su):** Jaa'po may communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

**Flurry of Blows:** Jaa'po may strike with a flurry of blows if he so desires. At this level his flurry of blows attack bonus is +6/+6 for the two attacks that he can make. Damage for each attack is 1d8+2.

**Unarmed Strike** – When striking with his hands, Jaa'po is considered armed and does not provoke attacks of opportunity.

**Stunning Fist** – Once per day, Jaa'po may select one of his attacks to be a Stunning Fist before the attack roll is made. A character struck by Jaa'po must make a Fort Save (DC 13). Failure indicates that the character is stunned for one round, cannot act, loses any Dexterity bonus to AC and furthermore takes a -2 to existing AC.

**Evasion** – If Jaa'po makes a successful Reflex saving throw on an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless he gains no benefit from Evasion.

**Still Mind** – Jaa'po gains a +2 to Will saves versus spells and effects from the school of enchantment

**Ki Strike** – Jaa'po's strikes are considered magical weapons for the purposes of damage reduction

**Slow Fall 20 ft** – If Jaa'po is within arm's reach of a wall, he can treat any fall as if it were 20 foot shorter for the purposes of damage dealt when he lands.

## ATL 11

### Shifan

#### Medium-size Male Elf (Grey) Wizard 13

**Hit Dice:** (13d4)+13  
**Hit Points:** 53  
**Initiative:** +3  
**Speed:** Walk 30 ft.  
**AC:** 13 (flatfooted 10, touch 13)  
**Attacks:** \*Dagger +6/+1; \*Dagger (Thrown) +9/+4; ;  
**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;  
**Vision:** Low-light  
**Face / Reach:** 5 ft. / 5 ft.  
**Special Qualities:** +2 bonus to Spellcraft when learning Conjuration, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a

secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar  
**Saves:** +0: +5, +0: +7, +0: +7  
**Abilities:** STR 10 (+0), DEX 16 (+3), CON 13 (+1), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)  
**Skills:** Appraise8; Balance3; Bluff5; Climb0; Concentration17; Concentration (Cast defensively)21; Craft (Untrained)5; Diplomacy3; Disguise0; Disguise (Act in character)2; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate1; Jump0; Knowledge (Arcana)20; Knowledge (Psionics)12; Knowledge (The Planes)17; Listen2; Move Silently3; Ride3; Search7; Sense Motive4; Sleight of Hand9; Spellcraft23; Spot2; Survival-1; Swim0;  
**Feats:** Augment Summoning, Brew Potion, Combat Casting, Extend Spell, Greater Spell Focus (Conjuration), Scribe Scroll, Spell Focus (Conjuration), Spell Mastery (Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon Monster V)  
**Challenge Rating:** 13  
**Alignment:** Chaotic Neutral  
**Possessions:** Dagger; Outfit (Scholar's);  
**Spells:**  
 Spells per Day: (4+1/6+1/5+1/5+1/5+1/4+1/2+1/1+1/0/ DC:15+spell level)  
 Wizard - Known:  
 Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance  
 Level 1: Summon Monster I  
 Level 2: Summon Monster II  
 Level 3: Summon Monster III  
 Level 4: Summon Monster IV  
 Level 5: Summon Monster V  
 Level 6: Summon Monster VI  
 Level 7: Summon Monster VII

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

## Raizix Medium-size Male Human (Reanaarean), Favored Soul 11

<b>Hit Dice:</b>	(11d8)
<b>Hit Points:</b>	70
<b>Initiative:</b>	Init +4
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	16 (flatfooted 16, touch 10)
<b>Attacks:</b>	(BAB +9/+4) *Quarterstaff +11/+5
<b>Damage:</b>	*Quarterstaff 1d6+2
<b>Vision:</b>	Normal
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Energy Resistance 10 (Fire), 10 (Sonic)
<b>Saves:</b>	Fortitude: +8, Reflex: +7, Will: +9
<b>Abilities:</b>	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 15 (+2), CHA 16 (+3)
<b>Skills:</b>	Concentration +12, Diplomacy +16, Sense Motive +16, Spellcraft +12
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Improved Initiative, Weapon Focus (Quarterstaff)

<b>Challenge Rating:</b>	11
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +2, Amulet of Natural Armor +2,  
 Spells:  
 Spells per Day: (6/6+1/6+1/6/6/4/0/0/0/ DC:12+spell level)  
 Favored Soul - Known: 9/6/6/5/4/3

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Read Magic, Resistance, Virtue

Level 1: Bane, Command, Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Level 2: Aid, Bear's Endurance, Darkness, Death Knell, Hold Person, Inflict Moderate Wounds

Level 3: Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Prayer

Level 4: Divination, Divine Power, Freedom of Movement, Inflict Critical Wounds

Level 5: Command, Greater, Flame Strike, Scrying

## Jaa'po

### Medium-size Male Mind Flayer Servitor (Aberration) Monk 6

<b>Hit Dice:</b>	(10d8+8)
<b>Hit Points:</b>	72
<b>Initiative:</b>	+4 (Improved Initiative)
<b>Speed:</b>	Walk 50 ft. (+20 for Monk 6 <sup>rd</sup> level)
<b>AC:</b>	16 (+3 Natural, +2 Wisdom, =1 Monk) (flatfooted 16, touch 13)
<b>Attacks:</b>	(BAB +7) Fist +9
<b>Damage:</b>	Fist 1d8+2
<b>Vision:</b>	Darkvision 60 ft.
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks</b>	Flurry of Blows (+7/+7), Constrict, Improved Grab, Psionics
<b>Special Qualities:</b>	Evasion, SR 15, Slow Fall (30 ft), Still Mind, telepathy 100 ft., Ki Strike, Purity of Body
<b>Saves:</b>	Fortitude: +8, Reflex: +6, Will: +10
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 14 (+2), WIS 14 (+2), CHA 13 (+1)
<b>Skills:</b>	Bluff +5, <i>Concentration</i> +12, <i>Hide</i> +9, Intimidate +3, <i>Knowledge (Arcana)</i> + 11, <i>Listen</i> +10, <i>Move Silently</i> +9, <i>Spot</i> +11
<b>Feats:</b>	Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Stunning Fist
<b>Challenge Rating:</b>	10
<b>Alignment:</b>	True Neutral

**Constrict (Ex):** If Jaa'po gets a hold of a victim, he may wrap his large head tentacle around them and proceed to squeeze. This will do 1d4+2 points of damage per round

**Improved Grab (Ex):** To use this ability, Jaa'po must hit a Small or smaller creature with his back tentacle. If it grabs hold, it may constrict.

**Psionics (Sp):** Jaa'p may detect thoughts at will, as the spell cast by an 8th-level sorcerer (save DC 15)

**Telepathy (Su):** Jaa'po may communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

**Flurry of Blows:** Jaa'po may strike with a flurry of blows if he so desires. At this level his flurry of blows attack bonus is +7/+7 for the two attacks that he can make. Damage for each attack is 1d6+2.

**Unarmed Strike** – When striking with his hands, Jaa'po is considered armed and does not provoke attacks of opportunity.

**Stunning Fist** – Once per day, Jaa'po may select one of his attacks to be a Stunning Fist before the attack role is made. A character struck by Jaa'po must make a Fort Save (DC 13). Failure indicates that the character is stunned for one round, cannot act, loses any Dexterity bonus to AC and furthermore takes a -2 to existing AC.

**Evasion** – If Jaa'po makes a successful Reflex saving throw on an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless he gains no benefit from Evasion.

**Still Mind** – Jaa'po gains a +2 to Will saves versus spells and effects from the school of enchantment

**Ki Strike** – Jaa'po's strikes are considered magical weapons for the purposes of damage reduction

**Slow Fall 30 ft** – If Jaa'po is within arm's reach of a wall, he can treat any fall as if it were 20 foot shorter for the purposes of damage dealt when he lands.

**Purity of Body** – Jaa'po is immune to all diseases except those of a magical or supernatural nature.

## ATL 13

### Shifan

#### Medium-size Male Elf (Grey), Wizard 15

**Hit Dice:** (15d4)+15  
**Hit Points:** 61  
**Initiative:** +3  
**Speed:** Walk 30 ft.  
**AC:** 13 (flatfooted 10, touch 13)  
**Attacks:** \*Dagger +7/+2; \*Dagger (Thrown) +10/+5; ;  
**Damage:** \*Dagger 1d4; \*Dagger (Thrown) 1d4; ;  
**Vision:** Low-light  
**Face / Reach:** 5 ft. / 5 ft.  
**Special Qualities:** +2 bonus to Spellcraft when learning Conjunction, +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Summon Familiar  
**Saves:** +0: +6, +0: +8, +0: +8  
**Abilities:** STR 10 (+0), DEX 16 (+3), CON 13 (+1), INT 20 (+5), WIS 8 (-1), CHA 9 (-1)  
**Skills:** Appraise8; Balance3; Bluff5; Climb0; Concentration19; Concentration (Cast defensively)23; Craft (Untrained)5; Diplomacy3; Disguise0; Disguise (Act in character)2; Escape Artist3; Forgery5; Gather Information-1; Heal-1; Hide3; Intimidate3; Jump0; Knowledge (Arcana)23; Knowledge (Psionics)12; Knowledge (The Planes)19; Listen2; Move Silently3; Ride3; Search7; Sense Motive4; Sleight of Hand9; Spellcraft27; Spot2; Survival-1; Swim0;  
**Feats:** Augment Summoning, Brew Potion, Combat Casting, Craft Wondrous Item, Extend Spell, Greater Spell Focus (Conjunction), Magical Aptitude, Scribe Scroll, Spell Focus (Conjunction), Spell Mastery (Summon Monster I, Summon Monster II, Summon Monster III, Summon Monster IV, Summon Monster V)  
**Challenge Rating:** 15  
**Alignment:** Chaotic Neutral  
**Possessions:** Dagger; Outfit (Scholar's);  
**Spells:**  
**Spells per Day:** (4+1/6+1/5+1/5+1/5+1/5+1/3+1/2+1/1+1/ DC:15+spell level)  
**Wizard - Known:**  
Level 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Flare, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance  
Level 1: Summon Monster I  
Level 2: Summon Monster II  
Level 3: Summon Monster III

Level 4: Summon Monster IV  
 Level 5: Summon Monster V  
 Level 6: Summon Monster VI  
 Level 7: Summon Monster VII  
 Level 8: Summon Monster VIII

Quote: "Let me say at this point I am not insane. I have an Intelligence of 20 and I figured this out. I am not using nor have I ever used drugs. I know what's going on. I know my rights. I have a permit for these scrolls. The Riftmaster speaks to me through study...don't you see?"

Description: Shifan is an exile of the Grey Elven kingdom. He was stripped of his family name and has vowed to regain it through accomplishment as a wizard. He has spent much time at the College of Magic and the rebellion has forced several of his classes to cancel. This was the straw that broke his sanity. Since the rebellion, he has been assassinating sorcerers in hopes to end the rebellion and return to class. He was the wizard that murdered Jelena Sunborn in the Crying Angel tie in to this mod.

## Raizix

### Medium-size Male Human (Reanaarean) Favored Soul 13

<b>Hit Dice:</b>	(13d8)
<b>Hit Points:</b>	78
<b>Initiative:</b>	Init +4
<b>Speed:</b>	Walk 30 ft.
<b>AC:</b>	17 (flatfooted 16, touch 10)
<b>Attacks:</b>	(BAB +10/+5) *Quarterstaff ++13/+8
<b>Damage:</b>	*Quarterstaff 1d6+3
<b>Vision:</b>	Normal
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Qualities:</b>	Energy Resistance 10 (Fire), 10 (Sonic)
<b>Saves:</b>	Fortitude: +9, Reflex: +8, Will: +11
<b>Abilities:</b>	STR 12 (+1), DEX 10 (+0), CON 12 (+1), INT 13 (+2), WIS 16 (+3), CHA 16 (+3)
<b>Skills:</b>	Concentration +14, Diplomacy +18, Sense Motive +18, Spellcraft +14
<b>Feats:</b>	Combat Expertise, Improved Disarm, Improved Trip, Improved Initiative, Weapon Focus (Quarterstaff)
<b>Challenge Rating:</b>	13
<b>Alignment:</b>	True Neutral

Possessions: Quarterstaff +3, Amulet of Natural Armor +3,

Spells:

Spells per Day: (6/6+1/6+1/6/6/4/0/0/ DC:12+spell level)

Favored Soul - Known: 9/6/6/6/5/4/3

Level 0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Read Magic, Resistance, Virtue

Level 1: Bane, Command, Cure Light Wounds, Incite, Moon Lust, Shield of Faith

Level 2: Aid, Bear's Endurance, Darkness, Death Knell, Hold Person, Inflict Moderate Wounds

Level 3: Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Prayer, Speak with Dead

Level 4: Divination, Divine Power, Freedom of Movement, Inflict Critical Wounds, Sending

Level 5: Command, Greater, Flame Strike, Scrying, Spell Resistance

Level 6: Antilife Shell, Blade Barrier, Forbiddance

## Jaa'po

### Medium-size Male Mind Flayer Servitor (Aberration) Monk 8

<b>Hit Dice:</b>	(12d8+8)
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<b>Hit Points:</b>	90
<b>Initiative:</b>	+4 (Improved Initiative)
<b>Speed:</b>	Walk 50 ft. (+20 for Monk 6 <sup>rd</sup> level)
<b>AC:</b>	16 (+3 Natural, +2 Wisdom, =1 Monk) (flatfooted 16, touch 13)
<b>Attacks:</b>	(BAB +8/+1) Fist +10/+3
<b>Damage:</b>	Fist 1d10+2
<b>Vision:</b>	Darkvision 60 ft.
<b>Face / Reach:</b>	5 ft. / 5 ft.
<b>Special Attacks</b>	Flurry of Blows (+8/+8/+1), Constrict, Improved Grab, Psionics
<b>Special Qualities:</b>	Evasion, SR 15, Slow Fall (40 ft), Still Mind, telepathy 100 ft., Ki Strike, Purity of Body
<b>Saves:</b>	Fortitude: +11, Reflex: +7, Will: +11
<b>Abilities:</b>	STR 14 (+2), DEX 10 (+0), CON 14 (+2), INT 14 (+2), WIS 14 (+2), CHA 13 (+1)
<b>Skills:</b>	Bluff +5, <i>Concentration</i> +12, <i>Hide</i> +9, Intimidate +3, <i>Knowledge (Arcana)</i> + 11, <i>Listen</i> +10, <i>Move Silently</i> +9, <i>Spot</i> +11
<b>Feats:</b>	Alertness, Combat Reflexes, Deflect Arrows, Dodge, Greater Fortitude, Improved Initiative, Improved Trip, Improved Unarmed Strike, Stunning Fist
<b>Challenge Rating:</b>	12
<b>Alignment:</b>	True Neutral

**Constrict (Ex):** If Jaa'po gets a hold of a victim, he may wrap his large head tentacle around them and proceed to squeeze. This will do 1d4+2 points of damage per round

**Improved Grab (Ex):** To use this ability, Jaa'po must hit a Small or smaller creature with his back tentacle. If it grabs hold, it may constrict.

**Psionics (Sp):** Jaa'p may detect thoughts at will, as the spell cast by an 8th-level sorcerer (save DC 15)

**Telepathy (Su):** Jaa'po may communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

**Flurry of Blows:** Jaa'po may strike with a flurry of blows if he so desires. At this level his flurry of blows attack bonus is +3/+3 for the two attacks that he can make. Damage for each attack is 1d6+2.

**Unarmed Strike** – When striking with his hands, Jaa'po is considered armed and does not provoke attacks of opportunity.

**Stunning Fist** – Once per day, Jaa'po may select one of his attacks to be a Stunning Fist before the attack roll is made. A character struck by Jaa'po must make a Fort Save (DC 13). Failure indicates that the character is stunned for one round, cannot act, loses any Dexterity bonus to AC and furthermore takes a -2 to existing AC.

**Evasion** – If Jaa'po makes a successful Reflex saving throw on an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless he gains no benefit from Evasion.

**Still Mind** – Jaa'po gains a +2 to Will saves versus spells and effects from the school of enchantment

**Ki Strike** – Jaa'po's strikes are considered magical weapons for the purposes of damage reduction

**Slow Fall 40 ft** – If Jaa'po is within arm's reach of a wall, he can treat any fall as if it were 20 foot shorter for the purposes of damage dealt when he lands.

**Purity of Body** – Jaa'po is immune to all diseases except those of a magical or supernatural nature.

**Wholeness of Body** – Jaa'po can heal 12 points of damage per day as a free action that does not provoke an attack of opportunity. These 12 points may be spread out as he sees fit.