

AASIMAR (HEIRS OF GLORY): COMPILED STAT BLOCKS

A companion document to *Aasimar: Heirs of Glory*



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STAT BLOCKS

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AASIMAR (CR 1/2)

QUYLEST MAHRAN

CR 1/2 (XP 200)

This shrewd-looking, stooped-shouldered man has a large nose and thinning, prematurely silver hair.

Male aasimar (jyoti blooded) rogue 1

N Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps; trapfinding), Sense Motive +4

Speed 30 ft.; **ACP** -2; Acrobatics +5, Climb +3, Escape Artist +5, Stealth +5

AC 17, touch 13, flat-footed 14; **CMD** 14

(+3 armour [studded leather], +3 Dex, +1 shield [buckler])

Resist acid 5, cold 5, electricity 5

Fort +2, **Ref** +5, **Will** +0; +2 vs. divine spells

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee rapier +1 (1d6+1/18-20) or

Melee dagger +1 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Atk Options sneak attack (+1d6)

Combat Gear bolts (20)

Abilities Str 12, Dex 17, Con 15, Int 14, Wis 10, Cha 8

SQ jyoti tenacity

Feats Improved Initiative

Skills as above plus Appraise +6, Disable Device +5, Knowledge (dungeoneering) +6, Linguistics +6, Sleight of Hand +5,

Languages Common, Auran, Celestial, Terran

Gear as above plus backpack, bedroll, thieves' tools, trail rations (4 days), waterskin, 5 gp, 9 sp

MRAKAS RYLE

CR 1/2 (XP 200)

This large, hearty man with brass-coloured hair is clad in scale mail and sits astride an eager bay mount, holding a lance under his arm and has a sword and bow strapped to his back.

Male aasimar (elysian blooded) cavalier (order of the beacon) 1

CG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +4

Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -7 (-11 jumping), Ride -1 (+5 on Frakas; Mounted Combat)

AC 19, touch 11, flat-footed 18; **CMD** 15

(+5 armour [scale mail], +1 Dex, +1 natural, +2 shield [large steel])

Fort +5, **Ref** +1, **Will** +0

hp 14 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee lance (reach 10 ft.) +4 (1d8+3/x3) or

Melee longsword +4 (1d8+3/19-20)

Ranged shortbow (range 60 ft.) +2 (1d6/x3)

Atk Options Coordinated Manoeuvres

Coordinated Manoeuvres Whenever Mrakas are adjacent to an ally who also has this feat, he gains a +2 competence bonus on all combat manoeuvre checks. This bonus increases to +4 when attempting to break free from a grapple.

Special Actions challenge (1/day), tactician (1/day)

Challenge (Ex [swift]) Mrakas can challenge a single foe within sight. He deals +1 damage on melee attacks against that foe,

but take a -2 penalty to AC against attacks by all creatures except the target of the challenge. Additionally, his allies receive a +1 circumstance bonus to AC and CMD against melee attacks and combat manoeuvres made by the challenge's target whenever Mrakas threatens the target.

Tactician (Ex [standard]) Mrakas grant the benefits of Coordinated Manoeuvres to all allies who can see and hear him within 30 ft. for three rounds.

Combat Gear arrows (20)

Abilities Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 13

SQ mount (horse)

Feats Coordinated Manoeuvres, Mounted Combat

Skills as above plus Handle Animal +5

Languages Common, Celestial

Gear as above plus backpack, bedroll, waterskin, trail rations (2 days), 4 sp

FRAKAS (HORSE, SPECIAL MOUNT)

This large bay horse flares its nostrils impatiently from behind the faceguard of its worn but functional leather barding.

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run; **ACP** 0

AC 13, touch 11, flat-footed 11; **CMD** 16;

(-1 size, +2 Dex, +2 armour [leather barding])

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee 2 hooves +3 (1d4+3)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

SQ trained (attack, come, defend, down, guard, heel, stay)

Feats Endurance, Light Armour Proficiency, Run

Skills as above

RAEHAHN SUNOVERE

CR 1/2 (XP 200)

This blonde lass stands in ill-fitting armour clearly not made for her, studying you through mysteriously glowing eyes.

Female aasimar oracle (life) 1

CG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +6**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping)

AC 18, touch 12, flat-footed 16; **CMD** 11

(+5 armour [scale mail], +2 Dex, +1 shield [buckler])

Resist acid 5, cold 5, electricity 5**Fort** +1, **Ref** +2, **Will** +4**hp** 9 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1**Melee** dagger -1 (1d4-1/19-20)**Ranged** light crossbow (range 80 ft.) +2 (1d8/19-20)**Special Actions** channel positive energy (4/day; 1d6; DC 13)**Oracle Spells Known** (CL 1st; concentration +4; safe curing, spontaneous casting [cure spells])1st (4/day)—*bless, cure light wounds, remove fear*0—*create water, detect poison, purify food and drink, stabilize***Safe Curing (Su)** Whenever Raehahn casts a spell that cures the target of hit point damage, she does not provoke attacks of opportunity for spellcasting.**Combat Gear** bolts (20)

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 14, Cha 17**SQ** oracle's curse (tongues), revelation (channel), revelation (safe curing)**Tongues (Ex)** Whenever Raehahn is in combat, she can only speak and understand Celestial. This does not interfere with spellcasting, but affects spells that are language dependent.**Feats** Extra Revelation (safe curing)**Skills** as above plus Diplomacy +7, Heal +6, Knowledge (religion) +4, Spellcraft +4**Languages** Common, Celestial

Gear as above plus trail rations (1 day), 5 sp

AASIMAR (CR 4)

LEKKA

CR 4 (XP 1,200)

This lanky figure stands before you in an aura of moonlight, hands and eyes faintly shining with a supernatural glow.

Female aasimar (agathion-blooded) druid 5

NG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft; Perception +11, Sense Motive +3

Speed 30 ft., woodland stride, trackless step; **ACP** -1; Fly +8 (+9 wild shape)

Trackless Step (Ex) Lekka leaves no trail in natural surroundings (unless she wishes to) and cannot be tracked.

Woodland Stride (Ex) Lekka can move through any sort of undergrowth at her normal speed and without taking damage or suffering impairment. Areas magically manipulated to impede motion, however still affect her.

AC 16, touch 12, flat-footed 15; **CMD** 18

(+1 armour [*bracers of armour* +1], +1 Dex, +1 deflection [*ring of protection* +1], +3 shield [+1 *large wooden*])

Resist acid 5, cold 5, electricity 10

Fort +7, **Ref** +3, **Will** +8; +4 vs. spell-like and supernatural abilities of fey

hp 36 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mw shortspear +7 (1d6+3)

Ranged shortspear (range 20 ft.) +4 (1d6+3)

Atk Options storm burst

Storm Burst (Sp [standard; 6/day]) Lekka can create a storm burst targeting a foe within 30 feet (ranged touch attack (+4, 1d6+2 nonlethal damage). In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round.

Special Actions beast shape, wild shape (1/day; Natural Spell)

Beast Shape (Sp [standard; 1/day]) Lekka can use *beast shape I* or can expend this ability to gain one additional use of wild shape.

Druid Spells Prepared (CL 5th; concentration +8 [+12 casting defensively or grappling]; weather; spontaneous casting [*summon nature's ally* spells])

3rd—*call lightning*^D, *neutralize poison*, *wind wall*

2nd—*flaming sphere*, *fog cloud*^D, *summon swarm*, *warp wood* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *obscuring mist*^D, *magic fang*, *produce flame*

0—*create water*, *detect poison*, *know direction*, *purify food and drink*

Combat Gear *amulet of mighty fists* +1

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 16, Cha 8

SQ resist nature's lure, wild empathy (+4, +0 vs. magical beasts)

Feats Combat Casting, Extra Magic, Natural Spell

Skills as above plus Knowledge (nature) +10, Survival +13

Languages Common, Celestial

Gear as above plus backpack, *cloak of resistance* +1, trail rations (6 days), 20 gp

AASIMAR (CR 7)

XAKRAN KESTU

CR 7 (XP 3,200)

This tall, heavily muscled man stands proud and solemn with a colourful throng of feathers arrayed on his head.

Male aasimar (couatl-blooded) cleric 8

LG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +15

Speed 30 ft.; **ACP** -3

AC 21, touch 11, flat-footed 22; **CMD** 21

(+7 armour [+1 mithral breastplate], +1 deflection [ring of protection +1], +1 natural, +2 shield [+1 buckler])

Fort +7, **Ref** +2, **Will** +11

hp 47 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +10

Melee +1 keen scimitar +12/+7 (1d6+4/15–20)

Ranged +1 composite longbow (range 110 ft.) +7/+2 (1d8+5/x3)

Atk Options holy lance

Holy Lance (Su [standard; 1/day]) Xakran can give a weapon he touches the *holy* special weapon quality for 4 rounds.

Special Actions calming touch, channel positive energy, communal mind, touch of good

Calming Touch (Sp [standard; 8/day]) Xakran can touch a creature to heal it 1d6+8 nonlethal damage and remove the fatigued, shaken and sickened conditions.

Channel Positive Energy (Su [standard; 5/day]) Xakran can channel positive energy (4d6; DC 16 halves) within 30 feet. He can exclude up to two creatures from this effect.

Communal Mind (Sp [standard; 1/day]) Xakran can forge a telepathic bond between himself and up to two allies as telepathic bond.

Touch of Good (Sp [standard; 8/day]) Xakran can touch a creature and grant a +4 sacred bonus on attack rolls, skill checks, ability checks and saving throws for 4 rounds.

Cleric Spells Prepared (CL 8th; concentration +13 [+17 casting defensively or grappling]; Community [Couatl], Good; spontaneous casting [cure spells])

4th—*dimensional anchor* (DC 19), *dismissal*^D (DC 19), *freedom of movement*, *neutralize poison*

3rd—*invisibility purge*, *magic circle against evil*^D (DC 18), *remove blindness/deafness*, *remove curse*, *stone shape*

2nd—*aid*, *augury*, *consecrate*, *lesser restoration*, *shield other*^D

1st—*bless*, *comprehend languages*, *detect evil*, *detect undead*, *obscuring mist*, *protection from evil*^D (DC 16), *remove fear*

0—*create water*, *detect magic*, *detect poison*, *stabilize*

Combat Gear arrows (20), silver holy symbol, *wand of cure light wounds* (50 charges)

Abilities Str 18, Dex 10, Con 12, Int 8, Wis 20, Cha 14

SQ aura of good (strong), aura of law (strong)

Feats Combat Casting, Energy Focus, Selective Channelling, Weapon Focus (scimitar)

Skills as above

Languages Common, Celestial

Gear as above plus *belt of giant strength* +2, *handy haversack*, *headband of inspired wisdom* +2, *ring of sustenance*, 94 gp

AASIMAR (CR 9)

AZARA ZHAN

CR 9 (XP 6,400)

This stunningly beautiful woman has silver fingertips and hair that stirs in an unfelt breeze.

Female aasimar (azeta blooded) bard 10

CG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft; Perception -1, Sense Motive +19

Speed 30 ft.; **ACP** 0; Acrobatics +19, Fly +19

AC 25, touch 14, flat-footed 23; **CMD** 21

(+7 armour [+3 mithral chain shirt], +2 deflection [ring of protection +2], +2 Dex, +4 shield [+3 mithral buckler])

Resist acid 5, cold 5, electricity 5

Fort +9, **Ref** +12, **Will** +9; +4 vs. bardic performance, sonic and language-dependent effects

hp 90 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +7

Melee mwk rapier +10 (1d6-1/18-20)

Ranged +1 seeking longbow (range 100 ft.; Point Blank Shot, Precise Shot) +10 (1d8+1/x3)

Special Actions bardic performance (28 rounds; countersong, distraction, fascinate [DC 21], inspire courage +2, inspire competence, suggestion [DC 21], dirge of doom, inspire greatness), celestial speed (1/day)

Celestial Speed (Sp [standard; 1/day]) Azara can use *expeditious retreat* or *fly*.

Bard Spells Known (CL 10th; concentration +16 [+20 casting defensively or grappling])

4th (2/day)—*dominate person* (DC 20), *freedom of movement*

3rd (4/day)—*charm monster* (DC 19), *confusion* (DC 19), *dispel magic*, *gaseous form*, *haste*, *see invisibility*, *slow* (DC 19)

2nd (6/day)—*alter self*, *blindness/deafness* (DC 18), *calm emotions* (DC 18), *glitterdust* (DC 18), *invisibility*, *minor image* (DC 18), *mirror image*, *tongues*

1st (7/day)—*animate rope*, *charm person* (DC 17), *comprehend languages*, *cure light wounds*, *expeditious retreat*, *identify*, *remove fear*, *silent image* (DC 17)

0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

Combat Gear arrows (40)

Abilities Str 10, Dex 14, Con 16, Int 12, Wis 8, Cha 22

SQ bardic knowledge, jack-of-all-trades, lore master, versatile performance (act, dance, oratory), well versed

Jack-of-All-Trades (Ex) Azara can use any skill untrained.

Lore Master (Ex) Azara can take 10 on all knowledge checks.

Feats Combat Casting, Point Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills as above plus Bluff +19, Diplomacy +19, Disguise +19, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (planes) +11, Knowledge (religion) +11, Perform (act) +19, Perform (dance) +19, Perform (oratory) +19, Spellcraft +14, Use Magic Device +19

Languages Common, Celestial, Sylvan

Gear as above plus backpack, bedroll, *cloak of resistance* +3, *headband of alluring charisma* +4, trail rations (7 days), waterskin, 181 gp, 4 sp

AASIMAR (CR 14)

ARELA CHANDRIE

CR 14 (XP 38,400)

This stunning, radiant woman stands clad in polished full plate, wielding a glowing longsword and radiating holiness from beneath a golden halo.

Female aasimar (angel blooded) paladin 15

LG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 20 ft., base speed 30 ft.; Step Up **ACP** -5; Acrobatics -4 (-8 jumping)

AC 29, touch 11, flat-footed 28; **CMD** 34 (+44 vs. disarm) (+14 armour [+5 *adamantine full plate*], +2 deflection [*ring of protection* +2], +1 Dex, +2 natural [*amulet of natural armour* +2])

Immune charm, disease, fear; **Resist** acid 5, cold 5, electricity 5

Fort +18, **Ref** +11, **Will** +14; **SR** 20

hp 162 (15 HD); **DR** —/3

Space 5 ft. (auras of courage and resolve, faith 10 ft.); **Base Atk** +15; **CMB** +21

Auras of Courage and Resolve While Arela is conscious, allies within 10 ft. gain a +4 morale bonus on saving throws vs. fear and charm effects.

Aura of Faith (Su) Arela's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while Arela is conscious.

Aura of Justice (Su [free]) Arela can expend two uses of smite evil to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of her next turn and the bonuses last for 1 minute. Evil creatures gain no benefit from this ability.

Melee *holy avenger* (Power Attack [-4/+12]) +23/+18/+13 (1d8+26 [+2d6 against evil targets])/17-20

Ranged +1 *composite longbow* (range 110 ft.) +17/+12/+7 (1d8+7/x3)

Atk Options Blind-Fight, Critical Focus, Staggering Critical, smite evil (5/day, +5 attack, +15 damage, +5 AC)

Special Actions celestial heritage, celestial speed, lay on hands (aura of justice, channel positive energy)

Celestial Speed (Sp [standard; 1/day]) Arela use *expeditious retreat* or *fly*.

Celestial Heritage Arela is aware of the presence of any spell or effect that detects her alignment. Once per day (for 3 rounds) as a standard action, she may cause herself to be treated as a 30 HD good and lawful outsider for purposes of *detect* spells and effects.

Channel Positive Energy (Su) Arela can expend 2 uses of lay on hands to channel positive energy as a cleric (8d6, DC 22).

Lay on Hands (Su [standard; 12/day]) Arela can cure 7d6 damage and remove the fatigued, paralyzed, poisoned, staggered and stunned conditions. Healing herself is a swift action.

Spell-Like Abilities (CL 15th)

At will—*detect evil*

Paladin Spells Prepared (CL 12th; concentration +17)

4th—*break enchantment*, *death ward*

3rd—*magic circle against evil* (DC 18), *remove blindness/deafness*, *remove curse*

2nd—*resist energy*, *shield other*, *zone of truth* (DC 17)

1st—*bleed*, *detect poison*, *detect undead*, *lesser restoration*, *protection from evil*

Combat Gear arrows (20), locked gauntlet, silver holy symbol

Abilities Str 23, Dex 12, Con 18, Int 8, Wis 10, Cha 20

SQ aura of good (overwhelming), Cassisian bonded paladin, divine grace, mercies (fatigued, paralyzed, poisoned, staggered, stunned)

Feats Alertness^B, Celestial Aura, Critical Focus, Improved Critical (longsword), Power Attack, Staggering Critical, Step Up, Toughness, Weapon Focus (longsword)

Skills as above plus Diplomacy +25

Languages Common, Celestial

Gear as above plus *belt of physical might* +4 (Strength and Constitution), *ring of sustenance*, *headband of alluring charisma* +4

CASSISIAN ANGEL COMPANION

This small angel appears to be little more than a helmet with a pair of dove-like wings.

LG Small outsider (angel, extraplanar, good)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5, Sense Motive +4

Speed fly 60 ft. (perfect); **ACP** 0; Fly +10, Stealth +8

AC 22, touch 11, flat-footed 22; **CMD** 20; +2 deflection vs. evil (lesser protective aura) (+1 size, +11 natural)

Immune cold, acid, petrification; **Resist** electricity 10, fire 10

Fort +10 (+14 vs. poison), **Ref** +5 (improved evasion), **Will** +11; **SR** 20

hp 81 (15 HD); **DR** cold iron or evil/5

Space 5 ft.; **Base Atk** +15; **CMB** +10

Melee slam +10 (1d3-4)

Atk Options breath weapon (15 ft. line; 3d6 cold or fire; DC 18 Reflex halves)

Special Actions change shape (small human-like angel or dog, *polymorph*)

Spell-Like Abilities (CL 3rd; concentration +3)

Constant—*detect evil*, *know direction*

1/day—*aid*, *daylight*

1/week—*commune* (six questions, CL 12th)

Abilities Str 3, Dex 11, Con 12, Int 13, Wis 11, Cha 10

SQ perfect memory

Feats Iron Will

Skills as above plus Diplomacy +15, Knowledge (planes) +5, Knowledge (religion) +5

Languages Celestial, Draconic, Infernal; truespeech

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

STAT BLOCKS BY CR

CR

1/2	Mrakas Ryle CG male aasimar (elysian-blooded) cavalier 1
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1/2	Quylest Mahran N male aasimar (jyoti-blooded) rogue 1
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1/2	Raehahn Sunovere CG female aasimar oracle (life) 1
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4	Lekka NG female aasimar (agathion-blooded) druid 5
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7	Xakran Kestu LG male aasimar (couatl-blooded) cleric 8
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9	Azara Zhan CG female aasimar (azeta-blooded) bard 10
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14	Adela Chandrie LG female aasimar (angel-blooded) paladin 15
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