

RAGING SWAN PRESS  
SCIONS OF EVIL

Sample file



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# SCIONS OF EVIL

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by loads of talented designers

Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Scions of Evil* presents over 100 foes (CR 1/4 - 23) to bedevil your PCs and five sinister bands of black-hearted individuals.

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block, plot hooks and suggested encounter groups making it easy to insert the villain into almost any campaign.

*Scions of Evil* also includes a selection of minions including stalwart, black-hearted swordsmen; calculating, warrior monks; stealthy, amoral rogues and more powerful foes such as including noisome ghouls and a cunning gargoyle, charismatic quasit, bloodthirsty ogre-magi and malevolent invisible stalker!

As well as over 20 pages of new material including new villains and minions, *Scions of Evil* collates the NPCs and groups first presented in *Antipaladins*, *Bandits of the Rampant Horror*, *Brethren of the Crimson Altar*, *Fellowship of the Blackened Oak*, *Kai's Scoundrels*, *Thanegar's Horde*, *Villains*, *Villains II* and *Villains III*.



## CREDITS

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## CONTACT US

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Reach us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## BONUS MATERIAL

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Thank you for purchasing *Scions of Evil*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit [ragingswan.com](http://ragingswan.com) to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

## ERRATA

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We would like to think *Scions of Evil* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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## ABOUT THE DESIGNERS

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**Christian Alipounarian** has been wasting copious amounts of time gaming since 1981. He joined the Living Greyhawk campaign staff in the nineties as regional adventure coordinator and editor for the Kingdom of Keoland region. He has written many rounds of modules for not just that campaign but also for the RPGA's Living Kingdoms of Kalamar and Living Death campaigns, as well as for the independent Legends of the Shining Jewel. He was a playtest lead for the 4th Edition Dungeons & Dragons game and is a contributor to products produced by Empty Room Studios Publishing and Raging Swan Press. He holds an undergraduate degree in history and a graduate degree in social science. He lives in northern New Jersey with his cat, Ava.

**John Bennett** makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

**Ben Kent** has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

**Andrew Martin** was born in the United States and now residing in eastern China, Andrew is both an aspirant teacher

and writer. Holding a long-fostered love of role-playing games and the act of playing, he spends much of his free time simply dreaming up various characters and plots, and occasionally even commits them to paper! He loves richly developed worlds and personas, with a special interest in dark fantasy, gothic horror and gritty westerns. He is engaged in a never-ending battle with his own lethargy, and whenever he earns a minor victory against this insidious foe, he uses the resulting window of motivation to further his practice in writing.

**Julian Neale** began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London. Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to *Dragon* magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press. Julian currently lives in the north of England, but plans to relocate further south in the future.

**David Posener** started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

**Martin Tideswell** has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at the age of 11 and the rest, as they say, is history...

Martin is now 38 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters - Lois and Mina - in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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## FOREWORD

*Scions of Evil* is Raging Swan’s biggest book to date containing over 200 pages presenting some of the foulest villains (and their minions) ever committed to paper to challenge your players! This book contains 135 ready to go stat blocks as well as copious notes enabling the GM to bring to life (or possibly unlife) the villains herein. Decent villains can be hard to find. Often the arch-villain in an adventure or campaign makes little or no sense. Why is he so evil? Why is he trying to do what he is doing? *Scions of Evil* seeks to answer these questions.

Another nice thing about *Scions of Evil* is that it makes a wheels within wheels style campaign easier to run. Sure at low-levels Aelire Maiaral made a fearsome opponent, but eventually the PCs will “outgrow” or slay her. Not to worry, using *Scions of Evil* you can determine that actually she was working for Cadan Negus who was in turn working for an even greater evil. (In fact, I think you could probably run an entire campaign using only the stat blocks herein).

Compiling this book has been great fun – I’ve got to go back and take a look at some of the fantastic products Raging Swan has been able to put out over the last two years. *Scions of Evil* is a compilation of *Bandits of the Rampant Horror*, *Brethren of the Crimson Altar*, *Fellowship of the Blackened Oak*, *Kai’s Scoundrels*, *Thanegar’s Horde*, *Villains*, *Villains II* and *Villains III*.

However, as well as reprinting these great supplements we’ve also included over 20 pages of new material as a thank

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you for your support over the last two years. Hiding among familiar faces, you’ll find new villains and new minions. In fact, *Scions of Evil* sees the publication of three of the highest CR stat blocks I’ve ever designed (but not the highest!) Need a CR 21 graveknight marilith antipaladin, CR 22 red dragon or CR 23 vampiric balor fighter? *Scions of Evil* has got you covered, but be warned these villains are not for the fainthearted. If you unleash these into your campaign, you must be ready to accept the consequences. Originally, I wrote these high-level stat blocks for my own; every Christmas, I run a high-level splatter-fest in which the players each bring a 20th-level character and I bring one or two villains. It’s an excuse for everyone to try out things they wouldn’t normally do in the main campaign and a great way to blow off steam. The results have not been pretty for the PCs, but we’ve all had a great time.

I hope you find *Scions of Evil* useful. It would be great to hear how you use the villains and their minions in-game; you can drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

May your dice roll way better than mine (which really wouldn’t be that hard),

## STAT BLOCKS BY CR

CR	NAME	PAGE
1/4	Kobold Warrior LE male kobold warrior 1	21
1/3	Bandit NE male human warrior 1	13
1/3	Goblin Raider NE goblin warrior 1	18
1/3	Orc Warrior CE orc warrior 1	23
1/2	Goblin Champion NE male goblin warrior 2	18
1/2	Hobgoblin Warrior LE male hobgoblin fighter 1	20
1/2	Kobold Champion LE male kobold warrior 3	21
1/2	Orc Savage CE orc barbarian 1	23
1/2	Veteran Bandit NE male human warrior 2	13
1	Bandit Thief CN male human expert 3	13
1	Gnoll Warrior CE male gnoll	17
1	Goblin Adept NE male goblin adept 3	18
1	Goblin Scout NE goblin expert 1	18
1	Goblin Warrior (NE goblin warrior 3)	188
1	Hobgoblin Champion LE male hobgoblin fighter 2	20
1	Kobold Adept LE kobold adept 4	21
1	Orc Veteran CE orc warrior 3	23
1	Wolf animal	142
2	Krenshar Steed N Advanced krenshar	117
2	Bat swarm swarm	142
2	Bugbear Lurker CE male bugbear	14
2	Darick Boden NE male human rogue 2/sorcerer (destined) 1	42
2	Decapitated Plague Zombie NE spriggan plague zombie	127
2	Rake CE male human fighter 2/rogue 1	24
2	Rat swarm swarm	142
3	Aelire Maiaral CE female half-elf antipaladin 4	68
3	Anguish-Taster LE male hobgoblin fighter (unbreakable) 4	33

3	Chalice Byanfel CE female halfling antipaladin 4	43
3	Gnoll Warrior Veteran CE male gnoll warrior 4	17
3	Korgan Rimestone NE male dwarf wizard (enchanter) 4	87
3	Hobgoblin Chieftain LE male hobgoblin fighter 3/cleric 1	20
3	Mercenary Warrior NE male human fighter 4	22
3	Spriggan-at-Arms CE male spriggan	118
3	Thug CN male half-orc fighter 2/rogue 2	27
3	Vargouille Friar NE advanced vargouille	127
4	Aragan Doldal CE male dwarf fighter 2/barbarian 3	46
4	Ebrel Vosper CE female human cleric 5	103
4	Goblin Scout NE goblin ranger 5	188
4	Raine Karonen CE male human barbarian 5	60
4	Roondar Turen N male gnome bard 5	25
4	Sitae Amaithar LE female half-elf cleric 3/fighter 2	32
4	Thadrim Nytriluath NE male half-elf wizard (illusionist) 5	79
4	Valto Uronen LE male half-orc monk 2/fighter (brawler) 3	102
4	Vampire spawn	151
4	Veteran Rake CE male human fighter 4/rogue 1	24
4	Voniat Iasan NE male half-elf fighter 3/rogue 2	56
5	Brawler LE male dwarf fighter 4/monk 2	27
5	Bugbear Berserk CE male bugbear rogue 2/barbarian 1	14
5	Bugbear Shock-Trooper CE bugbear rogue 2/barbarian 1	190
5	Elite Mercenary Warrior NE male human fighter 6	22
5	Gnoll Shaman CE male half-fiend gnoll adept 4	17
5	Goblin Wolfkeeper NE goblin ranger 6	189
5	Greater vampire spawn Advanced vampire spawn	145
5	Human Thug NE human fighter 3/rogue 3	191
5	Knight of the Rampant Horror CE male spriggan fighter 2	116

5	Petrok Uren CE male human antipaladin 6	98
5	Spriggan Trouble-Shooter CE male spriggan wizard (diviner) 3	119
6	Gheldorwhik NE male goblin rogue 7	195
6	Kulan-Wyr Guardian LE skeletal champion monk 11	132
6	Lungen Rasur NE male halfling ranger 3/rogue (poisoner) 4	86
6	Nelius Zentar NE male human cleric 7	110
6	Rumaira Sheraee NE female elf druid 3/sorcerer (empyrean celestial) 4	88
6	Shamil the Poisoner NE female gnome rogue 5/assassin 2	12
6	Taim Noben NE male half-elf wizard (necromancy) 5/rogue 2	78
7	Aellian Cyelrae CN elf sorcerer (fey) 8	147
7	Bertliak CE bugbear ranger 2/assassin 3	192
7	Bugbear Assassin CE male bugbear range 2/assassin 3	14
7	"Captain" LeVar CN male human afflicted wereshark rogue 3/fighter 4	180
7	Chasm N name bulette	120
7	Dhaeris the Cad CE male half-elf bard 8	193
7	Dhoean Tahlthar NE male half-elf bard 4/ranger 4	161
7	Digory Odgers CE male human rogue 5/fighter 3	82
7	Eranil Surnae NE female dhampir sorcerer [infernal] 8	194
7	Forest Uncle N dire bear	89
7	Ghast Hordeling CE male advanced ghoul fighter 2/rogue 3	16
7	Grash the Destroyer CE male half-orc rogue 3/fighter 2/assassin 3	12
7	Hired Thugs NE male half-orc warrior 5/expert 4	146
7	Holg NE male half-orc ranger 8	163
7	Kalaen Korran CN male elf fighter 5/rogue 2/duelist 1	147
7	"Killer" Kai Linnow N female human magus 7/rogue 1	177
7	Kulan-Wyr Champion NE human skeletal champion warrior 12	145
7	Lafithel Traivanna CN female elf sorcerer (draconic [gold]) 8	163

7	Marra Brandywine NE female halfling summoner 1/ranger 1	178
7	Marrowsplitter CN male gnoll druid 7	182
7	Mercenary Leader NE male human fighter 8	22
7	Mercutio CE male half-elf rogue 1/bard 7	183
7	Professional Duellist NE male elf fighter 5/rogue 2/duelist 1	24
7	Steren Wearne CE female half-elf antipaladin 4/bard 4	104
7	Teraim Arasten LE male dwarf fighter 8	34
7	Tiefling Sneak CN female tiefling rogue 3/wizard (enchanter) 5	25
7	Torn Tusk NE male half-orc sorcerer (elemental [fire]) 8	184
7	Vola NE female half-orc druid 8	167
8	Cadan Negus CE male human vampire sorcerer (destined) 7	150
8	Canerous and Vercherix CE male variant ettin bard 4	123
8	Ibric NE male human fighter 6/rogue 3	57
8	Krask NE male orc barbarian 6/fighter 3	61
8	Thanegar NE male half-orc oracle [battle] 9	196
9	Baron Tallega Raundrev CE male spriggan fighter 2/rogue (thug) 4	121
9	Duerrin Thramek CE male duergar antipaladin 6/fighter 4	94
9	Eiluanna Maiasar CE female elf fighter 10	70
9	Firhar Luedul NE male half-elf wizard (diviner) 10	66
9	Hordeling Leader CE male advanced ghoul fighter 4/rogue 3	16
9	Myghal Nankeris LE male human monk 10	76
9	Sussamarra CE female young harpy sorcerer (fey) 8	124
9	Varisthu NE male advanced vargouille oracle (bones) 6	126
11	Aurakraul LE female young adult green dragon	157
11	Cauchemar nightmare outsider	136
11	Cornes Solethar NE male half-elf sorcerer (infernal) 2	90
11	Eseld Cass CE female human barbarian 5/antipaladin 7	44
11	Gargoyle Scout CE female gargoyle ranger 7	15

11	Guthseyr NE male invisible stalker rogue 4	19
11	Perran Gongye NE male human rogue 6/assassin 6	54
11	Thothosk CE male quasit bard 9	26
11	Voarothim LE male ogre-magi fighter 3	28
12	Daveth Goninan NE male half-orc vampire fighter 10	136
12	Terl Yarg NE male doppelganger vampire rogue 5/shadowdancer 2	140
13	Arlis the Ender NE male human cleric 12/fighter 2	49
13	Lillian Orxal LE female human spectre sorcerer (arcane) 10	80
13	Margh Vosper LE male human vampire aristocrat 4/bard 9	138
13	Rexal Urexin CE male advanced minotaur barbarian 8	100
13	Tharon Zasparr CE male drow antipaladin 8/rogue 3/shadowdancer 2	108
15	Irdenseyr Lhamgos CE incubus fighter 8	64
15	Tregereth Faull LE female human vampire wizard [diviner]	134

	5/loremaster 8	
15	Vaerosk Ixzygax CE female aasimar half-fiend antipaladin 13	58
15	Vilran Azanae NE male elf vampire wizard (necromancer) 14	40
16	Parardar Levien CE male human lich sorcerer (draconic [red]) 15	62
17	Calaunfel Wyrxin LE male human mummy fighter 2/sorcerer (draconic [copper]) 2/dragon disciple 8	106
17	Praxus Telemos LE male tiefling fighter 18	93
17	Yetosh Thrane CE male reality warped human cleric 3/wizard (conjurer) 4/mystic theurge 10	97
19	A Memory of Allwinter NE awakened demilich druid 15	31
19	Heema Phanin LE female advanced variant dark naga serpentine sorcerer 9	85
19	Koravel Nahel NE male half-elf natural werewolf druid 19	72
21	Sword of Orcus CE graveknight marilith antipaladin 2	39
22	Sygaxmere Etharvaeros CE male red great wyrm dragon	52
23	Gahlgax Atarrith, Balor Lord CE vampire balor fighter 1	38



## ANTIPALADIN CLASS ABILITIES

The stat blocks for the antipaladins in this GM's RESOURCE include all information necessary to run them in battle. This section contains additional relevant information that first appeared in the *Advanced Player's Guide* by Paizo Publishing LLC.

**Detect Good (Sp):** At will, an antipaladin can use *detect good* (as the spell) as a paladin uses *detect evil*.

**Smite Good (Su):** An antipaladin uses smite good against good opponents as a paladin uses smite evil against evil opponents. Additionally, if the target of the smite is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage increases to 2 points per antipaladin level on the first hit.

**Plague Bringer (Ex):** An antipaladin takes no damage or penalties from diseases, but can still contract and spread them.

**Fiendish Boon (Sp)** A weapon affected with fiendish boon glows with the same radiance as a torch. Only the antipaladin gains the bonuses imparted by this ability.

## CODE OF CONDUCT

Antipaladins must be of chaotic evil alignment; those that change alignment – or willingly commit good acts – immediately lose their class-related powers. Antipaladins must always place their own desires and agenda before others and impose tyranny, provoke suffering and fight against the forces of good at every opportunity. Antipaladins may work with individuals of neutral alignment, but may not ally themselves with good-aligned powers (except when their goal is to bring down their enemies from within). An antipaladin's followers must be chaotic evil.

## DEMONIC PATRONS

Many antipaladins venerate degenerate, otherworldly demons bent on the destruction of all that is good and pure. Such creatures often conspire to tear down the gleaming lights of civilisation and despatch their blackest, most merciless servants to bring their dark schemes to fruition. Brief notes on a trio of such demons appear here.

### ARACHNE

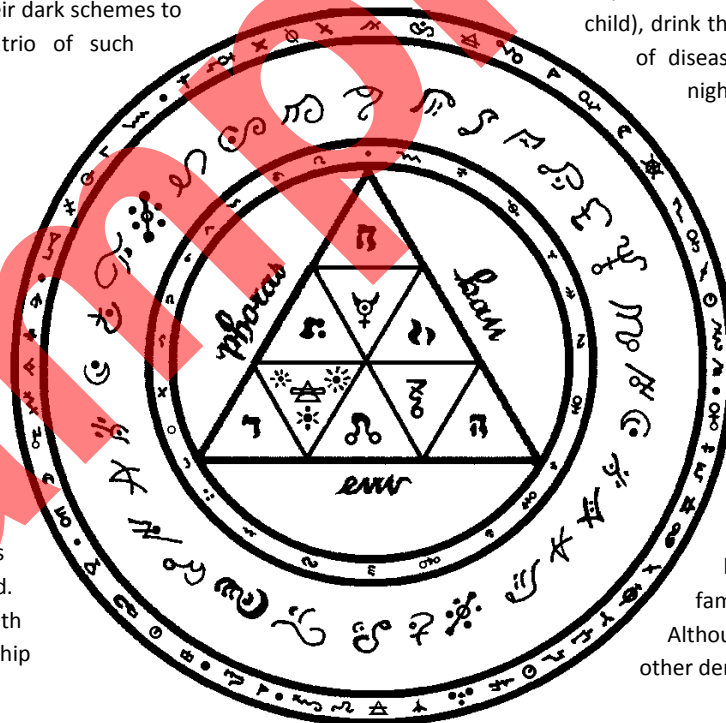
Once a servant of good in the dim pre-history of the world, Arachne was transformed into a monstrous demonic spider after besting her divine patron in a contest. Driven by her boundless thirst for revenge, her minions now work to destroy the works of her former master. Arachne spins many plots across the world. Due to their affinity with spiders, drow often worship Arachne.

### LAMASHTU

The female demon Lamashtu is a horrifying hybrid creature that dines on the living flesh of stolen children. She is known to slay children, torture women (especially those with child), drink the blood of men and as a bringer of disease, sickness, death and terrible nightmares. She has a great affinity for snakes and appears as a nauseating creature with a bloated, hairy body, a lioness' head with a donkey's teeth and ears and the talons of a bird. Lamashtu is a rival of Pazuzu.

### PAZUZU

Pazuzu has the winged body of a man, the head of a lion, eagle-like taloned feet and a scorpion's tail. He is the bringer of storms, droughts and famines and the rival of Lamashtu. Although evil, he often drives away other demons.



## READING STAT BLOCKS

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*Scions of Evil* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks 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

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### 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.

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 <sup>D</sup> 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 barred schools.