

AZAZ ARAFE

CREATURE 1

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HUMANOID

HUMAN

Converted by VaranSL

Perception +7

Languages Common, Ancient Osiriani, Kelish, Osiriani

Skills Acrobatics +6, Arcana +7, Religion +7, Osirion Lore +7

Str +1, **Dex** +3, **Con** +0, **Int** +4, **Wis** +0, **Cha** +2

Items daggers (×2), spell component pouch, spellbook containing his prepared spells, wooden holy symbol of Nethys

AC 14; **Fort** +3, **Ref** +6, **Will** +5

HP 15

Speed 25 feet

Melee ♦ club +4 [-1/-6], **Damage** 1d6+1 bludgeoning

Melee ♦ dagger +6 [+2/-2] (agile, finesse, versatile S), **Damage** 1d4+1 piercing

Ranged ♦ club +4 [-1/-6] (thrown 10 feet), **Damage** 1d6+1 bludgeoning

Ranged ♦ dagger +6 [+2/-2] (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Arcane Prepared Spells DC 17, attack +9 ; **1st** *gritty wheeze*, *magic missile*, *shocking grasp*; **cantrips (1st)** *daze*, *detect magic*, *light*, *prestidigitation*, *ray of frost*

Wizard School Spells 1 Focus Point, DC 17 , attack +9; **1st** *force bolt*;

Drain Familiar ♦ **Frequency** Once per day; **Requirements** Azaz hasn't acted yet on this turn.

Effect Azaz expends the power stored in his scorpion familiar. This gives him the ability to cast one prepared spell he has already previously cast today, without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.