



# Morningstar



Heroes of Morningstar



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# Heroes of Morningstar

By R. Scott Kennan

Illustrations by Clayton Bunce, Tom Galambos, and William McAusland

The Nine Empires of Morningstar stand at the height of their power, but are balanced on the edge of disaster. The Dark Prophecy called the Canticle of the Morning Star reveals the fates that await them, for those who have eyes to see. These mysteries drive many of the factions of the known world to work with or against one another. Discovering who – or what – is behind the grim voice of the Canticle is the reason these groups exist, and may hold the key to salvation.

Your adventurers enter this power struggle equipped with the questions, but bereft of answers. Whether they find them in time may depend on the allies they keep, or the enemies they make. Here, then, are ten intriguing NPCs, each of whom has a part to play as the Canticle's story begins to unfold. These characters hail from all known parts of Thraxis, but have come to Brendir for their own reasons. They may be encountered in Brendir, or their native lands.

## Jezreel Hinathewan

Hero of Haseth

Jezreel Hinathewan is a Djonjapuran cultural hero who hails from a royal family deposed generations ago. He has dark skin and hair which is worn long, his features are strong and his eyes are light but intense. His distinctive blue leather armor is a family heirloom that protects him far beyond what its appearance would indicate. Choosing to focus more on speed and agility than brute strength, Jezreel is an acrobatic thorn in the side of any who make him their enemy.

Jezreel came to Brendir to compete in the World Games two years ago after being told by a Morning Star Apostle in his homeland that his family's restoration depended upon his winning the Games. Though far from home, his people still hear of his exploits as he travels the continent. He lost the last World Games, and has vowed to win the next one. He plans to return home after this triumphant event.

He is a charming and competent natural leader, and though he rarely stays with a group of companions for long, he quickly takes on a leadership role for whoever he travels with, gaining lifelong friends and allies. As important as the games are to Jezreel, he is compelled to fight Hrum Vaat, to understand his role in relation to the Canticle, and to right wrongs among the strange peoples of Brendir. Thus he may very well end up staying in Brendir longer than he intends if he gets involved in something larger than his immediate goals. He has realized that the initial prophecy bestowed upon him reaches further than the games, and that he was meant to be disgraced in the first Games, that he would find his destiny as he prepared to compete again. He has begun to uncover a plot whereby Hrum Vaat would begin to infiltrate the Brendirian Senate. How remains to be seen, but Jezreel knows that he must find out.



**Jezreel Hinathewan, male human Eid6:** CR 6; Size M (5 ft, 11 in. tall); HD 6d10+12; hp 52; Init +5; Spd 30 ft. (run 150 ft. due to Run feat); AC 18 (+1 Dex, +4 *enchanted leather armor*, +3 morale bonus from Aegis), touch 14, flat-footed 17; Base Atk +6/+1; Grp +9; Attack +9/+4 melee, +7/+2 ranged; SQ Aegis, aura of courage, divine aura, divine grace, divine health, exceptional weapon +1, right action, heroic boost 2/day, inspire, sanctum, SR 13, favored ally; SV Fort +12, Ref +8, Will +8; AL NG; Str 16, Dex 13, Con 15, Int 14, Wis 13, Cha 20.

*Languages Spoken:* Brendirian, Hasethan.

*Skills and Feats:* Balance +8, Climb +10, Diplomacy +6, Jump\* +3/+7 (additional +4 with running start from Run feat), Knowledge (local - Djonjapur) +3, Listen +5, Search +7, Sense Motive +5, Spot +2, Tumble +7; Acrobatics, Improved initiative, Run.

*Possessions:* +2 *leather armor*, +2 *longsword*, 6 masterwork darts, *potion of heroism*, *potion of aid*, *potion of charisma*; 3,260 gp

*Eidolon Spells per Day:* 2.

*Typical Spells* (save DC 11 + spell level): 1st level: *bless*, *resistance*.

## Sarool Jesterin

### Hero of Ijamvhul

Like most Ijamvian clerics, Sarool is a priest who worships himself. He left Ijamvhul in order to find others passive enough to do the same, and makes a living as a highly paid political agitator for rich Brendirian politicians. He is slightly overweight, but handsome and well kept. He has neat black hair and a goatee, and wears sharp black and midnight blue outfits in many styles, most trimmed or highlighted with red.

Sarool is not particularly suited to the adventuring life, but he has had a few adventures, and is always on the look out for a high profile quest that will help him impress would-be followers, and perhaps amass a little more personal power. Thus far, he has been unable to convince more than a handful of admirers to believe in him. He hopes to acquire a shard of the Prism to change that. He sees himself as an embryonic god of subterfuge and hidden strength, and uses his magics to promote this self-image – a self-image that was challenged many times in his youth as a portly Ijamvian child. Such challenges only served to strengthen his resolve to emerge triumphant as the first man to successfully will himself down the road to full godhood.

Sarool has a soft spot for the underdog in life, and despite his limitless self-love, he tries to inspire those who are kept from reaching their highest potential. Unlike many Ijamvians, he doesn't believe himself to be better than everyone else; quite the opposite, he thinks that no man or "god" is better than another. It is simply a matter of power and the illusion of such. He is grossly intolerant of true believers of established religions, but shelters others from such thoughts.

He has recently uncovered some secrets regarding the reasons for the appearance of the Strangers that he believes will help him get noticed by the Canticle. When he does so, he believes, he will be that much closer to his goal.

*For more escapades involving Sarool Jesterin, see the Morningstar adventure "Piety" in EN World Player's Journal #3.*

**Sarool Jesterin, male human Clr5:** CR 5; Size M (5 ft., 8 in. tall); HD 5d8+5; hp 25; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +4 *enchanted hide armor*, +2 *enchanted light steel shield*), touch 9, flat-footed 15; Base Atk +3; Grp +3; Attack +3 melee, +2 ranged; SA Turn undead; SQ Feat of strength (+5 Str 1/day), freedom of movement 5 rounds/day; SV Fort +5, Ref +0, Will +8; AL CN; Str 10, Dex 9, Con 12, Int 12, Wis 18, Cha 16.

*Languages Spoken:* Brendirian, Ijamvian.

*Skills and Feats:* Concentration +9, Craft +4, Hide -1, Survival +5, Listen +4, Move Silently -1, Profession (political agitator) +11, Spellcraft +9, Spot +4, Swim +3; Craft Wondrous Item, Empower spell, Extra Turning.

*Possessions:* +1 *light steel shield*, +1 *hide armor*,

masterwork dagger, 14 bolts, masterwork Triskatar crossbow, +1 *Ijamvian viper clamp*, *potion of lesser restoration*, *potion of wisdom*, *potion of false life*, *potion of cure light wounds* (x2), scroll of *divine Flame* (divine magic, lvl 5); 26 gp

*Cleric Domains:* Strength, Travel.

*Cleric Spells Per Day:* 5/4+1/3+1/2+1.

*Typical Spells* (save DC 14 + spell level): 0-level: *create water*, *cure minor wounds*, *light*, *purify food and drink*, *resistance*; 1st-level: *bless*, *command*, *comprehend languages*, *longstrider*, *protection from law*; 2nd-level: *augury*, *bull's strength*, *calm emotions*, *owl's wisdom*; 3rd-level: *create food and water*, *cure serious wounds*, *fly*.

# Malum Daikumbo

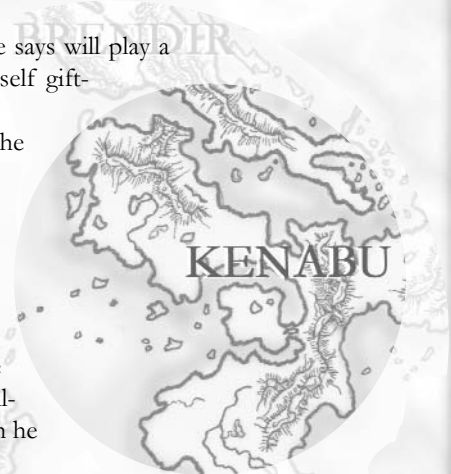
## Hero of Kenabu

Malum Daikumbo is a young Wireshite mage of improving repute, who the Canticle says will play a major role in the salvation or downfall of Kenabu. At 20 years of age, he has proven himself gifted. How he will use his gift remains to be seen.

Malum is a tall, slender man, with swept back black hair, who wears sharp garb in the most expensive Nestian fashions.

He has been a hero and a villain, with his greedy and lecherous streaks often getting in the way of doing what he knows is right. The ends justify the means for Malum, perhaps a little too often. He is friendly and likeable, but his arrogance and greed are obvious to anyone he meets.

Malum has recently been implicated in the theft of a powerful M'Gongan artifact, an idol of an ancient spider god called Olo'to. After its theft and sale, he discovered that the item was not merely one of many M'Gongan frauds, but a powerful artifact, bestowing abilities he could find good use for. He has fled Kenabu for Brendir, chasing the artifact, which he knows to be in the possession of his brother Mulcrin, a trader out of Ret.



**Malum Daikumbo, male human Wiz6:** CR 6; Size M (7 ft., 0 in. tall); HD 6d4+21; hp 35; Init +4; Spd 30 ft.; AC 14 (+4 Dex); Base Atk +3; Grp +5; Attack +5 melee, +7 ranged; SQ Familiar (hawk); SV Fort +5, Ref +6, Will +7; AL N (good tendencies); Str 15, Dex 18, Con 16, Int 19, Wis 14, Cha 12.

**Languages Spoken:** Brendirian, Ignan, Infernal, Kenabu, Wireshite.

**Skills and Feats:** Bluff +4, Concentration +12, Hide +4, Intimidate +4.5, Knowledge (religion) +13, Listen +2, Move Silently +4, Profession +11, Ride +8, Scry +12, Spot +5.5 (+8.5 in bright light), Swim +4; Craft Wondrous Item, Extend Spell, Maximize Spell, Scribe Scroll, Spell Focus (enchantment), Toughness.

**Possessions:** Masterwork quarterstaff, heavy crossbow, 16 bolts, *potion of cure light wounds*, *potion of jump*, *potion of vision*, *potion of sneaking*, *potion of*

*love*, *oil of timelessness*, *potion of swimming*, *scroll of identify* (arcane magic; lvl 6), *scroll of hypnotic pattern*, *air walk* and *detect undead* (arcane magic; lvl 6), *rod of lesser cooperation*, *wand of color spray* (30 charges); 573 gp

**Wizard Spells Known (4/4/4/3)** (save DC 14 + spell level, 15 + spell level for enchantment): 0-level: *arcane mark*, *dancing lights*, *daze\**, *detect magic\**, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand\**, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance\**; 1st-level: *change self*, *chill touch*, *identify\**, *magic missile\**, *sleep\**, *spider climb\**; 2nd-level: *alter self\**, *blur*, *detect thoughts*, *knock\**, *mirror image\**; 3rd-level: *flame arrow*, *hold person\**, *slow\**, *summon monster III\**.

\* Currently memorized.



# Wid Gatcher

## Hero of Kharkon

Wid Gatcher was a tunnel scout until a pit leech swarm slew the work crew he was leading, which was composed of dwarven youths. He single-handedly slew the aberrations when he discovered what they had done. Though he was not blamed for the children's deaths, he has held the guilt of this event for 53 years. He left his home behind, and became an inadvertent adventurer and Kharkonoi legend, seeking some unknown source of peace. He is 3'11", with coarse blue-gray granite-infused skin. He is completely hairless, with wizened features and a broad frame. He wears a multicolored knot-knit tunic and breeches (a dwarven hand-tied fabric), and a heavy hooded cloak, and travels barefoot. He has mastered the powers of the stoncutters, and begun to learn those of a rogue to better capitalize on them.

In combat, he uses his stonedive abilities to go into the walls or floor if possible and his mason's touch abilities to cause carefully targeted cave-ins from within the ceiling, or he snipes with his crossbow from partial cover within the wall. As ruthless as his abilities allow him to be, he always accepts a sincere surrender, even from a hated enemy, and will not kill a hostage. He keeps his promises, and never harms the weak. He tries to fit in with whoever he works with, and does not contradict the will of the group unless he feels very strongly that they are wrong. He has many contacts among the dwarves and gnomes, and has often spoken on behalf of outsiders in Kharkon.

**Wid Gatcher, male dwarf (stonemason)**  
**Stn5/Rog3:** CR 8; Size M (3 ft., 11 in. tall); HD 5d6+3d6+8; hp 36; Init +2; Spd 20 ft.; AC 13 (+2 Dex, +1 bracers of armor), touch 12, flat-footed 11; Base Atk +5; Grp +6; Attack +6 melee (+8 with masterwork morning star), +7 ranged; SQ Quarry, mason's touch 5/day, stonedive; SV Fort +3, Ref +6, Will +6; AL LG; Str 12, Dex 15, Con 13, Int 14, Wis 14, Cha 12.

**Languages Spoken:** Brendirian, Gnome, Kharkonoi, Terran.

**Skills and Feats:** Appraise +7, Balance +11, Climb

+6 (*ring of climbing*), Craft +7, Decipher Script +11, Disguise +10, Escape Artist +10, Forgery +10, Heal +7, Hide +11, Jump +6 (*ring of jumping*), Listen +11, Move Silently +5, Search +11, Spot +5, Survival +10, Use Magic Device +9; Combat Reflexes, Weapon Finesse (morning star), Iron Lungs.

**Possessions:** Masterwork morning star, masterwork hand crossbow, 20 +2 bolts, *potion of sneaking* (x2), *ring of jumping*, *ring of climbing*, expandable pole, 3 flasks of alchemist's fire, 5 tinder twigs, thieves' tools, +1 bracers of armor; 45 gp

# Mecual Peltinihuacti

## Hero of Quetapan

Mecual is a mercenary who was hired by a Quetapanii dignitary as a bodyguard. He has since left the employ of that corrupt official, and has decided to explore Brendir for a few years before making the long trip home. He is rather short, and has a barrel chest. He wears his straight black hair in the Kukixtlan style, shaved on the sides, and long on top. He is quite intelligent, and knowledgeable about magic and how to face it successfully. He has become a bit of a pickpocket under the tutelage of his new friend, a rogue named Yonus, though he only uses this ability when absolutely necessary. He is generally good natured and light-hearted, but has a morose side. He has begun to have dreams about home and an upcoming "Storm of Blood" in which he will play a part.

**Mecual Peltinihuacti, male human Ftr7:** CR 7; Size M (5 ft., 5 in. tall); HD 7d10+7; hp 48; Init +7; Spd 20 ft.; AC 22 (+3 Dex, +2 heavy steel shield, +7 *enchanted banded mail*), touch 12, flat-footed 19; Base Atk +7/+2; Grp +10; Attack +10/+5 melee, +10/+5 ranged; SV Fort +6, Ref +5, Will +4; AL NG; Str 16, Dex 16, Con 13, Int 17, Wis 15, Cha 12.

**Languages Spoken:** Aquan, Brendirian, Giant, Quetapanii.

**Skills and Feats:** Bluff +3, Climb +13, Craft +13, Handle Animal +9, Hide +3, Intimidate +4.5, Listen +4, Move Silently +5.5, Perform +1.5, Sleight Of Hand

+5, Ride +13, Spellcraft +4, Spot +4; Alertness, Cleave, Dodge, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Sunder.

**Possessions:** Heavy steel shield, +1 *banded mail*, masterwork light flail, masterwork macuahuitl, +1 *quarterstaff*, composite shortbow, 14 arrows, *potion of swimming*, *potion of cure light wounds* (x3), *feather token* (swan boat), *feather token* (anchor), *everburning torch*; 1,580 gp

## Mejin Lao

### Hero of Xiangur

Mejin was raised a peasant in Men-Geng. Her parents were strict, and never understood her desire for a better life than they could offer. As a teenager she amazed them by building many labor-saving devices such as water pumps and push-powered grain pickers to aid them in their old age. Her fortunes changed when a rich merchant happened upon their land, and offered to hire her and pay for her schooling as an artificer. When her parents died 5 years ago, she traveled to Brendir to study in Triskatariot. She carries their combined essence, which a fellow artificer rendered, in a pouch, hoping one day to have their council on demand via *Speak with Dead*. She may be surprised at what they have to say.

Now she is 33 years old and physically aged beyond her years by her hard childhood. She designed her own armored leather clothing, which is practical, with dozens of pouches holding alchemical components, and a heavy leather wrap protecting her long black hair.

**Mejin Lao, female human Art5:** CR 5; M (5 ft, 6 in. tall); HD 5d6+5; hp 25; Init +2; Spd 20 ft; AC 18 (+2 Dex, +6 *enchanted hide armor*), touch 12, flat-footed 16; Base Atk +3; Grp +3; Attack +3 melee, +5 ranged; SQ *Breath of life*, *commandeer construct*, *construct empathy*, *disrupt numinus*, *improvisation*, *mystic artisan* (wondrous items, weapons and armor), *reduced creation costs* (75%), *soul sacrifice*, *spell emulation*, *summon numina*; SV Fort +2, Ref +3, Will +6; AL LN; Str 11, Dex 14, Con 12, Int 17, Wis 11, Cha 17.

**Languages Spoken:** Xiangurese, Brendirian, Infernal

**Skills and Feats:** Appraise +14, Concentration +10, Craft +13, Decipher Script +6, Disable Device +12, Craft (alchemy) +12, Profession (clockmaker) +7, Use Magic Device +12; Brew Potion, Diligent, Iron Will.

**Possessions:** +3 *fire and acid resistant brass-plated leather armor* (equivalent to hide armor), +1 *quarterstaff*, +1 *dagger*, sling, 10 silver sling bullets, 8 +1 *sling bullets*, *potion of lesser restoration*, *potion of cure serious wounds*, *potion of clairaudience*, *potion of charisma*, *potion of haste*, *scroll of mage armor*, *comprehend languages*, *chill touch*, *erase*, and *reduce* (arcane magic; lvl 2); *scroll of command*, *shield of faith*, and *detect good* (divine magic; lvl 2), *scroll of command*, *endure elements*, *curse water and bane* (divine magic; lvl 2), *wand of detect magic* (41 charges), flasks (20), masterwork artisan's tools, *magifying glass* and *head mount*; 325 gp



# Feiria

## Hero of Ynnidon

Feiria is a spy and agent of the Empress, who has begun to suspect that her goddess may not be what she seems. Buttercups and violets grow in her hair, and her wings are blue, resembling those of a butterfly. She rarely diminishes to Fine size, since she operates primarily in Brendir, among larger-sized races. In combat, she wields her quarterstaff ruthlessly, and is unabashed at using her pollen burst on the most formidable foe. She may diminish her size to gain access to her flight ability, but only when she is well supported by comrades. She is actually a little afraid when she is much smaller than her opponents. She is on a standing mission to report on the actions of certain prominent Brendirian officials.

Feiria is usually not as outwardly light-hearted as other members of her race, and can seem distant when dealing with issues that involve the emotions of others. She acts as she has observed others to expect her to in these situations, feeling little of the negative emotion that common expectations of empathy require. Recently, she has begun to shirk her duties to the Empress, and has become more interested in finding information about her. She has acquired a map to an ancient elven ruin where she thinks the Empress's greatest secret may be hidden.



**Feiria, female elf (meadow) Mdw5/Sor1:** CR 1; Size S (3 ft., 3 in. tall); HD 5d6+5 + 1d4+1; hp 15; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +1 size, +3 studded leather armor), touch 13, flat-footed 14; Base Atk +3; Grp -1; Attack +4 melee (+7 with masterwork quarterstaff), +6 ranged; SA Pollen burst; SQ Diminution (Fine) 1/day (flutter/hover/fly), familiar (hawk); SV Fort +2, Ref +5, Will +4; AL CG; Str 11, Dex 14, Con 12, Int 15, Wis 13, Cha 17.

**Languages Spoken:** Brendirian, Draconic, Sylvan, Ynnidonian.

**Skills and Feats:** Appraise +5, Balance +5 (useful when flying in high winds), Bluff +5, Craft (alchemy) +1, Disable Device +5, Disguise +5, Escape Artist +5, Hide +5, Listen +5, Move Silently +10, Search +6, Sense

Motive +5, Sleight of Hand +10, Spellcraft +3, Spot +5 (+8 in bright light), Tumble +5; Iron Lungs, Spell Focus (evocation), Weapon Finesse (quarterstaff).

**Possessions:** Studded leather armor, masterwork quarterstaff, +1 sling, 18 masterwork sling bullets, short sword, *potion of love*, *potion of hiding* (x2), scroll of *disguise self* (arcane magic; lvl 1), scroll of *magic missile* and *mount* (arcane magic; lvl 1), *wand of shocking grasp* (36 charges), *wand of detect magic* (42 charges), *healing salve*, *dust of illusion*, 5 tinder twigs; 746 gp

**Sorcerer Spells Known (4/2)** (save DC 13 + spell level, 14 + spell level for evocation): 0-level: *dancing lights*, *detect magic*, *mage hand*, *ray of frost*; 1st-level: *burning hands*, *magic missile*.





## Argæv Thessuil

### Hero of Zeikrus

Argæv was a reluctant slave catcher who escaped his own slavery with the aid of a bloodfed halfling who has since been destroyed by the house. His favored enemies are humans and dragons. He now uses his abilities in Brendir as a bounty hunter. His long mane and body fur are dark brown, his teeth are inlaid with gems, and his eyes are emerald green. He is an imposing figure, with a confident bearing, even in an urban environment. He has been through the worst of trials; a city is not going to intimidate him.

His favorite tactic is ambush, and whenever possible, he sets a trap for his quarry. He only pursues evil characters and fugitives from justice, not simply those who have a wealthy enemy. He tries to illuminate the plight of his fellows back in Zeikrus whenever possible, and hopes to run a slave-freeing operation there one day, though he has no illusions of entirely freeing the empire from its clawed masters.

He is very serious compared to most members of his race, but his fondness for sweet liqueurs helps lighten his mood when he has a chance to relax. He is a fine singer, and enjoys singing his native dirges in his deep baritone.

Argæv has been approached by the Inquisition and is considering joining.

**Argæv Thessuil, male Thull Rgr6:** CR 6; Size M (7 ft., 5 in. tall); HD 6d10; hp 38; Init +2; Spd 15 ft.; AC 16 (+2 Dex, +4 *enchanted hide armor*), touch 12, flat-footed 14; Base Atk +3; Grp +5; Attack +11/+6 melee, +8/+3 ranged; SQ Animal companion (wolf), combat style (archery: Rapid Shot, Manyshot), favored enemies (humans +2, dragons +1), wild empathy; SV Fort +5, Ref +7, Will +3; AL NG; Str 21, Dex 14, Con 11, Int 13, Wis 12, Cha 14.

**Languages Spoken:** Brendirian, Zeikrusian.

**Skills and Feats:** Climb +15, Craft +2, Hide +11, Jump +14, Listen +1, Move Silently +2, Perform +5, Search +7 (+9 if object has any scent at all), Spot +1, Swim +13, Survival +10; Endurance, Leadership, Point Blank Shot, Power Attack, Track.

**Possessions:** +1 *hide armor*, great axe, scythe, 4 darts, shortbow, +1 *spiked gauntlets*, 18 masterwork arrows, *potion of speak with animals*, *potion of protection from electricity*, *potion of haste*, scroll of *speak with animals and animal friendship* (divine magic; lvl 3); 1,247 gp

**Ranger Spells Per Day:** 2.

**Typical Spells** (save DC 11 + spell level): 1st-level: *pass without trace*, *speak with animals*.



# Retreq Dorbrindor

## Hero of Brendir

A former lowlife who claimed to be of patrician birth, Retreq was raised on the streets of the city of Brendis. There he learned to steal and used his money to buy the accoutrements of wealth, and to pass as a noble. He joined Vine and Thorn, which at the time was a fad among noble youths, but he began to truly believe in their message. While on a mission near Lenar, his assigned partner, a true patrician, scoffed at his pretensions and challenged him to spar with swords, as all patricians are trained to do. When Retreq drew blood with his clumsy, unpredictable movements, the noble was furious, and came at him with a flurry of strokes that severed his right arm, and felled him. Fortunately, or unfortunately, he was found by the Flesh

Smith's scouts...

When he awoke he found that he was alive, after a fashion. His severed arm had been replaced with an extendable grapnel, and that he was twiceborn (see page 148 of Morningstar). He escaped at the first opportunity, and continues to work for Vine and Thorn, while seeking a way to reverse his cursed state, and to get revenge upon the noble who killed him. The Flesh Smith allows him his freedom for now, but watches, waiting.

### Retreq Dorbrindor, male undead (human twiceborn)

**Rog8/Rgr2:** CR 10; Size M (5 ft., 4 in. tall); HD 10d12+10; hp 54; Init +5; Spd 30 ft.; AC 15 (+5 Dex), touch 15, flat-footed 15; Base Atk +8/+3; Grp +10; Attack +10/+5 melee, +13/+8 ranged; SA Envelop, sneak attack +4d6; SQ Blood trail, combat style (two-weapon combat: Two Weapon Fighting), DR 3/+3 vs. piercing and 1/+1 vs. slashing, evasion, favored enemy (aberrations +1), improved uncanny dodge, skin mask, trapfinding, trap sense +2, wild empathy; SV Fort +6, Ref +15, Will +4; AL CG; Str 14, Dex 20, Con 12, Int 12, Wis 14, Cha 18.

**Languages Spoken:** Brendirian, Wireshi.

**Skills and Feats:** Bluff +13, Climb +11, Concentration +9, Craft (leatherworking) +2, Decipher Script +12, Disguise +13, Forgery +13, Gather Information +15, Handle Animal +5, Hide +8, Intimidate +15, Knowledge (arcana) +1.5, Listen +6, Move Silently +5, Read Lips +12, Search +12, Spot +4, Swim +13, Tumble +14; Alertness, Dodge, Point Blank Shot, Skill Focus (Intimidate), Skill Focus (Forgery), Track.

**Possessions:** +1 shortspear, dagger, 3 masterwork darts, masterwork longbow, 12 arrows, masterwork light lance, *potion of blur*, *potion of delay poison*, *potion of cure moderate wounds*, climber's kit, *eyes of the eagle*, *helm of comprehending languages & read-*

*ing magic*, 2 tanglefoot bags, plain leather collar, 3 sunrods, masterwork thieves' tools, 5 tinder twigs, *feather token* (whip), smoke stick, *gloves of storing*, 2 flasks of acid, *vestments of faith*, *cloak of elvenkind*; 1,135 gp

**Retreq's Grapnel:** Exotic weapon, Dmg (S):1d8, Dmg (M)1d8, Critical x2, Range Increment 15 ft., Weight 2 lbs., Type: Piercing. This device is fused to the stump of Retreq's forearm. A steel sleeve covers the wound, and a three-tined hooked claw extends part of the way out of the end of this contraption. At will, Retreq can extend the grapnel, which is connected to a prehensile chain, as a ranged touch attack for 1d8 damage, and may grapple on a critical hit. Inside this device is the mechanism that fires and retracts the grapnel. He can also use it to climb (receiving a +6 Climb bonus) and can pull up to 400 lbs. along with him. For each increment of 100 lbs. over this weight limit, Retreq takes 1d4 damage from the weight on his arm (Fort save for half, DC 15). The chain attached to the grapnel has a maximum range of 60 feet, and can be curved, bent, or made taut at will. If removed from Retreq's arm, the device might be used by a character, but only at the expense of his lower arm. The grapnel can be used as a crude hand for basic manipulation of objects that are size Tiny or larger, but otherwise functions as an Ijamvian viper clamp.

# Moose Emrockian

## Hero of Brendir

A human eidolon from the Riggsur Province in Kharkon, Moose came from humble beginnings as a fisherman's son. As a devout worshipper of the fierce god Whultok (see page 138 of Morningstar), Moose has always felt inadequate, and set out to prove himself. He's a bit of a coward, but always seems to set his jaw at the last minute and dive into the fray. After single-handedly destroying a cult that sought to revive a dead god called Grundosh, he was inducted into the Inquisition as a valued member of the Blade. Moose is greatly disgusted by spiders, but that makes him fight all the more vehemently when he faces arachnids.

**Moose Emrockian, male human Eid13:** CR 13; Size M (5 ft., 11 in. tall); HD 13d10+52; hp 116; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +2 deflection, +6 morale bonus from Aegis), touch 18, flat-footed 16; Base Atk +13/+8/+3; Grp +16; Attack +16/+11/+6 melee, +15/+10/+5 ranged (+19/+14/+9 with +3 greatsword); SQ Aegis, aura of courage, charm the fates, divine aura, divine grace, divine health, exceptional weapon +3, favored ally, favored son, heroic boost 4/day, inspire, right action, sanctum; SV Fort +16, Ref +10, Will +12; AL LG; Str 17, Dex 14, Con 18, Int 12, Wis 19, Cha 20.

*Languages Spoken:* Brendirian, Dwarven.

*Skills and Feats:* Concentration +11, Diplomacy +12, Disable Device +6.5, Hide +2, Knowledge (religion) +13, Listen +4, Move Silently +2, Profession (fisherman) +20, Ride +16, Spot +4; Cleave, Combat Reflexes, Power Attack, Weapon Focus (greatsword).

*Possessions:* +1 gauntlets, +3 greatsword, 4 +2 flaming burst throwing axes, potion of endurance, potion of aid, potion of vision, potion of remove deafness, scroll of cure light wounds, detect undead and create water (divine magic, lvl 3), +2 ring of protection, ring of swimming, handy haversack; 920 gp

*Eidolon Spells Per Day:* 2/2/2.

*Typical Spells* (save DC 11 + spell level): 1st-level: bless weapon, true strike; 2nd-level: charm person, doom; 3rd-level: emotion, fear.



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