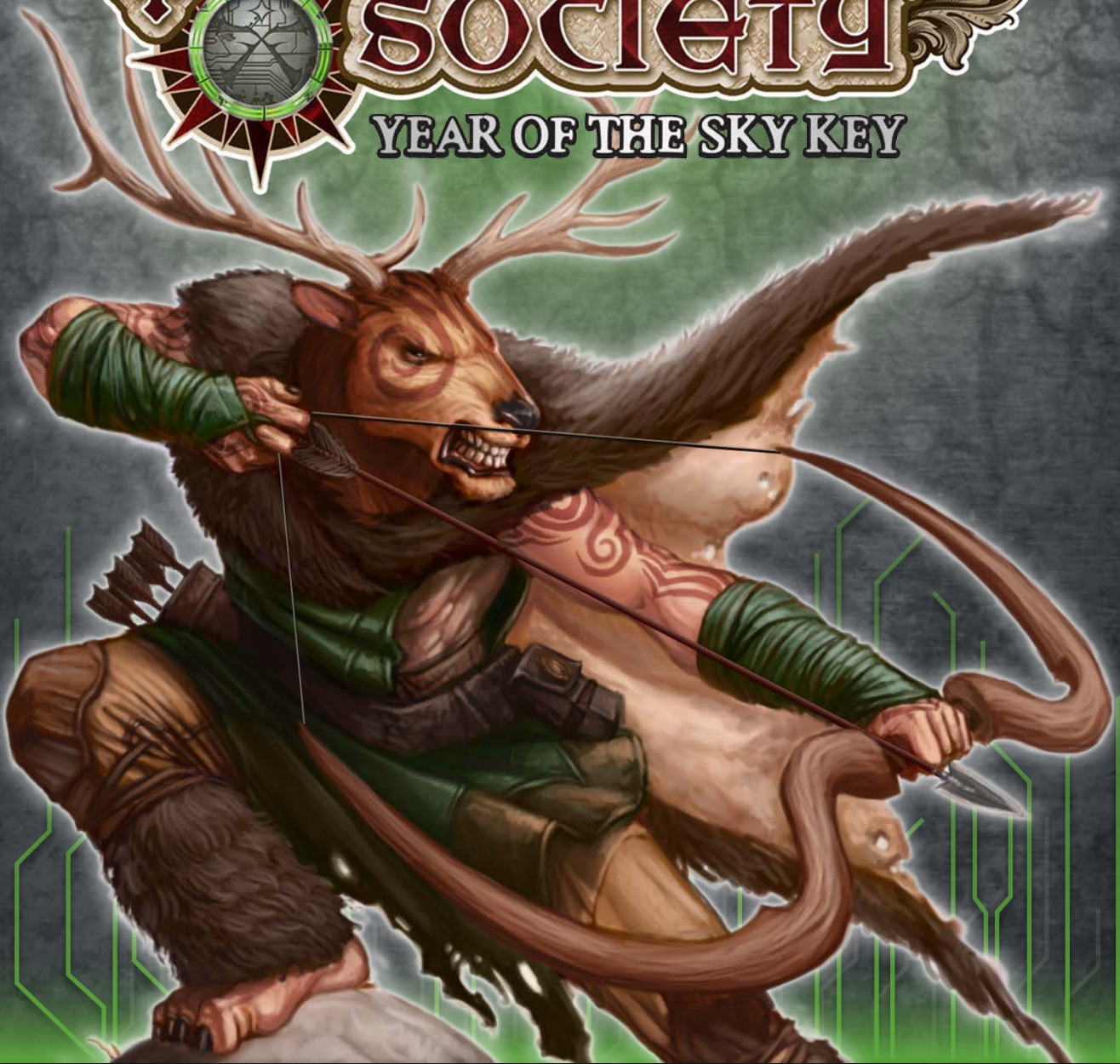


PATHFINDER SOCIETY

YEAR OF THE SKY KEY



FANE OF FANGS

By Nathan King



Fane of Fangs

Pathfinder Society Quest

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Fane of Fangs

By NATHAN KING



Hundreds of years ago, Anogetz, the daemonic harbinger of animal attacks and coups, directed his cult to seize control of the Southern Fangwood by sending its fauna into a murderous rage. The clergy of Erastil fought back, subduing the beasts and cornering the cultists in their temple deep in the woods. As these rangers and clerics broke into the inner sanctum, it is said that Erastil himself fired an arrow that pierced the roof and split the unhallowed altar in two.

This divine miracle banished the daemons and scattered the cult, and the Erastilians consecrated the site to their deity. On the night of every new moon since, a pair of priests has traveled to the site to perform a ritual using the enormous arrow to keep Anogetz's influence in check. Two months ago, vandals broke into the temple and stole the relic before the ceremony could be performed. The church called upon a band of heroes to retrieve the massive arrow, and reinforced the shrine as best they could. Two new moons have come and gone, and the local priests of Old Deadeye fear that the wards are stretched to their limit. Fortunately, the heroes recently found the relic and have nearly completed their return journey.

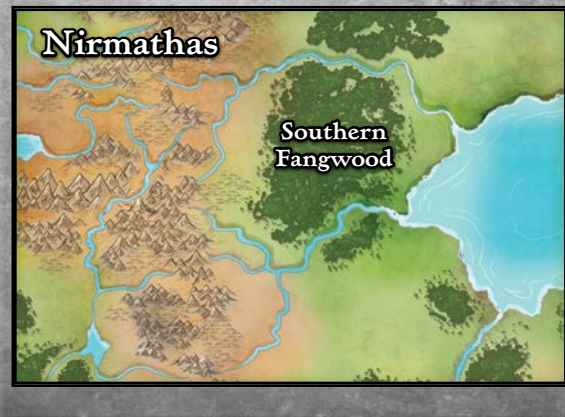
However, the heroes and priests are not the only ones traveling to the temple. A pair of faceless stalkers loyal to Anogetz entered the temple and overpowered the clerics, learned of the sacrosanct ritual to energize the wards, and disguised themselves as the Erastilians. Having hidden their prey's desiccated bodies in a side chamber, the faceless stalkers now stand guard and await the relic's return.

SUMMARY

The PCs arrive at the hidden temple bearing a sacred relic of Erastil, which they are to deliver to a pair of Erastilian priests. Two faceless stalkers disguised as the two clerics greet the PCs and attempt to lure them into an ambush. The PCs have an opportunity to spot several clues that the priests are not who they claim, including signs of a recent struggle.

WHERE ON GOLARION?

Fane of Fangs occurs in Southern Fangwood in northeastern Nirmathas. For more about Nirmathas and its forest, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available at bookstores and game stores everywhere, and online at paizo.com.



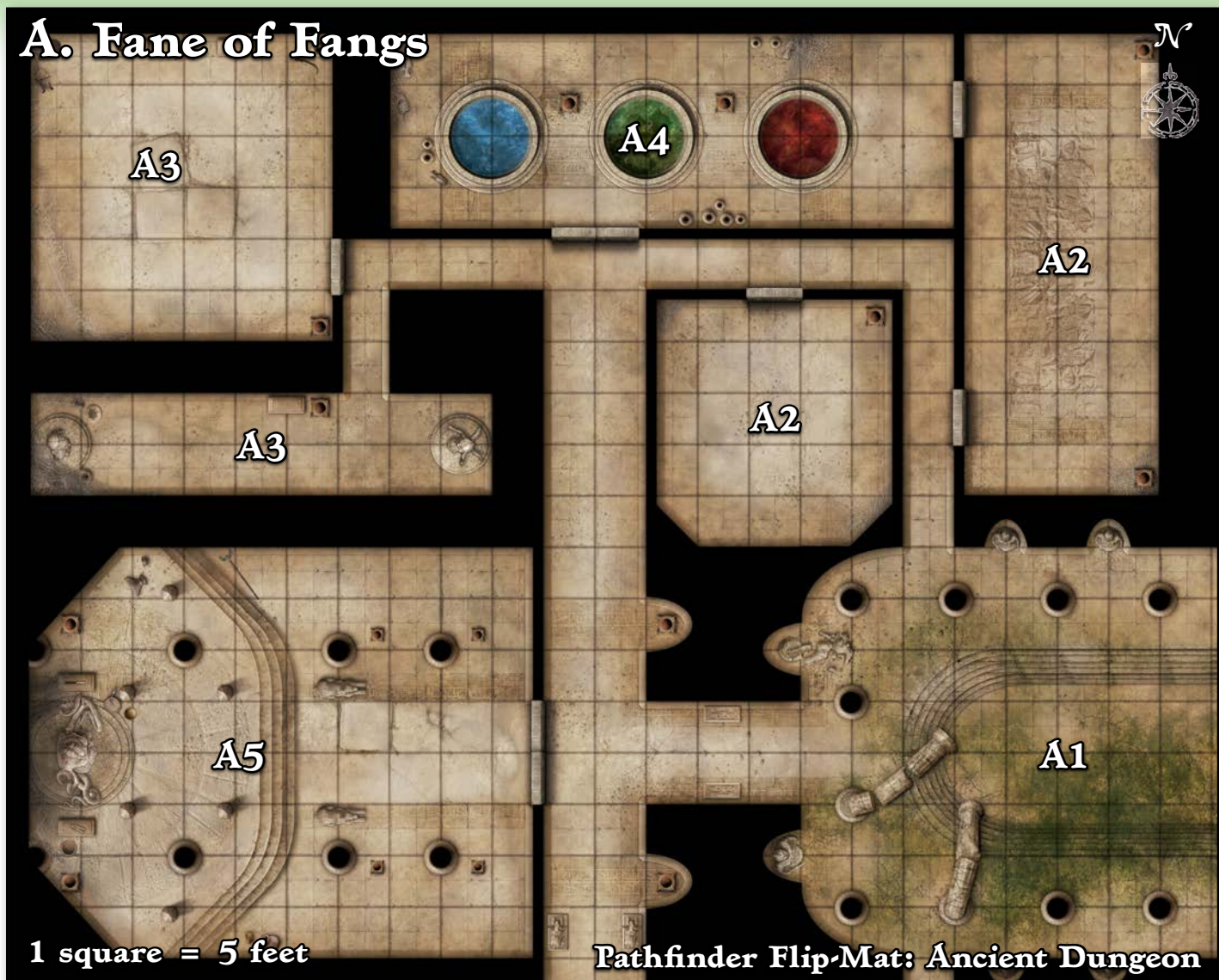
After dispatching the imposters, the PCs can explore the temple, find a few tools that might help them in the coming fight, and enter the inner sanctum. Within, a powerful ceustodaemon has torn through the wards and is busy desecrating the shrine. Only by defeating the daemon and the fiendish animals it summons can the PCs banish the evil once and for all.

GETTING STARTED

Read or paraphrase the following to the players to get the adventure started.

Hundreds of years ago, the daemonic harbinger Anogetz attempted to conquer the Southern Fangwood with hordes of crazed animals and cruel fiends. The faithful of Erastil, god of hunting and patron of frontier settlements, fought back, and legend says that when they cornered the cult of Anogetz in its temple, Erastil himself fired a great arrow that split the

A. Fane of Fangs



daemon's unholy altar in two. This arrow has been a key part of a ritual that has kept the daemons from returning. Until two months ago, Erastilian priests have performed this ceremony in the reconsecrated temple on the night of the new moon, but the relic recently went missing.

The church of Old Deadeye asked that you track down who stole the relic and return it before the daemons broke free once more. You found the arrow only a week ago and have hurried back to the temple to meet the priests Enogas and Larya, who will take custody of the relic and enact the ritual. The new moon rises tonight, and even now dusk is falling.

The PCs have possession of the *spear of the huntmaster*—a giant arrow so large that it is a two-handed weapon in its own right; the relic is a +1 *spear* that allows the wielder to cast *know direction* at will. During this adventure, the *spear of the huntmaster* is also treated as a good-aligned weapon for the purpose of overcoming a daemon's

damage reduction. Let the players decide which character is carrying the relic.

A. FANE OF FANGS

Once a temple to Anogetz, this sanctuary has since been converted into a shrine to Erastil. The god's holy symbol—a bow of elk antlers nocked with an arrow—is emblazoned on each of the large oaken doors leading into the temple. The entrance stands slightly ajar. The path leading to the site shows signs of recent traffic. A PC who succeeds at a DC 15 Perception or Survival check discerns four different sets of footprints around the entrance. Exceeding the Survival check DC by 5 or more also reveals that two sets are from humanoids wearing boots, two are from barefoot humanoids, and none seems to have left the temple. Succeeding at this higher Survival check counts as a clue for the purposes of seeing through the faceless stalkers' disguise (see The Cultists' Deception sidebar on page 5).

A1. Courtyard (CR 6)

This open-air courtyard and its decorative columns are covered in moss and lichens. Weathered statues of an elk-headed hunter stand in alcoves spaced evenly around the room. Two pillars and a statue that had been intact only a month ago now lie shattered on the ground. Halls to the north and west lead out of this room.

When the PCs received their mission to retrieve the *spear of the huntmaster* about a month ago, the columns and statues here were all intact. During the faceless stalkers' assault on the priests, two of the columns collapsed when bodies were thrown into them. The victorious shapechangers then pulled down one statue and defaced several others by crudely carving fangs across their mouths. A PC can spot these carvings with a successful DC 16 Perception check. Succeeding at a subsequent DC 15 Knowledge (religion) allows a PC to know that the carvings are a sign of the daemonic harbinger Anoget's favor. This discovery counts as one clue (see The Cultists' Deception sidebar).

Some of the priests' blood splattered on the ground during the attack and has partially soaked into the mosses. A PC can find these stains with a successful DC 18 Perception check; a successful DC 14 Heal check determines that the blood was spilled only a few hours ago. This counts as another clue (see The Cultists' Deception sidebar).

Several lanterns still burn where the priests Enogas and Larya set them shortly before being attacked by the faceless stalkers. The lanterns provide normal illumination in this area.

The columns here are pitted and weathered from years of exposure, making them relatively easy to scale (Climb DC 15). Although they can support a climbing creature easily, the columns are also relatively easy to topple; if a creature is forcefully shoved into a column such as by Amiri's knockback power, the pillar collapses onto the creature, dealing 5d6 points of bludgeoning damage (Reflex DC 18 for half). A PC can determine these properties with a successful DC 15 Knowledge (engineering) check.

Creatures: The Erastilian devotees Enogas and Larya arrived at the temple earlier in the day to prepare for the warding ritual, but a pair of faceless stalkers followed them here. The aberrations subdued the priests, interrogated them, and learned of the sacred relics' imminent return. The stalkers then drained Enogas and Larya of blood, stowed the bodies in area A4, and slowly took the appearance of the deceased clergy. Their plan is to kill the PCs and snap the spear in half, ensuring the daemonic power slumbering in the temple has enough time to awaken.

THE CULTISTS' DECEPTION

Thanks to their ability to change their forms, the faceless stalkers have a nearly perfect disguise. In order to pierce the deception (which requires a DC 34 Perception check), the PCs can track down several important clues that something is not right. Each clue reduces the Perception check DC by 5. There are a total of four clues: the tracks outside the temple, the defaced statues in area A1, the blood in area A1, and inconsistencies in the false priests' behavior in area A1.

Remember that a quest should take approximately one hour to play; if after 10 minutes, the PCs have still not seen through the disguise, have the faceless stalkers spring their ambush or grab hold of the spear, beginning combat.

Faceless Stalkers

A PC can identify the faceless stalkers with a successful Knowledge (dungeoneering) check. Provide the PCs the following information based on their result.

14+ This is a faceless stalker, an aberrant shapechanger capable of imitating humanoid victims. Its rubbery body resists bludgeoning attacks, but slashing and piercing attacks work well.

19+ A faceless stalker's flexible body allows it to stretch its arms to several times their normal length, granting it extraordinary reach. It is also capable of grabbing foes of its size and draining their blood.

24+ A faceless stalker carefully watches its prey for weaknesses and exploits those to deadly effect; it has a rogue's sneak attack ability.

As the PCs arrive, the stalker disguised as Enogas is surveying the broken columns, which he falsely attributes to more vandalism. The faceless stalker masquerading as Larya is just outside of the inner sanctum (area A5), trying to get the doors open again, but she emerges soon after she hears visitors to join Enogas. Although the aberrations' physical disguises are excellent, the faceless stalkers have only rudimentary knowledge of the Erastilian faith and the ritual they are trying to prevent. They try to answer questions indirectly. If asked about the blood on the ground, the false Enogas posits that forest animals must have wandered inside and hurt themselves. If the PCs mention other suspicious evidence, the faceless stalkers encourage the group to fan out and search for the perpetrators—a ruse to split up the PCs and strike them down one at a time. The PCs might get the impression that something is off about the phony priests' claims, and with a successful DC 20 Sense Motive check, a PC can find enough inconsistencies to suspect that something is wrong; this counts as a clue (see The Cultists' Deception sidebar).

If the spear is given to a disguised interloper, the holy energies from the item burns its hands as it attempts to grasp the relic, dealing 1d6 damage and forcing the false priest to drop it. This causes the faceless stalkers to attack immediately. They also attack once it is clear that the PCs have seen through their disguise or if the two are able to launch a surprise attack.

FACELESS STALKERS (2)

CR 4

hp 42 (*Pathfinder RPG Bestiary 2* 122; see page 20)

Development: Once the PCs defeat the faceless stalkers, they have a short time to explore the temple before the daemonic presence fully awakens. This provides them an opportunity to explore the northern half of the temple. As they explore, they begin to see signs of Anogetz's growing influence: water seeping from the walls that forms a pattern of a fanged crown, clouds of birds gathering in frenzied flocks, and the distant cries of enraged animals.

A2. Study Chambers

Small pots filled with soil sit in the corners of each of these rooms with piles of seeds placed atop of each. Prayer mats lie scattered throughout the rooms. Erastil clergy use these rooms for meditation and prayer to Old Deadeye.

A3. Sleeping Quarters

Blankets and pillows are stacked neatly in corners of these rooms, showing that these rooms are used for sleeping. Two statues of Erastil have been erected in the southern sleeping room.

A4. The Tainted Pool

Three shallow pools sit in the middle of this room—one filled with clear, blue liquid, one filled with budding plants, and the third filled with a transparent red liquid. Two clothed figures slowly bob in this last pool.

This is where the faceless stalkers drank the blood of the real Erastilian priests and threw their bodies in the eastern pool that at one time, carried holy water. The PCs can identify these bodies as followers of Erastil by the holy symbols they wear around their chests. The central pool is a planter filled with small succulent plants. The other two pools hold small amounts of holy water thickened with plant sap, though the bodies that have been unceremoniously dumped in one have tainted its contents. A PC can identify these pools' contents with a successful DC 15 Knowledge (planes or religion) check. The viscous fluid is of little use as a splash weapon, but by dipping a weapon into it (even a piece of cloth wrapped around a fist or foot), the weapon gains the ability to deal

damage as a good-aligned weapon for one attack made in the next hour. There is enough water to coat six weapons in this way.

A5. The Inner Sanctum (CR 7)

The set of doors to this chamber requires that a holy symbol of Erastil be pressed into a small central niche. A PC who succeeds at a DC 12 Knowledge (religion) check notices that the shape of the niche is the same as that of Erastil's holy symbol. The door can also be opened with a successful DC 30 Disable Device check or a successful DC 23 Strength check. The faceless stalkers have been unable to enter this room since killing the clerics, and can only jealously listen to the daemon inside despoil the inner sanctum.

Columns and statues of growling animals line either side of this shrine. Where once stood a broken altar now towers the statue of a fiendish man made of the same stone with curling ram horns, a hissing snake in each hand, and a gaping hole in his chest. From this wound pour writhing tendrils of inky smoke that slither across the floor and ceiling.

For several centuries this chamber was a shrine rededicated to Erastil, where the *spear of the huntmaster* stood buried between two broken halves of Anogetz's altar. As the daemonic presence here grows, a statue praising the harbinger has risen, though the gaping wound left by the enormous arrow remains. In fact, returning the *spear of the huntmaster* to this point is key to stemming the fiendish corruption. A PC can drive the spear into the hole as a standard action while adjacent to the statue, or she can hurl it (AC 13). Once the spear is in place, a PC must intone an appropriate prayer to Erastil with a successful DC 10 Knowledge (religion) check or a DC 15 Knowledge (planes) check; the DC of this check increases by 1 for every 5 feet between the PC and the statue. Upon completing the ritual, all daemons and fiendish animals in the entire temple lose their damage reduction and gain the shaken condition.

As in area **A1**, the columns here are sturdy enough to climb but weakened enough to topple if a creature is thrown into one. Collapsing more than a pillar or two could cause long-term damage to the temple, but it causes no immediate cave-in during this adventure.

Creatures: Anogetz has sent a ceustodaemon to defend the defiled temple and create a beachhead for a larger attack. The daemon has already used its *fly* spell-like ability and now hovers 10 feet off the ground before the statue in admiration of its fiendish art.

As the PCs open the doors, the cries of angry animals crescendos, and a flock of blood-flecked starlings swarm into the eastern edge of area **A1**. There they fly about in

a short-lived whirlwind of rage before the birds scatter, leaving behind two mountain rams with glowing red eyes and fleeces that smolder like burning coal. Other woodland creatures gather nearby to witness the PCs' defeat while maliciously screeching in anger, but they don't participate in the combat.

CEUSTODAEMON **CR 6**

hp 68 (*Pathfinder RPG Bestiary 2* 65; see page 19)

OFFENSE

Special Attacks breath weapon (30-ft. cone; 6d6 acid damage; Reflex DC 17 for half; usable once every 1d4 rounds)

TACTICS

During Combat The ceustodaemon relies on its natural weapons and breath weapon to punish its foes, trying to maintain its height advantage to strike without retaliation.

FIENDISH RAMS (2) **CR 1**

hp 11 each (*Pathfinder RPG Bestiary 2* 292, 154; see page 21)

DEFENSE

Resist cold 5, fire 5

TACTICS

During Combat The rams charge at the intruders, attempting to bull rush them into the inner sanctum and within reach of the ceustodaemon.

Development: Once the PCs have defeated the ceustodaemon and the fiendish rams, the forest grows quiet, and the statue of Anogetz crumbles.

CONCLUSION

Destroying the daemon permanently weakens the temple's connection to Anogetz; when several other priests of Erastil arrive a day later to investigate, they are able to banish the daemon presence entirely rather than just seal it away. Without needing the *spear of the huntmaster* to anchor the ritual wards, the Erastilians give it to the PCs in thanks for their heroism.

HOW DO WE REACH THE DAEMON?

A flying foe with reach is tough to fight. Fortunately, the PCs have a few tricks that they can use to even the odds.

The columns provide the PCs a way to climb up to fight the daemon in mid-air. The eidolon Padrig is capable of flight and can harry the daemon in the air and prevent it from gaining altitude easily. Bathazar has a *wand of dispel magic* that he can use to dispel the daemon's *fly* spell.

Also remember to use the rules for the Fly skill that appear on page 96 of the *Pathfinder RPG Core Rulebook*. The ceustodaemon only has a +7 bonus on Fly checks (accounting for the modifiers from the *fly* spell and its size) and must keep moving or risk falling if it fails its check to hover. A PC can also cause a mid-air collision by pushing the daemon into a wall or column.

Ceustodaemons

A PC can identify the ceustodaemon with a successful Knowledge (planes) check. Provide the PCs the following information based on their result.

16+ This is a ceustodaemon, a powerful fiend from the evil plane of Abaddon. Daemons are difficult to wound except with silver or good-aligned weapons. They are also capable of breathing acid over a large area.

21+ A ceustodaemon is capable of flying with the aid of magic, but it is not a talented flier. It can also cast spells that slow and paralyze foes or teleport itself great distances.

Pathfinder Society Quest: Fane of Fangs

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
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Character # _____ _____
Prestige Points

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Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

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Pathfinder Society Quest: Fane of Fangs

Character Chronicle #

Core Campaign

_____ A.K.A. _____

Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

Fiend-Slayer: You have slain a daemon, and the experience has prepared you to fight even stronger fiends. Before you make an attack roll, caster level check to overcome spell resistance, or saving throw against an outsider with the evil subtype (or to resist one of its spells, spell-like abilities, or other abilities), you may activate this boon to roll two dice and use the higher result. If your attack or spell deals damage, it treats the evil outsider's resistances and damage reduction as though they were only half their listed values (e.g. fire resistance 10 would become fire resistance 5 for the purpose of this attack only). When you use this boon, cross it off your Chronicle sheet.

Inheritor of the Arrow: In return for your service to Erastil and the Fangwood, you have earned access to one of two scaling magic items: the *legacy arrow* or the *spear of the huntmaster*. A scaling item grows in power as you gain levels, but you receive slightly less treasure to compensate for its increased abilities. So long as you own a *legacy arrow*, reduce all gold you earn on Chronicle sheets by 5% (rounded down). So long as you own the *spear of the huntmaster*, reduce all gold you earn on Chronicle sheets by 15% (rounded down) until you reach 12th level.

The price listed for each relic assumes you purchased it at 4th level (the *legacy arrow*) or 6th level (the *spear of the huntmaster*). If you purchase the item when you are higher level, you must instead pay a higher price equal to the value listed on page 160 of *Pathfinder RPG Pathfinder Unchained*. Use the bauble column for the *legacy arrow* and the prize column for the *spear of the huntmaster*. Likewise, if you sell the item, use the corresponding value to calculate its effective market price.

See page 160 of *Pathfinder Unchained* for more information about scaling magic items. You may instead purchase a *legacy arrow* in the form of some other ammunition, such as a shuriken or firearm bullet.

LEGACY ARROW		PRICE
		305 GP
SLOT none	CL 4th	WEIGHT 1/10 lb.
AURA moderate conjuration		SCALING bauble

CONSTRUCTION REQUIREMENTS COST 22,000

Craft Magic Arms and Armor, Heighten Spell, *clairaudience/clairvoyance, finger of death, summon monster I, true seeing*

fired, it loses this weapon special ability and any gained at higher levels for 1 day.

9th Level: The arrow has the *distance* and *seeking* special abilities.

11th Level: When fired, the arrow regains its special abilities after 10 minutes instead of 1 day.

14th Level: Once per day as a standard action, the arrow's wielder can designate it as a *bane* arrow for a category of her choice. It retains its current *bane* properties until they are changed. The arrow still takes 10 minutes to regain the use of *bane*, as usual.

16th Level: The arrow retains its *bane, distance, and seeking* special abilities after being fired.

18th Level: Once per week, the wielder can take a standard action to fire the arrow, giving it the properties of a *greater slaying* arrow (keyed to the same category as its *bane* ability), in addition to its other special abilities. After being fired, the arrow loses all special abilities for 1 week.

20th Level: The *greater slaying* ability can be used once per day (after which the arrow loses all special abilities for 1 day) rather than once per week. The arrow overcomes damage reduction as though adamantine.

SPEAR OF THE HUNTMASTER		PRICE
		2,650 GP
SLOT none	CL 6th	WEIGHT 6 lb.
AURA moderate divination		SCALING prize

CONSTRUCTION REQUIREMENTS COST 10,380

Craft Magic Arms and Armor, *detect animals or plants, know direction, locate creature, telekinesis*

legacy arrow (302 gp, limit 1; *Pathfinder Unchained* 163)

spear of the huntmaster (2,650 gp, limit 1; *Pathfinder Unchained* 164)

This ornately carved arrow always survives being fired. By concentrating as a standard action, the last person to shoot the arrow can sense the direction in which it lies, up to a distance of 1 mile. This effect fades 24 hours after firing. Initially, a legacy arrow acts merely as a masterwork arrow, but it always retains its ability to survive and be recovered after use.

6th Level: The arrow has the *distance* special ability, normally not available to ammunition. When

fired, it loses this weapon special ability and any gained at higher levels for 1 day.

9th Level: The arrow has the *distance* and *seeking* special abilities.

11th Level: When fired, the arrow regains its special abilities after 10 minutes instead of 1 day.

14th Level: Once per day as a standard action, the arrow's wielder can designate it as a *bane* arrow for a category of her choice. It retains its current *bane* properties until they are changed. The arrow still takes 10 minutes to regain the use of *bane*, as usual.

16th Level: The arrow retains its *bane, distance, and seeking* special abilities after being fired.

18th Level: Once per week, the wielder can take a standard action to fire the arrow, giving it the properties of a *greater slaying* arrow (keyed to the same category as its *bane* ability), in addition to its other special abilities. After being fired, the arrow loses all special abilities for 1 week.

20th Level: The *greater slaying* ability can be used once per day (after which the arrow loses all special abilities for 1 day) rather than once per week. The arrow overcomes damage reduction as though adamantine.

This +1 *spear* of jet-black wood has a head of polished amber. The spear's wielder can use *know direction* at will.

8th Level: With the spear in hand, the wielder gains a +5 competence bonus on Survival checks.

10th Level: A wielder with the quarry class feature (*Core Rulebook* 67) can use the spear to use *locate creature* once per day to find his quarry. If his quarry is within range, the amber spearhead glows brightly when pointed in the proper direction.

12th Level: The spear gains the *returning* weapon special ability.

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MAX GOLD	
Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	

EXPERIENCE	
Initial Prestige Initial Fame	
+	GM's Initials
Prestige Gained (GM ONLY)	
=	
Prestige Spent	
Current Prestige	Final Fame

FAME	
Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
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Gold Spent	
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Total	

For GM Only

EVENT

EVENT CODE

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Game Master's Signature

GM Pathfinder Society #

Unchained Barbarian 5

Competitive and brash, Amiri is imposing in armor covered in small trophies from her kills. She speaks little of her past, and only her giant-sized sword gives any hint about her history.

AMIRI

Female human barbarian 5

CN Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 58 (5d12+20)

Fort +7, **Ref** +4, **Will** +3

Defensive Abilities danger sense +1, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *Large bastard sword* +9 (2d8+7/19–20)

Ranged throwing axe +7 (1d6+4)

Special Attacks rage (14 rounds/day), rage powers (accurate stance, knockback)

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 21

Feats Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword)

Skills Acrobatics +8, Climb +15, Intimidate +8, Perception +9, Survival +9

Languages Common, Hallit

SQ fast movement

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*; **Other Gear** +1 *hide armor*, +1 *Large bastard sword*, throwing axes (2), *amulet of natural armor* +1, *cloak of resistance* +1, *ring of climbing*, sunrods (2), 395 gp

SPECIAL ABILITIES

Rage Amiri can call upon inner reserves of strength and ferocity for up to 14 rounds per day. She can enter a rage as a free action, bestowing upon her additional combat prowess. This rage grants her a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class and gains 10 temporary hit points. These temporary hit points are lost first when Amiri takes damage, disappear when the rage ends, and are not replenished if she enters a rage again within 1 minute of her previous rage. While in a rage, Amiri cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Amiri can end her rage as a free action, after which she is fatigued for 1 minute. She cannot enter a rage while fatigued or exhausted, but she can otherwise enter a rage multiple times per day. If Amiri falls unconscious, her rage ends immediately.

Danger Sense Amiri gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe.

Improved Uncanny Dodge Amiri can no longer be flanked.

This defense denies enemies the ability to sneak attack Amiri by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than Amiri has barbarian levels.

Potions of Cure Wounds Amiri has two potions that recover hit points she has lost. Her *potion of cure moderate wounds* cures 2d8+3 points of damage. Her *potion of cure serious wounds* cures 3d8+5 points of damage.

Power Attack Before attacking, Amiri may choose to take a –2 penalty on all melee attack rolls and combat maneuver checks until her next turn and gain a +6 bonus on melee damage rolls.

Rage Powers Amiri gains the benefits of special abilities called rage powers that affect her only while she's raging.

Accurate Stance: While raging, Amiri can enter this stance as a move action to help focus her strikes. She gains a +2 competence bonus on melee attack rolls and thrown weapon attack rolls. The stance lasts until her rage ends.

Knockback: Once per round, Amiri can attempt a bull rush against one target in place of a melee attack. If the bull rush is successful, the target takes 4 points of damage in addition to being knocked back. This bull rush doesn't provoke attacks of opportunity.

Uncanny Dodge Amiri gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. She can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Amiri never fit into the expected gender roles of her people, refusing to be the docile, domestic sort of woman that the Six Bear tribe valued. Instead, she insisted on competing with the male warriors, and constantly one-upped them. If another hunter brought back a caribou to feed the tribe, she brought back two. If the man considered the best fighter among them killed four orcs in a raid, she killed six.

Though many were secretly impressed by her prowess, other tribes mocked the Six Bears, and the village elders knew that tradition could not be dishonored in such a manner without grave consequences. Amiri had to die. The opportunity came when one warrior rushed into the camp waving a dagger the size of a man's arm over his head, for he claimed to have single-handedly slain a giant and taken the weapon as a trophy. The tribe congratulated him, and Amiri took the bait; she announced that she would return by sundown with an even greater weapon.

What she did not know was that the dagger was a deception, and the warband had used it simply to goad her into a suicide mission.

What the warband themselves didn't anticipate was that Amiri would find a frost giant. After wandering the mountains, she came to an immense body at the foot of a cliff—the giant had fallen to his death weeks before, and at his side lay his immense bastard sword. Although Amiri knew that she had not killed the giant, she also knew that all she needed was his sword as proof—certainly her kin wouldn't think to dispute her claim with such a grand trophy. Yet when she returned to the place she had left her kin, she found the camp empty. Worried that they had fallen victim to the region's dangers, she tracked them, catching up with the warband halfway back to the tribal camp. As she approached the camp, though, she realized something was amiss—they were talking of her, and they were laughing. She knew then that she had been duped.

That they seemed grateful and so at ease with her death was not what enraged Amiri. It was the proof that her own people thought of her as a fool that did it. Eyes blazing, Amiri stepped into the camp and held her new sword out, proclaiming that even now she had bested them. The other warriors, shocked to see her alive, quickly fell back to laughter, pointing out that she could hardly wield such an ungainly weapon. Her fury growing, Amiri hefted the weapon and tried to adopt a menacing pose, but the weapon's size threw her off balance and she toppled over, much to the other barbarian's growing amusement.

Rage overtook her, and in that blind bloodlust she found a strength she'd never known she possessed. When the red mists cleared, the dead members of her hunting party surrounded her.

While she was unrepentant for the deaths of the men who preferred to betray her rather than admit her skill, Amiri still knew that kin-killing was a crime she could never live down. She abandoned her people to the cold steppes and tundra and headed south toward more civilized lands, enjoying the heady rush of finally being free of blind tradition. Since then, she has taken to traveling only with those adventurers and mercenary companies who show her proper respect. She values her oversized sword (even though she can only truly wield it properly when her blood rage takes her), but never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.



**"Well you're a big one.
I've killed bigger."**

Unchained Monk 5

Dutiful and dedicated to the arts of battle, Sajan is precise in both combat and interaction. His search for his sister Sajni defines his life.

SAJAN

Male human monk 5

LN Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 19, touch 18, flat-footed 16 (+1 armor, +1 deflection, +2 Dex, +1 dodge, +1 monk, +3 Wis)

hp 46 (5d8+20)

Fort +7, **Ref** +7, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee +1 *temple sword* +10 (1d8+4/19–20) or unarmed strike +8 (1d8+3)

Ranged shuriken +7 (1d2+3)

Special Attacks flurry of blows, style strike (flying kick), stunning fist (5/day, DC 15)

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 26

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist, Toughness, Weapon Focus (temple sword)

Skills Acrobatics +10 (+19 when jumping), Climb +11, Knowledge (religion) +8, Perception +11, Sense Motive +11

Languages Common, Vudrani

SQ fast movement, ki pool (5 points, magic), ki power (high jump)

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*; **Other Gear** +1 *temple sword*^{APG}, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, *ring of jumping*, 120 gp

SPECIAL ABILITIES

Flurry of Blows Sajan can make a flurry of blows as a full-attack action, which allows him to make two attacks at his highest base attack bonus. When using this ability, Sajan can make these attacks with any combination of his unarmed strikes, temple sword, and shuriken. He takes no penalty for using multiple weapons when making a flurry of blows, but he does not gain any additional attacks beyond what's already granted by the flurry for doing so.

Style Strike Sajan knows one type of style strike. Whenever he makes a flurry of blows, he can designate one of his unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen.

Flying Kick: Sajan leaps through the air to strike a foe with a kick. Before the attack, he can move 10 feet. This

movement is made as part of his flurry of blows attack and does not require an additional action. At the end of this movement, Sajan must make an unarmed attack against an adjacent foe using a kick. This movement may be between attacks, and it provokes an attack of opportunity as normal.

Combat Reflexes Sajan may make up to three attacks of opportunity per round (instead of just one). With this feat, he may also make attacks of opportunity while flat-footed.

Evasion Sajan can avoid damage from many area-effect attacks. If he succeeds at a Reflex saving throw against an effect that would normally deal half damage on a successful save, he instead takes no damage. Evasion can only be used if Sajan is wearing light armor or no armor. If he is helpless, he does not gain the benefit of evasion.

Improved Unarmed Strike Sajan's unarmed strikes don't provoke attacks of opportunity, and can deal lethal or nonlethal damage as he chooses.

Ki Pool Sajan has a pool of 5 ki points, supernatural energy he can use to accomplish amazing feats. As long as he has at least 1 point in his ki pool, he can make a ki strike, allowing his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. By spending 1 point from his ki pool as a swift action, Sajan can make one additional unarmed strike at his highest attack bonus when making a flurry of blows attack (in addition to the extra attack granted by flurry of blows).

Ki Power Sajan has gained a new way in which he can spend his ki points to perform extraordinary feats.

High Jump: Sajan adds his level as a bonus on all Acrobatics checks to jump. In addition, he is always treated as having a running start when attempting an Acrobatics check to jump. By spending 1 point from his ki pool as a swift action, Sajan gains a +20 bonus on Acrobatics checks to jump for 1 round.

Mobility Sajan gains a +4 dodge bonus to Armor Class against attacks of opportunity caused when he moves out of or within a threatened area. A condition that makes him lose his Dexterity bonus to Armor Class (if any) also makes him lose this dodge bonus.

Potions of Cure Wounds Amiri has two potions that recover hit points she has lost. Her *potion of cure moderate wounds* cures 2d8+3 points of damage. Her *potion of cure serious wounds* cures 3d8+5 points of damage.

Stunning Fist Four times per day before making an attack roll with an unarmed strike, Sajan can use this feat. If a foe is damaged by the attack, it takes damage as normal and must attempt a Fortitude save (DC 15). If it fails, it's stunned for 1 round (it drops what it holds, can't take actions, loses its Dexterity bonus to AC, and takes a –2 penalty to AC).

Born into the padaprajna caste of warriors in beautiful Vudra, Sajan Gadadvara and his twin sister Sajni learned to hold temple swords before they could walk. Strict

padaprajna discipline forged a tight bond between the twins, who spent even their infrequent times of rest together, practicing the latest martial techniques taught to them. On their twelfth birthday, the twins were forcefully split up: Sajan went to live with the fighting men of the ghana padaprajna, while Sajni joined the battling women of the sastra padaprajna. Despite their separation, the twins continued to meet when they could, sparring and joking as they had in childhood.

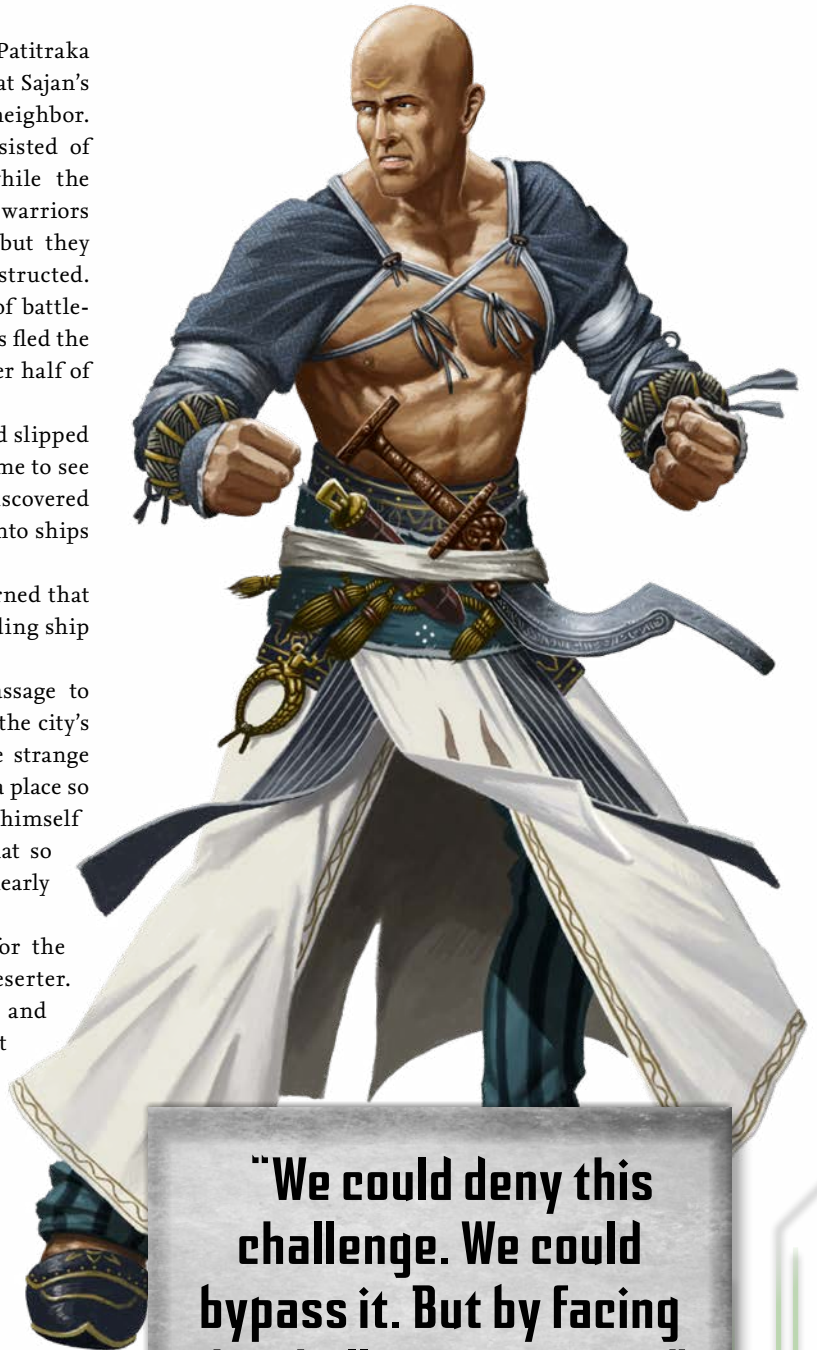
As the insightful narrative of the Vighrahin Patitraka states, “A warrior’s life is to war.” Thus it was that Sajan’s lord embroiled himself in a conflict with a neighbor. Most of the army fielded by Sajan’s lord consisted of conscripts wielding tools of their trades, while the valuable padaprajna watched in reserve. The warriors deduced that they stood on the losing side, but they were duty-bound to fight to the death when instructed. Instead, their lord stole from them the glory of battle-death when he sued for peace after his conscripts fled the field. As part of his surrender, the lord gave over half of his sastra padapranja—including young Sajni.

Sajan vowed to be reunited with his sister, and slipped stealthily into the city of Sumadhadra just in time to see his sister leave through the gates. He soon discovered that the traded sastra padapranja were loaded onto ships bound for distant Jalmeray.

When he reached Jalmeray’s docks, Sajan learned that his sister had signed on as a guard aboard a trading ship bound for a place called Absalom.

The desperate young padapranja gained passage to Absalom and, upon arrival, stared in wonder at the city’s size and splendor. It seemed to him that these strange western barbarians could be capable of creating a place so grand. By the time he got his bearings, he found himself without leads, for the sheer size of the city that so impressed him also made finding his sister nearly impossible.

Sajan knows he cannot return to Vudra, for the padapranja there would execute him as a deserter. He cares not for his home country, however, and continues to seek out any clue that might point him toward his sister.



“We could deny this challenge. We could bypass it. But by facing the challenge, we grow.”

Unchained Rogue 5

While perhaps not the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person at any given time.

MERISIEL

Female elf rogue 5

CN Medium humanoid (elf)

Init +8; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

hp 41 (5d8+15)

Fort +3, **Ref** +9, **Will** +3; +2 vs. enchantments

Defensive Abilities danger sense +1, evasion, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+5/18–20) or

dagger +7 (1d4+2/19–20)

Ranged dagger +7 (1d4+2/19–20)

Special Attacks debilitating injury, finesse training (rapier), sneak attack +3d6

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 21

Feats Dodge, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +17, Climb +10, Disable Device +14, Escape Artist +12, Knowledge (local) +8, Perception +11, Sleight of Hand +12, Stealth +12; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ rogue's edge (Acrobatics), rogue talents (slow reactions, weapon training), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of blur*, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, daggers (12), *cloak of resistance +1*, *ring of protection +1*, *boots of elvenkind*, 103 gp

SPECIAL ABILITIES

Sneak Attack If Merisiel can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals 3d6 extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Merisiel flanks her target. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that deals nonlethal damage (such as a sap, unarmed strike, or whip), Merisiel can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack—not even with

the usual –4 penalty.

Merisiel must be able to see the target well enough to pick out a vital spot, and she must be able to reach such a spot. She cannot sneak attack while striking a creature with total concealment.

Danger Sense Merisiel gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe.

Debilitating Injury Whenever Merisiel deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). She can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by Merisiel.

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against Merisiel.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Evasion Merisiel can avoid even magical and unusual attacks with great agility. If she succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if Merisiel is wearing light armor or no armor, and she does not gain the benefit of evasion if helpless.

Finesse Training Merisiel gains Weapon Finesse as a bonus feat. In addition, she can add her Dexterity modifier instead of her Strength modifier to her damage rolls when using rapiers. If any effect would prevent her from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier.

Potion of Blur Merisiel has a potion that grants her concealment and makes her harder to hit. For 3 minutes after drinking it, all attacks attempted against her have a 20% chance to miss.

Potions of Cure Wounds Merisiel has two potions that recover hit points she has lost. Her *potion of cure moderate wounds* cures 2d8+3 points of damage. Her *potion of cure serious wounds* cures 3d8+5 points of damage.

Rogue's Edge Merisiel has mastered a skill beyond its normal boundaries, gaining results that others can only dream



about. She has focused her training on Acrobatics, allowing her to move at her normal speed through a threatened square without provoking an attack of opportunity by increasing the DC of the check by only 5 (instead of by 10). She is not denied her Dexterity bonus when attempting Acrobatics checks with DCs of 20 or lower.

Rogue Talents Merisiel has learned a number of talents that aid her and confound her foes.

Slow Reactions: Opponents damaged by Merisiel's sneak attack can't make attacks of opportunity for 1 round.

Weapon Training: Merisiel gains Weapon Focus as a bonus feat.

Trapfinding Merisiel gains a +2 bonus on Perception checks to locate traps and on Disable Device checks. She can use Disable Device to disarm magic traps.

Uncanny Dodge Merisiel can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized, or Merisiel can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

The elves have a name for elven children unfortunate enough to be born and raised in human society—the Forlorn. Merisiel is one of these. Her parents left her in the care of Varisia's temple to Calistria. The priests raised her, but she had little patience for teachers and prayer. Eventually, she left and spent years on the streets of Magnimar, earning a living as a freelance thief. When her growing reputation as a pincher became inconvenient, she decided to seek out new settlements to explore and enjoy.

Merisiel became a master at stowing away on ships, talking her way out of trouble, and finding her way in new societies. She's called dozens of cities home, leaving one for another when her companions have outgrown her or she's outlived them. Life has been hard for Merisiel, made more so by the fact that she's always found it difficult to master skills that come easily to her companions. Faced often with situations where a quick tongue or stealth won't suffice to keep her out of trouble, Merisiel has taken to carrying a dozen knives. To date, Merisiel hasn't met a problem that can't, in one way or another, be solved with a blade.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive, always on the move and working on her latest batch of plots to make easy money. In the end, it comes down to being faster than everyone else—either on her feet or with her beloved blades. She wouldn't have it any other way.



**"If I've got a big problem,
I cut it into smaller
pieces, and most of the
time that solves it!"**

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Unchained Summoner 5

Exposure to a lethal arcane ritual drained Balazar's hair of all its color, but it also earned him the friendship of a powerful outsider he created in a moment of desperation.

BALAZAR

Male gnome summoner 5

N Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 13, flat-footed 15 (+3 armor, +1 deflection, +1 Dex, +1 size)

hp 41 (5d8+15)

Fort +5, **Ref** +3, **Will** +5; +2 vs. illusions

Defensive Abilities defensive training, shield ally

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d4-1)

Ranged light crossbow +5 (1d6/19-20)

Gnome Spell-Like Abilities (CL 5th; concentration +9)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 5th; concentration +9)

7/day—*summon monster III*

Summoner Spells Known (CL 5th; concentration +9)

2nd (3/day)—*barkskin*, *bear's endurance*, *glitterdust* (DC 17)

1st (5/day)—*jump*, *protection from evil*, *rejuvenate eidolon*^{APG}, *shield*

0 (at will)—*acid splash*, *detect magic*, *guidance*, *light*, *message*, *resistance*

STATISTICS

Str 9, **Dex** 12, **Con** 16, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +1; **CMD** 13

Feats Augment Summoning, Skill Focus (Knowledge [planes]), Spell Focus (conjuration)

Skills Acrobatics +6, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (planes) +13, Linguistics +6, Perception +2, Spellcraft +10, Use Magic Device +12; **Racial Modifiers** +2 Perception

Languages Abyssal, Common, Gnome, Goblin, Protean, Sylvan

SQ bond senses 5 rounds/day, eidolon, life link

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*, *wand of magic missile* (CL 3rd, 5 charges), *wand of dispel magic* (3 charges); **Other Gear** +1 leather armor, quarterstaff, light crossbow with 10 bolts, *cloak of resistance* +1, *ring of protection* +1, 29 gp

SPECIAL ABILITIES

Eidolon Balazar can summon Padrig, a powerful outsider known as an eidolon. The eidolon is treated as a summoned creature, except it is not sent back to its home plane until it would be killed (reduced to -13 hit points or less). In addition, due to its tie to its summoner, Padrig can touch and attack creatures warded by *protection from evil* and similar

effects that prevent contact with summoned creatures.

Balazar can summon Padrig in a ritual that takes 1 minute to perform. When summoned in this way, Padrig's hit points are unchanged from the last time it was summoned. It remains until dismissed by Balazar as a standard action or slain. If killed, Padrig cannot be summoned again until the next day. The eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* function normally. If Balazar is unconscious, asleep, or killed, Padrig is immediately banished.

Padrig also bears a glowing rune that is identical to a rune that appears on Balazar's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self*.

Augment Summoning When Balazar uses his *summon monster III* ability, the creature he summons is especially strong and durable. This change is already included in the sample summoned creature's statistics.

Bond Senses Balazar can, as a standard action, share Padrig's senses, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability up to 5 rounds per day. There is no maximum range to this effect, but the two must be on the same plane. Balazar can end this effect as a free action.

Life Link Whenever Padrig takes enough damage to send it back to its home plane, as a reaction to the damage, Balazar can sacrifice any number of hit points he has without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to Padrig. This can prevent the eidolon from being sent back to its home plane.

In addition, Padrig and Balazar must remain within 100 feet of one another for the eidolon to remain at full strength. If Padrig is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Potions of Cure Wounds Balazar has two potions that recover hit points he has lost. His *potion of cure moderate wounds* cures 2d8+3 points of damage. His *potion of cure serious wounds* cures 3d8+5 points of damage.

Shield Ally Whenever Balazar is within Padrig's reach, Balazar gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if Padrig is grappled, helpless, paralyzed, stunned, or unconscious.

Summon Monster III Balazar can cast *summon monster III* as a spell-like ability 7 times per day. Drawing on this ability uses up the same power that he uses to call his eidolon. As a result, he can use this ability only when Padrig is not summoned. He can cast this spell as a standard action, and the creatures

remain for 5 minutes (instead of 5 rounds). Balazar cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster* from this spell-like ability immediately ends.

For this adventure, Balazar can summon a celestial wolverine within 35 feet when he uses this ability. Statistics for a celestial wolverine are included at the end of his character sheet.

Acid Splash Balazar makes a ranged attack at +5 to hit against touch AC. If he hits, it deals 1d3 acid damage.

Barkskin Balazar can touch a target and grant a +2 enhancement bonus to its natural armor for 50 minutes.

Bear's Endurance A touched creature gains a +4 enhancement to Constitution for 5 minutes. This grants the target 10 additional hit points (Padrig only gains 8, and the summoned wolverine only gains 6) and a +2 bonus on Fortitude saves. When the spell wears off, the target loses the additional hit points, which could kill her.

Dancing Lights Balazar can create up to four glowing lights that resemble lanterns or globes of light. These shed light in a 10-foot radius and move up to 100 feet per round at Balazar's direction.

Detect Magic Balazar can notice magic in a 60-foot-cone. If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.

Dispel Magic Balazar's wand can attempt to end a spell, for which he rolls 1d20+5 against a DC of 11 + the spell's caster level. If successful, the spell ends immediately.

Ghost Sound Balazar can make illusory noises as loud as up to 20 humans in any spot within 35 feet for 5 rounds, but he can't create discernible speech.

Glitterdust Creatures in a 10-foot radius take a -40 penalty to Stealth and lose the benefit of *invisibility* and the like for 5 rounds. They are also blinded if they fail a DC 16 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Guidance Balazar can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Jump A touched creature gains a +20 enhancement bonus on Acrobatics checks made to jump for 5 minutes. Merisiel and Sajan already have enhancement bonuses to Acrobatics, so their bonus on checks to jump only increases by 15 from this spell.

Light An object Balazar touches sheds light for 50 minutes. He can't have more than one copy of this spell active at once.

Magic Missile Balazar's wand shoots out 3 missiles of force at up to 3 targets all within 150 feet of him and no more than 15 feet from each other. The missiles automatically hit and deal 1d4+1 damage each, even to incorporeal creatures. Balazar must succeed at a DC 20 Use Magic Device check to

activate this wand.

Message Balazar can whisper messages to the target for 50 minutes as long as they remain within 150 feet and aren't obstructed, and the target can respond each time Balazar sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

Prestidigitation Balazar can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

Protection from Evil A touched target gets a +2 resistance bonus on saves and a +2 deflection bonus to AC against evil creatures for 5 minutes. The target cannot be touched by a non-good summoned creature and is immune to direct mental control and possession from evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

Rejuvenate Eidolon Balazar can touch Padrig to heal it for 1d10+5 points of damage.

Resistance Balazar can touch a target to grant it a +1 resistance bonus on saving throws for 1 minute.

Shield Balazar gains a +4 shield bonus to AC for 5 minutes and becomes immune to *magic missile*. He can instead touch Padrig to cast this spell on the eidolon instead.

Speak With Animals Balazar can speak with animals for up to 5 minutes.

PADRIG

CN Medium outsider (extraplanar, protean)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +8, **Will** +4

Defensive Abilities evasion; **Resist** acid 10, electricity 10, sonic 10

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +10 (1d8+3 plus grab), tail slap +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 20 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9, Bluff +5, Climb +10, Fly +13, Knowledge (planes) +3, Perception +7, Stealth +11

Languages Abyssal, Common, Gnome, Goblin, Protean, Sylvan
SQ evolutions (bite, flight, grab, improved damage (bite), reach, resistance [acid], tail, tail slap), link, share spells

Other Gear *amulet of mighty fists* +1

SPECIAL ABILITIES

Evasion If Padrig is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.



Grab When Padrig hits a Medium or smaller target with its bite attack, it can start a grapple combat maneuver as a free action.

Link Balazar and Padrig share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing Balazar to give orders to Padrig at any time.

SUMMONED CELESTIAL WOLVERINE

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 28 (3d8+15)

Fort +7, **Ref** +5, **Will** +2

Resist acid 5, cold 5, electricity 5; **SR** 7

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +6 (1d6+4), bite +6 (1d4+4)

Special Attacks smite evil (+3 damage), rage

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 2,

Wis 12, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 18

(22 vs. trip)

Feats Skill Focus (Perception),

Toughness

Skills Climb +12, Perception +10

SPECIAL ABILITIES

Rage If the celestial wolverine takes damage in combat, it flies into a rage on its next turn. It gains 6 temporary hit points and a +2 bonus on melee attack and damage rolls, and it takes a -2 penalty to AC. It cannot end its rage voluntarily.

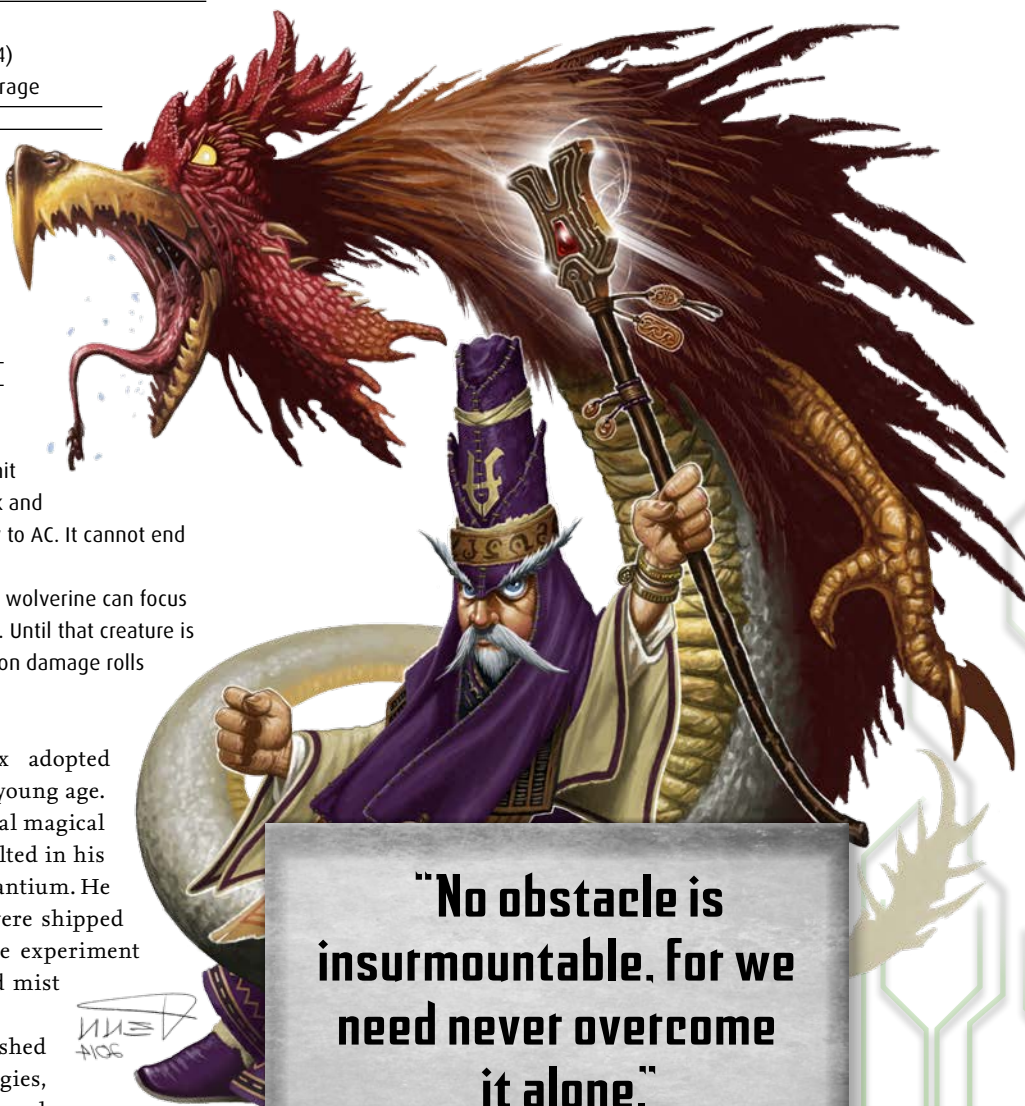
Smite Evil As a swift action, the celestial wolverine can focus its wrath on an evil creature it can see. Until that creature is dead, the wolverine gains a +3 bonus on damage rolls against the target.

The powerful Arclords of Nex adopted Balazar when he was orphaned at a young age. However, the young gnome's minimal magical talent and penchant for pranks resulted in his expulsion from the academies in Quantum. He and several of his gnome cohorts were shipped off to participate in a deadly arcane experiment at a deep chasm where multicolored mist poured forth.

He watched as his friends perished when exposed to the eldritch energies, and as this power leeches the very color from Balazar's hair, a voice called out to him. "I

will help you," it promised. "Give me form and allow me to leave this prison, and you and I shall become as one." The gnome tried to imagine what the voice would look like, and as he did, a vast serpentine body with grasping talons, monstrous scales, and a chicken's beak emerged from the chasm. It clawed at Balazar's captors, and together they escaped.

Balazar and his new friend Padrig have been together ever since, always watching their backs to ensure agents of the Arclords are not following.



"No obstacle is insurmountable. For we need never overcome it alone."

DAEMON, CEUSTODAEMON

This brown, shaggy-furred beast stands on slate grey hooves. Its head resembles that of a maniacal horned ape.

CEUSTODAEMON

CR 6



XP 2,400

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +3, **Will** +8

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 17 for half; usable once every 1d4 rounds)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 17), *slow* (DC 15)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +8, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Drawn to Service (Su) When brought to another plane with a *planar binding* or *planar ally* spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against *binding*, *planar binding*, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Some claim the Four Horsemen created these creatures to serve as summoning fodder. Others believe that they form from neutral evil souls who commit suicide. Wherever the truth lies, ceustodaemons find themselves on the Material Plane more often than any other daemon, as they are easily pressured into service—many call these creatures “guardian daemons” as a result. Yet in the back of their wicked minds, ceustodaemons always think about escaping their bonds and ripping to shreds the ones who summoned them.

Greater and lesser versions of these creatures exist. These variants can be represented by applying either the young creature or advanced creature simple templates, along with the following adjustments.

Lesser Ceustodaemon: This Medium daemon looks like a horned frog with a wide, toothy mouth. Its breath weapon is a chilling cone of ice that deals cold damage.

Greater Ceustodaemon: This daemon resembles a gigantic humanoid bear with the talons of an eagle and curling ram horns sprouting from its head. Its breath weapon is a fan of sparks that deals electricity damage.



FACELESS STALKER

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

FACELESS STALKER (UGOTHOL)

CR 4



XP 1,200

CE Medium aberration (shapechanger)

Init +7; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d8+20)

Fort +5, Ref +4, Will +6

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +8 (1d8+4/19–20), slam +2 (1d6+2 plus grab)

Space 5 ft.; Reach 10 ft.

Special Attacks blood drain (1 Constitution), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

STATISTICS

Str 18, Dex 17, Con 18, Int 13, Wis 15, Cha 16

Base Atk +3; CMB +7 (+11 grapple); CMD 20

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape), Escape Artist +19, Sleight of Hand +8, Stealth +11

Racial Modifier +4 Disguise, +8 Escape Artist

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid, *alter self*), compression, faceless

ECOLOGY

Environment any swamps or underground

Organization solitary, pair, or gang (3–9)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form

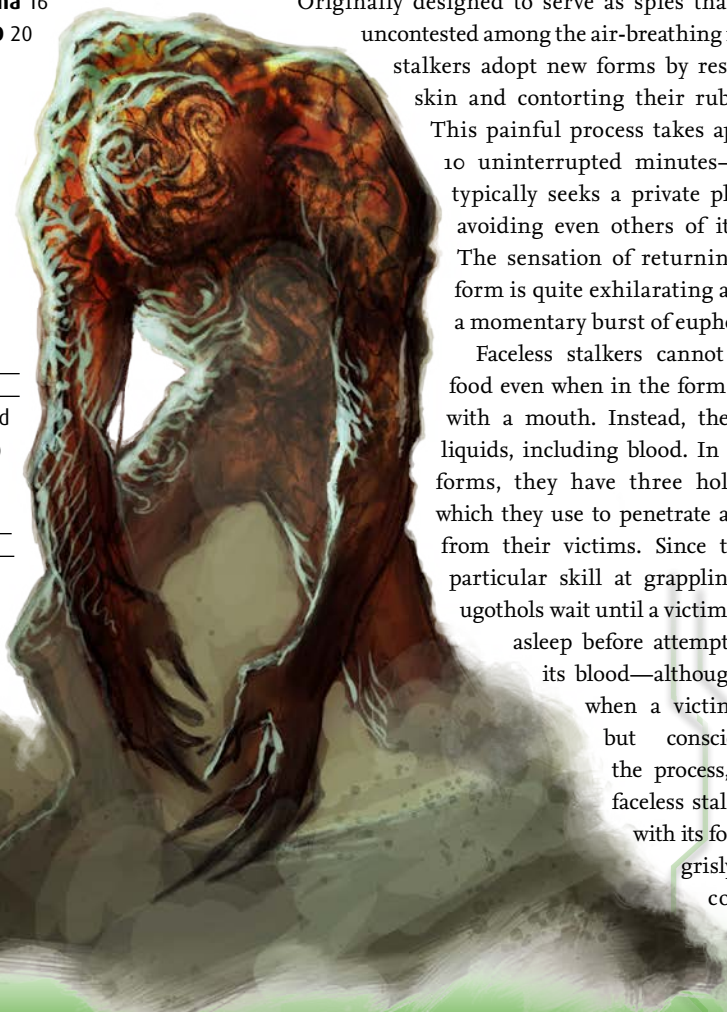
indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Ugothols (as faceless stalkers call themselves) are one of the many tools created and then discarded by the aboleths in their long war against the surface dwellers. Scorned by their former masters when the scheme for which they were designed unraveled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find—the closest they could come to the aquatic cities they once considered home.




Originally designed to serve as spies that could walk uncontested among the air-breathing races, faceless stalkers adopt new forms by reshaping their skin and contorting their rubbery bodies. This painful process takes approximately 10 uninterrupted minutes—an ugothol typically seeks a private place to do it, avoiding even others of its own kind. The sensation of returning to its true form is quite exhilarating and results in a momentary burst of euphoria.

Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural forms, they have three hollow tongues which they use to penetrate and lap blood from their victims. Since they have no particular skill at grappling foes, most ugothols wait until a victim is helpless or asleep before attempting to drink its blood—although the best is when a victim is helpless but conscious during the process, so that the faceless stalker can “play with its food” by having grisly and cruel conversations with it.



HERD ANIMAL, CAMEL

This somewhat irritated-looking, one-humped camel has been outfitted with a bridle and saddle.




CAMEL	CR 1	  
XP 400		
N Large animal		
Init +3; Senses low-light vision, scent; Perception +5		
DEFENSE		
AC 13, touch 12, flat-footed 10 (+3 Dex, +1 natural, -1 size)		
hp 13 (2d8+4)		
Fort +5, Ref +6, Will +0		
OFFENSE		
Speed 50 ft.		
Melee bite +4 (1d4+6)		
Special Attack spit (+3 ranged touch)		
STATISTICS		
Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4		
Base Atk +1; CMB +6; CMD 18 (22 vs. trip)		
Feats Endurance		
Skills Perception +5		
ECOLOGY		
Environment warm deserts		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		

Spit (Ex) Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Camels are large, desert-dwelling herd animals noted for their stamina and ill tempers. A typical camel stands about 6 feet at the shoulder and 7 feet at the hump.

HERD ANIMAL, RAM

A formidable pair of heavy horns curls from the forehead of this sturdy, brown-and-white-furred ram.

RAM	CR 1	  
XP 400		
N Medium animal		
Init +2; Senses low-light vision, scent; Perception +6		
DEFENSE		
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)		
hp 11 (2d8+2)		
Fort +4, Ref +5, Will +2		
OFFENSE		
Speed 40 ft.		
Melee gore +3 (1d4+3)		
Special Attacks powerful charge (gore, 1d8+3)		
STATISTICS		
Str 14, Dex 15, Con 13, Int 2, Wis 14, Cha 7		
Base Atk +1; CMB +3; CMD 15 (19 vs. trip)		
Feats Improved Bull Rush [®] , Skill Focus (Acrobatics)		
Skills Acrobatics +13 (+17 jump), Perception +6; Racial Modifiers +4 Acrobatics		
ECOLOGY		
Environment temperate mountains		
Organization solitary, pair, or herd (3–30)		
Treasure none		

Rams are mountain-dwelling herd animals noted for their prominent horns.

A typical ram stands about 3 feet tall, is 5 feet long, and weighs up to 300 pounds. You can create stats for smaller, similar animals (such as goats) by applying the young creature template to a ram.

RAM COMPANIONS

Starting Statistics: Size Small; Speed 40 ft.; AC +1 natural; Attack gore (1d3); Ability Scores Str 10, Dex 17, Con 11, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision, scent.
4th-Level Advancement: Size Medium; Attack gore (1d4); Ability Scores Str +4, Dex -2, Con +2; **Special Attacks** powerful charge (1d8); **Bonus Feat** Improved Bull Rush.

