

ALEA PUBLISHING GROUP PRESENTS

MARK OF HUBRIS

Allies



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Allies

An ally is a companion that accompanies you on your journey. The relationship may develop from a contractual agreement, mutual understanding, or a shared goal.

GAINING AN ALLY

† You usually gain an ally during a point within an adventure devised by the Game Master. Your Game Master might also allow allies through other means such as feats, good role-play, or part of a successful skill challenge.

ALLY LIMITS

† A character may only have one ally at a time. You may change an ally after an extended rest.

ALLY ATTRIBUTES

- † **Initiative:** You and your ally both act on your initiative count.
- † **Actions:** During your turn, you and your ally share the normal set of actions—a standard action, a move action, and a minor action, dividing these actions as you choose.
- † **Attacks:** If an ally does not have an attack, it cannot attack.
- † **Hit Points:** An ally has 1 hit point. A missed attack never damages an ally.
- † **Morale:** If your ally is reduced to 0 or fewer hit points, it automatically retreats and is removed from play. After a short rest, you may spend a healing surge to regain the use of your ally.
- † **Death of a Character:** If you die, your ally automatically retreats as above. After you are restored to life, you may spend a healing surge during a short rest to regain use of your ally.
- † **Flanking:** An ally cannot flank an enemy.

ALLY CONDITIONS

- † **Switching Conditions:** As a minor action, you may switch the condition of your ally between an idle state and an active state.
- † **Idle:** An idle ally is in the immediate vicinity, but not actually near you, in combat, or attending to your needs.
Noncombatant: An ally made idle during an encounter withdraws and is removed from play. You regain use of your ally during your next short rest.
- † **Active:** An active ally is attentive to your needs, providing you with its active benefits.
Combatant: If an ally is made active from an idle state during an encounter, they run to your aid and appear immediately in a space adjacent to you.
Movement Limit: An ally must remain within 20 squares of you unless otherwise noted.

ROLE-PLAYING

Regardless of which character controls an ally, it is an NPC and ultimately under the control of the Game Mas-

ter. It has goals, ambitions, desires, opinions, and a sense of survival. If Players abuse an ally, the Game Master should feel free to have the ally retreat and not return.

SAMPLE ALLY DESCRIPTIONS

Each ally description includes the benefits provided by the ally as well as important statistics and trained skills.

Active Benefits: As long as an ally is active and has 1 hit point, the ally provides you with these benefits.

THE CHAMPIONS OF HUBRIS PARAGON TIER ADVENTURE PATH



The two allies presented in this free supplement are NPCs featured in the *Champions of Hubris* adventure path.

The first is Harriet Blackpike, a wily rogue striving to make a living in Caldor while looking for her missing brother. Josiah, the missing inquisitor, might have important information about a mysterious mark appearing upon characters earlier in their career. Harriet Blackpike is featured in *The Mark of Hubris*, the first adventure in the paragon tier adventure path, *Champions of Hubris*.

Harriet Blackpike		Level 9 Ally
Medium natural humanoid (human)		
Senses Perception +5		
AC 21; Fortitude 20; Reflex 21; Will 19		
HP 1; a missed attack never damages an ally.		
Speed 6		
Active Benefits		
Astounding Shot (Encounter): As a minor action, your next ranged attack does the following in addition to its normal damage: target is dazed (save ends).		
Archer Aid: As a move action, your next ranged basic attack deals an additional 6 damage.		
Alignment Unaligned	Languages Common	
Str 14 (+6)	Dex 16 (+7)	Wis 12 (+5)
Con 14 (+6)	Int 12 (+5)	Cha 13 (+5)



Besnik Slovene **Level 12 Ally**
Medium natural humanoid (human)

Senses Perception +15
Aura of Distraction (Active Only) aura 2; any enemy within Besnik's aura gains a -2 penalty to attack rolls.
AC 26; **Fortitude** 25; **Reflex** 27; **Will** 26
HP 1; a missed attack never damages an ally.
Speed 6

Active Benefits

Poison Craft: As a minor action, you may add the poison keyword to one of your attack powers.
Resist Poison: You gain resist poison 5. Should you already possess resist poison, increase your resistance by 2.
Underworld Connection: You gain a +2 bonus to Streetwise and Thievery checks.

Alignment Unaligned **Languages** Common
Skills Bluff +17, Acrobatics +20, Streetwise +17, Thievery +20
Str 14 (+8) **Dex** 28 (+15) **Wis** 28 (+15)
Con 24 (+13) **Int** 18 (+10) **Cha** 22 (+12)

Besnik Slovene **Level 12 Elite Skirmisher**
Medium natural humanoid (human) XP 1,400

Initiative +17 **Senses** Perception +15
Aura of Distraction aura 2; any enemy within Besnik's aura gains a -2 penalty to attack rolls.
HP 256; **Bloodied** 128
AC 26; **Fortitude** 25; **Reflex** 27; **Will** 26
Saving Throws +2
Speed 6
Action Points 1

⊕ **Gypsy Blade** (standard; at-will) † **Poison, Weapon**
+17 vs AC; 1d10 + 9 poison damage, and the target is marked.

‡ **Befouling Strike** (standard; encounter) † **Poison, Weapon**
+17 vs AC; 1d10 + 9 damage, and the target takes ongoing 10 poison damage (save ends). Until the end of the encounter, on a turn the target takes poison damage, the target is weakened until the end of its next turn

‡ **Sweeping Shift** (standard; at-will) † **Poison, Weapon**
Besnik makes a basic attack against two targets adjacent to him. Besnik shifts 1 square.

↖ **Bellicose Brawl** (standard; recharge ☼, ☼)
Close burst 1; +15 vs Fortitude; 3d8 + 3 damage, and the target is dazed (save ends). Besnik shifts 1 square.

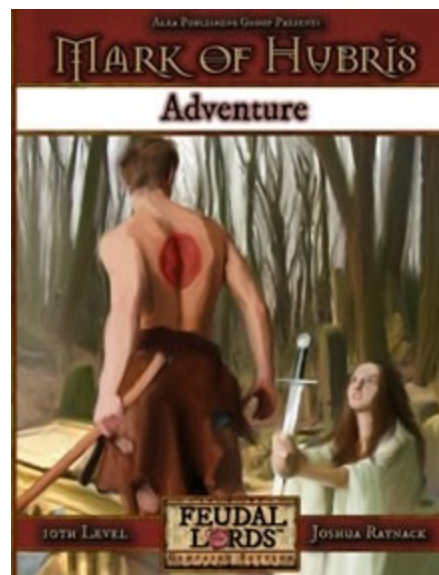
Gypsy Tactics (immediate reaction; when missed by a melee attack by a marked target; at-will)
Besnik makes a gypsy blade attack against the target. Besnik shifts 2 squares.

Alignment Unaligned **Languages** Common
Skills Bluff +17, Acrobatics +20, Streetwise +17, Thievery +20
Str 14 (+8) **Dex** 28 (+15) **Wis** 28 (+15)
Con 24 (+13) **Int** 18 (+10) **Cha** 22 (+12)

The next ally presented is Besnik Slovene in the second installment of the *Champion of Hubris* adventure path, *The House of Hubris*. This enigmatic gypsy serves as a guide to the ruined Kingserve Manor as a favor to the secretive Gutter Mage.

Besnik is also a perfect example how you can con-

vert an already existing monster or NPC into an ally. This is a great way to present an ally to characters that might also later prove a threat without giving away too much information.



AVAILABLE NOW!

This is the first adventure in the *Feudal Lords' Champion's of Hubris* Paragon Adventure Path.

The world contains many treacherous secrets. Each one of those tantalizing tidbits are far flung in the most foreboding of areas: the dark reaches of an evil heart. As one reveals each vile secret, bringing it into the light, allowing it witnessed by the innocent, it threatens to pervert even those of purest virtue.

In *The Mark of Hubris*, characters discover they have a mystical mark that up until this point remained something of a mystery. However, recent activities spark renewed interest in the mark and it begins to prove troublesome for those that bear its arcane etchings.

Adventurers must discover the purpose of the mark born upon them while navigating dangerous thoroughfares, running from relentless hunters, and discover the whereabouts of a missing inquisitor. The journey takes them from the underbelly of Caldor to the abandoned gypsy market of Ardor via a trek southward into the foreboding Bog of Bones where the secret of the Shield Tree is discovered.