

ICONICS of the world eater





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Crisis of the World Eater

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CHIMI SEMTAIN

Female samsaran cleric 5 NG Medium humanoid (samsaran) Init +0; Senses low-light vision; Perception +12 Aura Good

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor) hp 36 (5d8+10) Fort +5; Ref +2; Will +9 Defensive Abilities lifebound

OFFENSE

Speed 30 ft.

Melee +1 spear +6 (1d8+4)

Ranged light crossbow +3 (1d8)

Special Attack channel energy (7/day, 3d6, DC 17), rebuke death (7/day, 1d4+2), touch of glory (7/day, +5, 1 hour)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—comprehend languages, deathwatch, stabilize Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*call lightning* (DC 17), *dominate animal* (DC 17), *searing light* (DC 17);

2nd—barkskin, bear's endurance, bull's strength, cure moderate wounds

1st—bane (DC 15), cure light wounds (2), produce flame, shield of faith

0—detect magic, guidance, light, resistance

STATISTICS

Str 14, Dex 10, Con 11, Int 10, Wis 18, Cha 12
Base Atk +3; CMB +5; CMD 15
Feats Improved Channel, Skill Focus (Perception), Toughness, Skills Heal +10, Knowledge (religion) +5, Perception +12
Languages Common, Samsaran,
SQ Aura, domains and spontaneous casting

SPECIAL ABILITIES

Aura (Ex) Chimi has an Aura of good.

Channel Energy (Su) Chimi can release a wave of positive energy by channeling her faith through her holy symbol. This energy can either heal the living or harm the undead and bursts out to affect all creatures of one of the two types in a 30-foot radius centered on her for 3d6 points of damage or healing, Will save DC 17 for half damage, and she may channel energy 4 times per day. She must be able to present her holy symbol to use this ability.

Domains and spontaneous casting Chimi has the Glory and Healing domains. The glory domain increases her channel positive energy DC when dealing damage to undead by 2, as well as *Touch of Glory* (sp), which as a standard action allows her to touch a creature to grant it a +5 bonus on a single Charisma-based check. The ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. The healing domain grants *Rebuke Death* (sp), which allows her to touch a creature below 0 hp to restore 1d4+2 damage. She



can use each of these ability 7 times per day. In addition, she has the following domain spells at the corresponding levels: 1st—cure light wounds, shield of faith; 2nd—bless weapon, cure moderate wounds; 3rd—cure serious wounds, searing lights. She may also spontaneously cast any cure spell in place of a prepared spell as a full-round action.

Lifebound (Ex) Chimi is a samsaran. This grants her a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Mystic Past Life (Su) Chimi's past life grants her access to a number of spells not normally associated with her being a cleric. She has the following spells at the corresponding levels: 1st—*produce flame*; 2nd—*barkskin*; 3rd—*call lightning, dominate animal.* This racial trait replaces shards of the past.

EQUIPMENT

+1 spear, masterwork light crossbow, quiver with 10 bolts, armored coat, cloak of resistance +1, headband of inspired wisdom +2, wand of cure light wounds (50 charges), quick runner's shirt, pearl of power (1st spell level), 2 belt pouches (one holds the wand of cure light wounds while the other contains 4 pp, 18 gp, and 10 cp.

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FORM MAKER

Male wyrwood wizard 5 NG Small construct Init +8; Senses Darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex) hp 40 (5d6+20) Fort +1; Ref +5; Will +4 Immune construct traits

OFFENSE

Speed 30 ft.

Melee Dagger +3 (1d3+1)

Special Attack telekinetic fist (7/day; Ranged touch, 30 feet, 1d4+3 bludgeoning)

Wizard Spells Prepared (CL 5th; concentration +9)

3rd—excruciating deformation (DC 17), fireball (DC 17), extended cat's grace;

2nd—protection from arrows, summon swarm, web, bull's strength;

1st—expeditious retreat, mount, mage armor*, summon monster I, magic weapon;

0—detect magic, detect poison, dancing lights, flare, ghost sound

*already cast and factored into statblock.

STATISTICS

Str 13, Dex 18, Con —, Int 18, Wis 10, Cha 10

Base Atk +2; CMB +2; CMD 16

Feats Cypher Magic, Extend Spell, Improved Initiative, Scribe Scroll, Toughness

Skills Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (local) +12, Knowledge (nature) +12, Knowledge (planes) +12, Spellcraft +12

Languages Common, Draconic, Dwarven, Elven, Halfling **SQ** Arcane bond (wand), arcane school (transmutation, prohibit: enchantment, necromancy), physical enhancement

SPECIAL ABILITIES

Arcane Bond (Wand) Form Maker has magically bonded to a wand made of wyroot. This wand allows him to cast one spell from his spellbook spontaneously, and must be held in one hand for him to cast spells, without it he has to make a concentration check (DC 20+spell level) or lose the spell.

Arcane School and Powers Form Maker takes his name from his chosen arcane school, Transmutation. He can prepare an additional spell per spell level of his chosen school and his prohibited schools are the enchantment and necromancy schools. Any spells of those schools require two spell slots. He also gains two special powers: Physical Enhancement (Su) and Telekinetic Fist (Sp). Physical Enhancement allows him to gain a +1 bonus (+1 per 5 levels) to Strength, Dexterity, or Constitution. This bonus is currently invested in his Dexterity score. Telekinetic Fist allows him to strike a foe with a telekinetic fist as a Ranged touch attack with a standard action and a



range of 30 feet. It deals 1d4+1 per 2 wizard levels (1d4+3 currently) and he can use this power a number of times per day equal to 3 + his Intelligence modifier (currently 7/day.)

Spellbook Form Maker's spellbook contains all 0-level spells and the following: **1st**—*expeditious retreat, identify, mage armor, magic weapon, mount, shield, summon monster I, true strike;* **2nd**—*animal aspect, bull's strength, cat's grace, locate object, protection from arrows, scorching ray, summon swarm, web;* **3rd**—*arcane sight, armor lock, elemental aura, excruciating deformation, fireball, protection from energy, displacement*

EQUIPMENT

Combat Gear bonded wand (*scorching ray*, 50 charges), scrolls (*animal aspect* (2), *arcane sight* (2), *bull's strength*, *displacement* (2), *elemental aura*, *shield* (3), *true strike* (2)); **Other Gear** bandolier, belt pouch, brooch, *cloak of resistance* +1, masterwork backpack, pocket watch, reinforced scarf, *ring of protection* +1, scroll cases (2), spell component pouch, spellbook, backpack contains a purse with 10 gp and 5 sp, as well as a pouch containing a ruby worth 5 gp, 2 topaz worth 2 gp each, and a sapphire worth 15 gp.

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KAYLEITH UMBOROS

Female human barbarian 5 CG Medium humanoid (human) Init +5; Senses Perception +7 (+8 vs. ambushers)

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield) hp 58 (5d12+20) Fort +7; Ref +2; Will +0 Defensive Abilities trap sense +1, improved uncanny dodge,

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OFFENSE

Speed 40 ft.(30 ft. in armor) **Melee** +1 *longsword* +10 (1d8+5/19-20) **Ranged** masterwork composite longbow (+4) +7 (1d8+4/19-20)

Ranged 5 pilum +6 (1d8+4) Special Attack Rage (14 rounds/day)

STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 12

Base Atk +5; CMB +9 (+11 Bull Rush); CMD 20 (22 vs. Bull Rush)

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Acrobatics +9, Climb +12, Intimidate +9, Perception +7 (+8 vs. ambushers), Survival +7

Languages Common

SQ Fast Movement, Rage, Rage Powers (lesser elemental rage, superstition)

SPECIAL ABILITIES

Danger Sense Kayleith 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.

Rage (Ex) Kayleith can rage for 14 rounds per day. She gains a +4 bonus to Strength and Constitution, and a +2 bonus on Will saving throws. In addition, she takes a -2 penalty to Armor Class. While in rage, she cannot use any Charisma-, Dexterity-, or Intelligence-based checks (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). She can end her rage as a free action and is fatigued for 1 minute after a rage ends. She can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If she falls unconscious, her rage ends immediately.



Rage Powers Kayleith has access to a number of powers that she can use while raging. They are lesser elemental rage (su) and superstition (ex). Lesser elemental rage allows her to cause her Melee attacks to deal an additional 1d6 energy damage (acid, cold or fire) for 1 round as a swift action and can only be used once per rage. Superstition grants her a +3 competence bonus on saving throws made to resist spells and spell-like abilities. She cannot be the willing target of any spell and must attempt a saving throw to resist all spells, even those cast by allies.

EQUIPMENT

+1 breastplate, +1 heavy steel shield, +1 longsword, 5 pilum, masterwork composite (+4) longbow, belt of mighty constitution +2, backpack; backpack contains potion of shield of faith +2, potion of barkskin +2, potion of bull's strength, potion of jump, and potions of cure light wounds (2), as well as a belt pouch containing a ruby worth 15 gp, 2 pp, 4 gp, and 10 cp.

KAYLEITH UMBOROS

Female human unchained barbarian 5 CG Medium humanoid (human) Init +5; Senses Perception +7 (+8 vs. ambushers)

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield) hp 58 (5d12+20) Fort +7; Ref +2; Will +0 Defensive Abilities danger sense +1, improved uncanny dodge,

OFFENSE

Speed 40 ft. (30 ft. in armor) **Melee** +1 *longsword* +10 (1d8+5/19-20) **Ranged** masterwork composite longbow (+4) +7 (1d8+4/19-20) **Ranged** 5 pilum +6 (1d8+4)

Special Attack Rage (14 rounds/day)

STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 12

Base Atk +5; **CMB** +9 (+11 Bull Rush); **CMD** 20 (22 vs. Bull Rush)

Feats Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Acrobatics +9, Climb +12, Intimidate +9, Perception +7 (+8 vs. ambushers), Survival +7

Languages Common

SQ Fast Movement, Rage, Rage Powers (regenerative stance, superstition)

SPECIAL ABILITIES

Rage (Ex) Kayleith can rage for 14 rounds per day. She gains a +4 bonus on Melee attack and damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a -2 penalty to Armor Class. She also gains 10 temporary hit points and these temporary hit points are not regained if she enters rage again within 1 minute of her previous rage. While in rage, she cannot use any Charisma-, Dexterity-, or Intelligence-based checks (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). She can end her rage as a free action and is fatigued for 1 minute after a rage ends. She can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If she falls unconscious, her rage ends immediately.



Rage Powers Kayleith has access to a number of powers that she can use while raging. They are regenerative stance (ex) and superstition (ex). Regenerative stance makes her regain 2 temporary hit point per round, up to her maximum temporary hit points. Superstition grants her a +3 competence bonus on saving throws made to resist spells and spell-like abilities. She cannot be the willing target of any spell and must attempt a saving throw to resist all spells, even those cast by allies.

EQUIPMENT

+1 breastplate, +1 heavy steel shield, +1 longsword, 5 pilum, masterwork composite (+4) longbow, belt of mighty constitution +2, backpack; backpack contains potion of shield of faith +2, potion of barkskin +2, potion of bull's strength, potion of jump, and potions of cure light wounds (2), as well as a belt pouch containing a ruby worth 15 gp, 2 pp, 4 gp, and 10 cp.

VERTIGO

Male kasatha rogue 5 N Medium humanoid (kasatha) Init +9; Senses Perception +10

DEFENSE

AC 22, touch 17, flat-footed 15 (+5 armor, +5 Dex, +2 dodge) **hp** 46 (5d8+20)

Fort +4; **Ref** +9; **Will** +4; +4 vs. fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Defensive Abilities trap sense +1, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *rapier* +9 (1d6+1/18-20/x2) Ranged heavy crossbow +8 (1d10/19-20/x2) Special Attack sneak attack (+3d6),

STATISTICS

Str 10, Dex 20, Con 14, Int 12, Wis 15, Cha 8 Base Atk +3; CMB +3; CMD 18

Feats Improved Initiative, Toughness, Weapon Finesse Skills Acrobatics +13, Bluff +7, Climb +8, Disable Device +13, Escape Artist +13, Intimidate +7, Perception+10, Sense Motive +10, Stealth +13

Languages Common, Gnoll, Kasatha, Sphinx

SQ greater defensive training, jumper, multi-armed, rogue talents (fast stealth, ledge walker), trapfinding

SPECIAL ABILITIES

Greater Defensive Training (Ex) Kasatha all have a +2 dodge bonus to AC.

Jumper (Ex) Kasatha are always considered to have a running start when attempting Acrobatics checks to jump.

Multi-Armed (Ex) Kastha have four arms. One hand is considered its primary hand while all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Rogue Talents (Ex) Vertigo has access to two rogue talents, these are fast stealth and ledge walker. Fast stealth allows him to move at full Speed while stealthing at no penalty. Ledge walker allows him to move along narrow, uneven, or slippery surfaces at full Speed using Acrobatics without penalty. In addition, he is not flat-footed when using Acrobatics to move along such surfaces and retains his Dexterity bonus to AC.

EQUIPMENT

+1 rapier, heavy crossbow with a quiver of 10 bolts, +1 chainshirt, burglar's bracers, belt of incredible dexterity +2, cloak of resistance +1, masterwork backpack; backpack contains potions of shield of faith +2 (2), a potion of barkskin, a potion of cure moderate wound, and a purse containing 2 pp, 8 gp, 8 cp.



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VERTIGO

Male kasatha unchained rogue 5 N Medium humanoid (kasatha) Init +9; Senses Perception +10

DEFENSE

AC 22, touch 17, flat-footed 15 (+5 armor, +5 Dex, +2 dodge) **hp** 46 (5d8+20)

Fort +4; **Ref** +9; **Will** +4; +4 vs. fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Defensive Abilities danger sense +1, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+6/18-20/x2) Ranged heavy crossbow +8 (1d10/19-20/x2) Special Attack debilitating injury, sneak attack (+3d6),

STATISTICS

Str 10, Dex 20, Con 14, Int 12, Wis 15, Cha 8 Base Atk +3; CMB +3; CMD 18

Feats Improved Initiative, Piranha Strike, Toughness, Weapon Finesse

Skills Acrobatics +13, Bluff +7, Climb +8, Disable Device +13, Escape Artist +13, Intimidate +7, Perception+10, Sense Motive +10, Stealth +13

Languages Common, Gnoll, Kasatha, Sphinx

SQ finesse training (rapier), greater defensive training, jumper, multi-armed, rogue's edge (Perception), rogue talents (fast stealth, ledge walker), trapfinding

SPECIAL ABILITIES

Finesse Training (Ex) Vertigo has weapon finesse as a bonus feat and may use his Dexterity modifier in place of his Strength modifier for damage rolls with a rapier.

Danger Sense (Ex) Vertigo has a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus against attacks made by traps. In addition he gains a +1 bonus on Perception checks to avoid being surprised by a foe.

Debilitating Injury (Ex) Whenever Vertigo deals sneak attack damage to an enemy, he can also debilitate the target, causing it to take a penalty for 1 round. He chooses one of the following:

- **Bewildered:** The target becomes bewildered, taking a -2 penalty to AC, and an additional -2 to AC against Vertigo's attacks.
- **Disoriented:** The target takes a -2 penalty on attack rolls, and an additional -2 penalty when attacking Vertigo.
- **Hampered:** All the targets speeds are reduced by half (minimum 5 feet), and they can't take a 5-foot step.

These penalties don't stack with themselves, but each additional sneak attack extends the duration by 1 round. A creature can only suffer from one debilitating injury at a time and any healing applied to the target removes the penalty.



Greater Defensive Training (Ex) Kasatha all have a +2 dodge bonus to AC.

Jumper (Ex) Kasatha are always considered to have a running start when attempting Acrobatics checks to jump.

Multi-Armed (Ex) Kastha have four arms. One hand is considered its primary hand while all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Rogue's Edge (Ex) Vertigo has the skill unlock for Perception. At 5 ranks, he halves the DC increase to Perception while sleeping and the distance modifier on the DC of Perception checks is reduced to +1 per 20 feet.

Rogue Talents (Ex) Vertigo has access to two rogue talents, these are fast stealth and ledge walker. Fast stealth allows him to move at full Speed while stealthing at no penalty. Ledge walker allows him to move along narrow, uneven, or slippery surfaces at full Speed using Acrobatics without penalty. In addition, he is not flat-footed when using Acrobatics to move along such surfaces and retains his Dexterity bonus to AC.

EQUIPMENT

+1 rapier, heavy crossbow with a quiver of 10 bolts, +1 chainshirt, burglar's bracers, belt of incredible dexterity +2, cloak of resistance +1, masterwork backpack; backpack contains potions of shield of faith +2 (2), a potion of barkskin, a potion of cure moderate wound, and a purse containing 2 pp, 8 gp, 8 cp.

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