

Some of the feats, items, psionic powers, and spells listed are found in various Louis Porter Jr. Designs books. They have been labeled with a superscript code for identification. Use the following key to find their source: CN = Classes of NeoExodus: Machinesmith; NE = NeoExodus: A House Divided Campaign Setting; OK = Secret Societies of NeoExodus: Order of Kaga; SC = Secret Societies of NeoExodus: Sanguine Covenant; SO = Secret Societies of NeoExodus: Section Omega.

All other psionic feats, items, and powers can be found in Psionics Unleashed by Dreamscarred Press.

# CANEUS HIGH GUARD

The High Guard is one of the finest fighting forces in the Empire, charged with the duty of protecting the Imperial family and people under the emperor's direct care. Fighting men and women, from throughout the Empire, known for both their skill and loyalty are recruited and drilled relentlessly to forge them into an elite protective unit. High Guards spend half the year attending to their charges. The rest of the time they take on tasks that allow them to hone their fighting prowess even further, often selling their services to wealthy merchants or government luminaries. Given their reputation, their services are in high demand and well paid for.

# HIGH GUARD RECRUIT

CR 4

XP 1,200

Male human (Nasian) fighter 5 LN Medium humanoid Init +5; Senses Perception +8

#### **DEFENSE**

AC 23, touch 11, flat-footed 22 (+ 9 armor, +1 Dex, +3 shield)

hp 42 (5d10+15)

Fort +6, Ref +2, Will +5; +1 vs. fear

Defensive Abilities bravery +1

# **OFFENSE**

Speed 20 ft.

**Melee** mwk longsword +11 (1d8+5/19-20) or mwk shortspear +10 (1d6+4/x3)

Ranged javelin +6 (1d6+4) or shortspear +6 (1d6+4)

#### STATISTICS

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +9 (+11 bull rush); CMD 20 (22 vs. bull rush)

**Feats** Alertness, Cleave, Improved Initiative, Improved Bull Rush, Iron Will, Power Attack, Shield Focus

**Skills** Intimidate +5, Perception +8, Ride -1, Sense Motive +7

Languages Common, Nasian

**SQ** armor training 1, weapon training (heavy blades +1) **Combat Gear** potion of cure moderate wounds (2), tanglefoot bag, thunderstones (2); **Other Gear** full

plate, masterwork heavy steel shield, masterwork longsword, masterwork shortspear, 6 javelins

**Boon** A high guard recruit can join the PCs on a single adventure in exchange for 10% of the treasure.

Recruits are the raw material from which the High Guard is forged. They spend long hours drilling, honing their skills, and proving their dedication to the Empire. Practical experience is gained from guard duty at civic buildings, as escorts for minor dignitaries, or security along parade routes where the Emperor and his family will make appearances.

# HIGH GUARD OFFICER

CR 7

#### XP 3,200

Female human (Nasian) fighter 5/high guard 3 LN Medium humanoid

Init +7; Senses Perception +13 (+16 opposed checks)

# **DEFENSE**

AC 24, touch 12, flat-footed 22 (+ 10 armor, +2 Dex, +2 shield)

hp 78 (8d10+24)

Fort +9, Ref +5, Will +6; +1 vs. fear

Defensive Abilities bravery +1, uncanny dodge

# **OFFENSE**

Speed 20 ft.

**Melee** +1 bastard sword +11/+6 (1d10+6/19-20) and shield bash +11 (1d4+1)

Ranged mwk heavy crossbow +11 (1d10/19-20)

# STATISTICS

Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12 Base Atk +8; CMB +11; CMD 23

**Feats** Alertness, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Shield Bash, Iron Will, Two-weapon Fighting, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Diplomacy +9, Intimidate +8, Perception +13 (+16 on opposed checks), Ride +4,

Sense Motive +13 (+16 on opposed checks)

Languages Common, Nasian

**SQ** armor training 1, danger sense, dedicated, hold the line, take the blow

**Combat Gear** antitoxin (2), potion of cure moderate wounds; **Other Gear** +1 bastard sword, cloak of resistance +1, elixir of truth, +1 full plate, masterwork heavy crossbow and ten bolts, 2 screaming bolts, masterwork heavy steel shield

**Boon** A high guard officer can arrange a meeting between the PCs and a member of the Imperial family or a high ranking official. Alternately, the officer can intercede if one or more PCs are accused of a crime, providing testimony on their behalf resulting in absolution of the crime. The latter boon can only be gained once.



# **SPECIAL ABILITIES**

**Danger Sense (Ex)** When caught by surprise, the High Guard can make an immediate Perception DC 15 to act in any surprise round.

**Dedicated (Ex)** The High Guard gains a bonus equal to her class level to any opposed Linguistics, Perception or Sense Motive checks. She also gains a bonus to initiative equal to half her class level.

**Hold the Line (Ex)** Whenever an adjacent ally fall unconscious or helpless, the High Guard may take a five-foot step into that ally's square.

**Take the Blow (Ex)** The High Guard may take the hit in place of an adjacent ally. After her ally has been hit, a High Guard instead suffers all the effects of the attack in his place. Use of this ability counts as making an attack of opportunity. If the High Guard can make multiple attacks of opportunity, she may use this ability more than once. If the enemy scores a critical hit, this ability may not be used.

Where the High Guard is on duty, there is inevitably at least one officer on the scene. Whether overseeing the duties of Guard units, or supervising the training of recruits, officers are the exemplars of the discipline and duty.

# **IMPERIAL AEGIS**

**CR 10** 

#### XP 9,600

Male human (Nasian) cavalier (honor guard) 6/high guard 5

LN Medium humanoid

Init +8; Senses Perception +8 (+13 on opposed rolls)

# DEFENSE

AC 24, touch 11, flat-footed 23 (+ 10 armor, +1 Dex, +3 shield)

**hp** 98 (11d10+33)

Fort +10, Ref +6, Will +6

**Defensive Abilities** focused mind; **SR** 11 (vs. compulsion, illusion or mind-affecting magic)

## **OFFENSE**

Speed 20 ft.

**Melee** spirited charge with +1 lance +18 (3d8+15/x3) or

+1 longsword +16/+11/+6 (1d8+5/19-20)

Ranged mwk heavy crossbow +14 (1d10/19-20)

#### STATISTICS

Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 10 Base Atk +11; CMB +16; CMD 28

**Feats** Alertness, Bodyguard, Die-hard, Endurance, Improved Bull Rush, Lookout, Mounted Combat, Power Attack, Ride-by Attack, Shield Focus, Spirited Charge, Unseat

**Skills** Diplomacy +8, Handle Animal +9, Intimidate +13, Knowledge (nobility) +8, Perception +8 (+13 on opposed rolls), Ride +15, Sense Motive +16 (+21 on opposed rolls), Stealth +4

Languages Common, Nasian

**SQ** challenge 2/day, danger sense, dedicated, hold the line, intercept, lion's call, mount (heavy

warhorse), sworn defense, tactician, take the blow, ultimate defender

Combat Gear potion of cure serious wounds, potion of slow poison; Other Gear belt of giant strength +2, elixir of hiding, +2 full plate, +1 lance, +1 longsword, masterwork heavy steel shield, military saddle

**Boon** An Imperial Aegis can request an audience with the Empress on the behalf of the PCs, or carry a message to her for them. As they are in charge of overland travel for the Imperial family, an Aegis can also have a particular road blocked or a roadside inn emptied on their order for up to an hour without arousing suspicion.

## **SPECIAL ABILITIES**

**Danger Sense (Ex)** When caught by surprise, the High Guard can make an immediate Perception DC 15 to act in any surprise round.

**Dedicated (Ex)** The High Guard gains a bonus equal to her class level to any opposed Linguistics, Perception or Sense Motive checks. She also gains a bonus to initiative equal to half her class level.

**Focused Mind (Su)** The High Guard gains spell resistance equal to his character level against any compulsion, illusion or mind-affecting magic.

**Hold the Line (Ex)** Whenever an adjacent ally fall unconscious or helpless, the High Guard may take a five-foot step into that ally's square.

**Take the Blow (Ex)** The High Guard may take the hit in place of an adjacent ally. After her ally has been hit, a High Guard instead suffers all the effects of the attack in his place. Using this ability counts as making an attack of opportunity. If the High Guard can make multiple attacks of opportunity, she may use this ability more than once. If the enemy scores a critical hit, this ability may not be used.

**Ultimate Defender (Ex)** The High Guard may take an attack of opportunity against any enemy that moves within his threatened area, even if they take a five-foot step or the withdraw action.

When the Empress or her family is traveling, it is the Imperial Aegis that is called upon to protect them. Whether it is the Empress herself heading out to battle with his troops, or a family member on a diplomatic mission, these elite cavalrymen ensure their safety. They swiftly intercept any perceived threat, using whatever means necessary to protect their charges.

# PANTHER WARRIORS

Noted as the fiercest combatants of the Reis Confederacy, the Panther Warriors are an elite group with a long and glorious history in battle. While not noted for their strategy or discipline, they are dangerous opponents and renowned individual fighters. Facing them in groups is a daunting task.

# PANTHER WARRIOR INITIATE

CR 3

#### XP 800

Female human (Khymerion) druid 4 N Medium humanoid Init +2: Senses Perception +8

#### **DEFENSE**

AC 15, touch 12, flat-footed 13 (+ 3 armor, +1 Dex, +1 dodge)

hp 26 (4d8+12)

Fort +7, Ref +3, Will +8; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

## **OFFENSE**

Speed 30 ft.

Melee mwk spear +5 (1d8+1/x3)

Ranged mwk sling +5 (1d4+1)

Special Attacks wild shape 1/day

**Druid Spells Prepared (CL 4th; concentration +7)** 

**2nd** - bull's strength, heat metal (DC 15), heighten senses<sup>NE</sup>

**1st** - entangle (DC 14), faerie fire, jump, speak with animals

**0** - detect magic, detect poison, light, resistance

# STATISTICS

Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 10

Base Atk +3; CMB +4; CMD 15

Feats Dodge, Mobility, Natural Spell

**Skills** Acrobatics +5, Climb +8, Handle Animal +8, Perception +8, Stealth +5 (+7 in thick foliage),

Survival +10, Swim +6

Languages Common, Druidic

**SQ** nature bond (panther animal companion), nature sense, trackless step, wild empathy, woodland stride

**Combat Gear** scroll of *cure light wounds* (2), scroll of magic fang (2), wand of produce flame (20 charges)

**Other Gear** *cloak of resistance* +1, masterwork panther skin armor<sup>NE</sup>, masterwork sling and 10 bullets, masterwork spear

**Boon** A Panther Warrior initiate can inform PCs of any nearby dangers in the wilderness, providing them a +2 bonus on Perception checks to notice danger and avoid being surprised in combat within a 20 mile radius for the next week.

Initiates have yet to prove themselves worthy of the title of Panther Warrior. This does not mean they are weak. To the contrary, they are relentless combatants and eager to prove their mettle. They are often assigned to missions assisting Confederate Sentinels defending against caliban or enuka incursions from the wilds.

# PANTHER WARRIOR SKIRMISHER

CR 7

XP 3,200

Male kalisan ranger 7/panther warrior 1 CN Medium humanoid

Init +3; Senses low-light vision; Perception +9

#### DEFENSE

AC 21, touch 14, flat-footed 17 (+ 5 armor, +3 Dex, +1 dodge, +1 natural +1 shield)

**hp** 73 (8d10+24)

Fort +8, Ref +8, Will +4



## **OFFENSE**

Speed 20 ft.

Melee +1 Bal war club<sup>NE</sup> +13/+8 (1d8+5/19-20)

**Ranged** mwk caliban bola<sup>NE</sup> +12 (1d8) or mwk composite short bow +12 (1d6+1/x3)

**Special Attacks** favored enemies (calibans +4, humans +2), heroic combat +1, wild shape 1/day

Ranger Spells Prepared (CL 4th; concentration +5)
1st - longstrider

## STATISTICS

Str 18, Dex 16, Con 14, Int 8, Wis 12, Cha 8

Base Atk +8; CMB +12; CMD 25

**Feats** Aspect of the Beast, Dodge, Mobility, Point Blank Shot, Spring Attack, Vital Strike

**Skills** Acrobatics +13, Climb +14, Handle Animal +9, Perception +9, Stealth +13 (+15 in thick foliage), Survival +9 (+12 to follow tracks)

Languages Balite, Caliban, Common

**SQ** favored terrain (jungle +2), ferocity, kalisan's endurance, hunter's bond (panther animal companion), track +3, weapon familiarity, wild empathy +5

**Combat Gear** potion of cure moderate wounds, potion of haste; **Other Gear** amulet of natural armor +1,

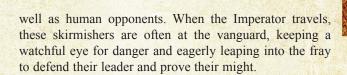
+1 Bal war club<sup>NE</sup>, +1 panther hide armor<sup>NE</sup>, masterwork composite short bow (+1 Str) and 20 arrows, 20 signal arrows, masterwork light wooden shield, climber's kit **Boon** The skirmisher can assist PCs by tracking any creature or group of creatures for up to a week's time, or guide them safely through the wilderness to a

particular destination.

# SPECIAL ABILITY

Heroic Combat (Ex) When the Panther Warrior engages an enemy in melee by himself, he gains a +1 bonus to attack and weapon damage rolls.

Kalisan skirmishers are used to operating alone, relying on their prowess and the ferocity of their feline companions. They are skilled in killing their more savage cousins as



# PANTHER WARBAND LEADER

**CR 11** 

XP 9,600

Female human (Khymerion) barbarian 4/druid 4/panther warrior 3

N Medium humanoid

Init +6; Senses low-light vision; Perception +9

# DEFENSE

AC 17, touch 11, flat-footed 15 (+ 6 armor, +2 Dex, +1 dodge, -2 rage)

hp 116 (4d8+3d10+4d12+66)

Fort +15, Ref +5, Will +11; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

# **OFFENSE**

Speed 30 ft.

**Melee** +1 Bal spearclub<sup>NE</sup> +17/+12 (1d8+8/19-20) or 2 claws +16 (1d6+6)

Ranged javelin +12 (1d6+5)

**Special Attacks** feline fighting, heroic combat +2, rage 13 rounds/day, rage powers (lesser beast totem, low-light vision), wild shape 2/day

Spell-like Abilities (CL 4th; concentration +6)

5/day - acid dart (+12 ranged touch, 1d6+2)

Druid Spells Prepared (CL 4th; concentration +6)

**2nd** - bear's endurance, bull's strength, eagle eye, soften earth and stone<sup>D</sup>

**1st** - entangle (DC 13), feather step, longstrider, magic stone<sup>D</sup>, obscuring mist

**0** - detect magic, detect poison, quidance, resistance

# TACTICS

Base Statistics When not raging, the warband leader has AC 19, touch 13, flat-footed 16; hp 94; Fort +13,

**Will** +9; **Melee** +1 Bal spearclub +15/+10 (1d8+6/19-20); **Ranged** javelin +12 (1d6+3); **Str** 16, **Con** 16; **CMB** +13; **Skills** Climb +12, Swim +9

# **STATISTICS**

Str 20, Dex 14, Con 20, Int 8, Wis 14, Cha 10 Base Atk +10; CMB +15; CMD 27

**Feats** Dodge, Improved Initiative, Mobility, Natural Spell, Power Attack, Spring Attack, Weapon Focus (Bal spearclub)

**Skills** Acrobatics +11, Climb +14, Knowledge (nature) +6, Perception +9, Stealth +11, Survival +11, Swim +11

Languages Common, Druidic

**SQ** nature bond (earth domain), scent, wild empathy +4, woodland stride

**Combat Gear** potion of barkskin +2, potion of cure serious wounds; **Other Gear** amulet of mighty fists +1, +1 Bal spearclub<sup>NE</sup>, belt of incredible dexterity +2, 6 javelins, +2 panther hide armor<sup>NE</sup>

**Boon** A warband leader can provide PCs with safe escort through the wilderness to a destination of their choice, with no wandering monster encounters.

# **SPECIAL ABILITIES**

**Feline Fighting (Ex)** The Panther Warrior does not take a penalty while fighting from prone.

**Heroic Combat (Ex)** When the Panther Warrior engages an enemy in melee by himself, he gains a +2 bonus to attack and weapon damage rolls.

Equal parts martial might, natural force, and feline fury, the warband leader exemplifies the strength and ability of the Panther Warriors. Faced alone or leading a group of their fellow warriors, they are fierce opponents. Warband leaders can be found leading groups of recruits training in the wilderness, or in charge of other Panther Warriors conducting missions on behalf regional leaders.

# CONFEDERATE SENTINELS

The backbone of the Confederacy military force, sentinels protect their lands and people against threats from both within and without. While not lauded like elite forces such as the Panther Warriors, sentinels are well-trained combatants and devoted to the defense of the Confederacy. Their skills and abilities vary widely, providing a well-rounded force able to adapt to a variety of tactics and terrains.

# **CONFEDERACY SCOUT**

CR 4

XP 1,200

Male human (Khymerion) fighter (archer) 5 CN Medium humanoid Init +8; Senses Perception +11

## **DEFENSE**

**AC** 18, touch 15, flat-footed 13 (+ 3 armor, +4 Dex, +1 dodge)

**hp** 47 (5d10+15)

Fort +6, Ref +5, Will +1

#### **OFFENSE**

Speed 30 ft.

**Melee** mwk Bal war club<sup>NE</sup> +7 (1d8+1/19-20) or mwk club +7 (1d6+1)

**Ranged** mwk short composite bow +8/+8 (1d6+1/x3) or

mwk club +10 (1d6+1)

**Special Attacks** expert archer, trick shot (disarm; **CMB** +5)

#### STATISTICS

Str 13, Dex 18, Con 14, Int 12, Wis 10, Cha 8

Base Atk +5; CMB +9; CMD 20

**Feats** Agile Maneuvers, Dodge, Improved Initiative, Mobility, Rapid Shot, Skill Focus (Perception), Shot on the Run

**Skills** Climb +9, Perception +11, Stealth +12, Survival +8

Languages Common, Caliban

**SQ** hawkeye

Combat Gear potion of barkskin, potion of cure light wounds (3); Other Gear masterwork composite shortbow (+1 Str) and 40 arrows, masterwork club, masterwork Bal war club<sup>NE</sup>, masterwork studded leather armor, climber's kit

**Boon** A scout provide accurate directions to a site or settlement within 50 miles, giving PCs a +5 circumstance bonus to avoid becoming lost. Alternately, he can reconnoiter a camp, lair, or settlement, providing information on the numbers and types of creatures as well as defenses such as walls, guard animals, or traps found with a check of DC 20 or less.

Confederacy scouts are mobile ranged troops capable of peppering foes with arrows and then fading into the undergrowth, only to appear again and again, wearing down their foes with constant harassment. They also specialize in treetop ambushes, stationing themselves above a passing enemy and raining death from above.

# CONFEDERATE SHOCK TROOPER (

CR 8

XP 4,800

Male enuka barbarian (breaker) 9 CN Medium humanoid Init +2; Senses low-light vision; Perception +1

## DEFENSE

**AC** 18, touch 11, flat-footed 16 (+ 5 armor, +2 Dex, +1 deflection, +2 natural, -2 rage)

**hp** 118 (9d12+54)

Fort +11, Ref +5, Will +6

**Defensive Abilities** exoskeleton



## **OFFENSE**

Speed 30 ft.; climb 15 ft.

**Melee** +1 Large greataxe +16/+11 (3d6+10/x3) or Large spiked gauntlet +15/+10 (1d6+6)

Ranged mwk Large throwing axe +11 (1d8+6)

**Special Attacks** battle scavenger +2, destructive +4, massive, rage (23 rounds/day), rage powers (groundbreaker, no escape, smasher, *strength surge*)

## **TACTICS**

**Base Statistics** When not raging, the shock trooper has **AC** 20, touch 13, flat-footed 18; **hp** 100; **Fort** +9, **Will** +4; **Melee** +1 Large greataxe +13/+8 (3d6+7/x3); **Ranged** mwk Large throwing axe +11 (1d8+4); **Str** 18, **Con** 16; **CMB** +14; **Skills** Climb +17, Intimidate +10, Swim +9

# STATISTICS

Str 22, Dex 14, Con 20, Int 6, Wis 12, Cha 6 Base Atk +9; CMB +16; CMD 26

**Feats** Extra Mutation<sup>NE</sup>, Greater Sunder, Improved Sunder, Intimidating Prowess, Power Attack

**Skills** Acrobatics +9, Climb +19, Intimidate +12, Survival +9, Swim +11

Languages Common, Enuka

**SQ** climbing spurs

**Combat Gear** potion of bull's strength, potion of cure serious wounds; **Other Gear** +1 chain shirt, +1 Large greataxe, Large spiked gauntlet, masterwork Large throwing axes (3)

**Boon** The shock trooper can assist PCs in purchasing weapons and armor of unusual make, size, or materials at a 10% discount.

There is no subtlety to Confederate shocktroopers. They charge in at the vanguard of an attack, using their strength and abilities to destroy weapons, shields, and enemies alike. Their sudden, vicious assaults are meant to not only destroy the enemy, but the enemy morale, breaking formations and sending the foe running.



# **CONFEDERATE SKYGUARD**

**CR 11** 

XP 12,800

Female human (Khymerion) ranger 12 CG Medium humanoid Init +6; Senses Perception +15

#### **DEFENSE**

AC 22, touch 14, flat-footed 18 (+ 4 armor, +4 Dex, +1 natural, +3 shield)

**hp** 95 (9d10+24)

Fort +11, Ref +13, Will +8
Defensive Abilities evasion

# **OFFENSE**

Speed 30 ft.

**Melee** spirited charge with lance +16 (3d8+6/x3) or light mace +14/+9/+4 (1d6+2)

Ranged +1 human bane composite shortbow +18/+13/+8 (1d6+3/x3)

**Special Attacks** favored enemy (human +6, caliban +4, qiant +2), quarry

Ranger Spells Prepared (CL 9th; concentration +10)

3rd - greater magic fang

**2nd** - barkskin, cure light wounds

1st - delay poison, entangle, speak with animals

# STATISTICS

Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8 Base Atk +12; CMB +14; CMD 28

**Feats** Endurance, Improved Initiative, Mounted Archery, Mounted Combat, Mounted Shield, Mounted Skirmisher, Ride-by Attack, Shield Focus, Spirited Charge, Trick Riding, Weapon Focus (short composite bow)

**Skills** Climb +13, Handle Animal +14, Knowledge (geography) +12, Knowledge (nature) +12,

Perception +15, Ride +19, Stealth +15, Survival +15, Swim +13

Languages Common, Caliban, Giant

**SQ** camouflage, favored terrain (jungle +4, mountain +2), hunter's bond (pteranodon

animal companion), swift tracker, track +6, wild empathy +11

**Combat Gear** flask of alchemist's fire (4), potion of cure serious wounds, potion of levitate

**Other Gear** +1 darkwood buckler, +1 human bane short composite bow (+2 Str), +1 studded leather

**armor**, amulet of natural armor +1, cloak of resistance +1, lance, light mace

**Boon** The skyguard will transport a message, single passenger, or cargo up to the weight of a Medium humanoid to a destination of the PCs' choice, up to 100 miles distant.

The skyguard are an elite aerial unit, patrolling Confederacy lands from high above the treetops. Their primary attack is through missile fire on ground opponents, though they can resort to diving charges as well, to devastating effect. Transport of a single passenger or swift deliveries of vital messages are also among their duties.

# COVENANT DAEMONS LAYERS

Avowed foes of evil, the daemonslayers of the Sanguine Covenant form a solid line of defense for the faithful of Exodus against the sworn foes of the Sanguine Lord. Evil outsiders, evil elementals, evil shape changers, and the undead are all considered heretical by their very existence and the daemonslayers devote themselves to the mission of exterminating them wherever they are found.

# DAEMONSLAYER APPLICANT

CR 5

#### XP 1,600

Male human (Arman) inquisitor of Dhazvok 6 LG Medium humanoid

Init +6; Senses Perception +8

# **DEFENSE**

AC 19, touch 10, flat-footed 19 (+ 9 armor)

**hp** 43 (6d8+12)

Fort +6, Ref +2, Will +7

# **OFFENSE**

Speed 20 ft.

Melee +1 spear +8 (1d8+4/x3) or

morningstar +7 (1d8+3)

Ranged heavy crossbow +4 (1d10/19-20)

**Special Attacks** destruction judgment +3 (2/day), destructive smite +3 (5/day)

Spell-like Abilities (CL 6th; concentration +8)

**At will** - detect chaos, *detect evil*, detect good, detect law

6 rounds/day - discern lies

Inquisitor Spells Known (CL 6th; concentration +8)

**2nd** (4/day) - castigate, cure moderate wounds, flames of the faithful, ghostbane dirge

**1st (5/day) -** forbid action, protection from evil, tireless pursuit, wrath

**0** - acid splash, brand, detect magic, disrupt undead, resistance, stabilize

## **STATISTICS**

Str 16, Dex 10, Con 13, Int 10, Wis 14, Cha 12 Base Atk +4; CMB +7; CMD 17

**Feats** Cleave, Cleaving Finish, Coordinated Defense, Duck and Cover, Improved Initiative, Power Attack

**Skills** Intimidate +13, Knowledge (planes) +9 (+11 on monster lore), Knowledge (religion) +9 (+11 on monster lore), Perception +8, Ride +4, Sense Motive +14, Survival +11 (+14 to track)

**Languages** Common

**SQ** bane (6 rounds/day), cunning initiative, monster lore, solo tactics, stern gaze +3, track +3

**Combat Gear** oil of bless weapon (2), potion of lesser restoration, vials of holy water (2)

**Other Gear** +1 spear, heavy crossbow and 10 bolts, morningstar, masterwork full plate, manacles, silver holy symbol

**Boon** The applicant can secure the PCs a 10% discount on a purchase of potions or scrolls from the church.

Applicants are members of the Sanguine Covenant thought to have the best combination of power, skill, and faith to join the holy order of warriors devoted to the destruction of daemons. Already sworn to the service of the Covenant and versed in the appropriate martial, scholarly, and religious training, these young hopefuls work to prove themselves worthy of taking up the mantle of daemonslayer to further serve the Sanguine Lord.

# DAEMONSLAYER

CR 8

## XP 4,800

Female human (Arman) inquisitor of Laita 6/covenant daemonslayer 3

LN Medium humanoid

Init +6; Senses Perception +11

## DEFENSE

**AC** 22, touch 10, flat-footed 22 (+9 armor, +3 shield) **hp** 81 (6d8+3d10+36)

Fort +12, Ref +5, Will +11

**Defensive Abilities** protection domain (+2 to saves), protection judgment +2 (2/day);

SR 19 vs. mind-affecting spells and effects

# OFFENSE

Speed 20 ft.

Melee +1 morningstar +11/+6 (1d8+4) or cold iron handaxe +10/+5 (1d6+3/x3)

Ranged mwk heavy crossbow +8 (1d10/19-20)

**Special Attacks** favored enemy (evil outsiders) +2, smite evil (+1 attack and AC, +3 damage)

Spell-like Abilities (CL 6th; concentration +8)

**At will** - detect chaos, *detect evil*, detect good, detect law

6 rounds/day - discern lies

Inquisitor Spells Known (CL 6th; concentration +8)



**2nd (4/day)** - align weapon, cure moderate wounds, resist energy, spiritual weapon

1st (5/day) - forbid action, protection from evil, shield of faith, wrath

**0** - brand, daze, detect magic, detect poison, resistance, stabilize

# STATISTICS

Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 12 Base Atk +7; CMB +10; CMD 20

**Feats** Attached SoulSC, Cleave, Coordinated Defense, Improved Initiative, Lightning Reflexes, Power Attack, Shield Wall, Toughness

**Skills** Intimidate +13, Knowledge (planes) +12 (+17 on monster lore), Knowledge (religion) +12 (+17 on monster lore), Perception +11, Ride +9, Sense Motive +14, Survival +11 (+14 to track)

**Languages** Common

**SQ** bane (6 rounds/day), cunning initiative, daemon lore, resistant touch (5/day), solo tactics, stern gaze +3, track +3

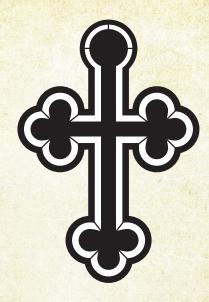
Combat Gear antitoxin (2), potion of cure moderate wounds (2), potion of bear's endurance, vials of holy water (2); Other Gear +1 morningstar, cold iron handaxe, masterwork heavy crossbow with 10 bolts and 10 alchemical silver bolts, masterwork full plate, +1 heavy steel shield, silver holy symbol

**Boon** The daemonslayer will accompany the PCs for up to three full days if they are on a mission that involves fighting daemons.

# SPECIAL ABILITY

**Daemon Lore (Ex)** The daemonslayer adds her class level to any Knowledge skill for the purpose of monster lore.

Daemonslayers are the manifestation of the Sanguine Lord's desire to expel the worst evils from the world. Armed with potent arsenals of weapons, magic, and faith, they hunt their prey. Sometimes they go about their holy



business alone. Other times they are part of a pair, trio, or quartet of daemonslayers. Some will lead small groups of applicants on missions, watching them in action to determine whether they are worthy of joining the order.

# DAEMONSLAYER, PARAGON

CR 12

XP 19,200

Male human (Arman) paladin 8/covenant daemonslayer 5

LG Medium humanoid

Init +0; Senses Perception +9

# DEFENSE

AC 26, touch 12, flat-footed 25 (+ 11 armor, +3 shield, +1 Dex, +1 deflection)

**hp** 115 (13d10+39)

Fort +13, Ref +7, Will +13

**Defensive Abilities** divine grace, sworn duty; SR 23 vs. daemon spells and spell-like abilities

Immune charm, fear

# **OFFENSE**

Speed 20 ft.

**Melee** +1 evil outsider bane longsword +17/+12/+7 (1d8+4/19-20)

Ranged mwk cold iron throwing axe +17 (1d6+3)

**Special Attacks** channel positive energy (DC 17, 4d6 damage), smite evil (+3 to attack and AC, +13 damage)

Spell-like Abilities (CL 8th; concentration +9)

At will - detect evil

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

2nd - righteous vigor

1st - bless weapon, divine favor

# STATISTICS

Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 16
Base Atk +13; CMB +15; CMD 25 (28 vs. bull rush and overrun)

**Feats** Alignment Channel (evil), Cleave, Divine FlameSC, Extra Channel, Extra Mercy, Power Attack, Shield Expertise, Shield Focus

**Skills** Diplomacy +9, Heal +8, Knowledge (religion) +9, Knowledge (planes) +9, Perception +9, Ride +9,

Sense Motive +13

Languages Common

**SQ** aura of good, divine bond (weapon +2), lay on hands (4d6, 11/day [4 for channeling only]), mercies (shaken, sickened, diseased)

**Combat Gear** potion of speed, scroll of dispel evil, silversheen (2) vials of holy water (4)

Other Gear +1 evil outsider bane longsword, masterwork cold iron throwing axes (2), belt of giant strength +2, ring of protection +1, scabbard of vigor, soul soap, healer's kit Boon The paragon can commission a magic item to be created for the PCs at a 20% discount, arrange a meeting with a high church official, or have a raise dead cast upon a dead PC for free.

# **SPECIAL ABILITIES**

**Daemon Lore (Ex)** The daemonslayer adds her class level to any Knowledge skill for the purpose of monster lore. He can also make untrained Knowledge rolls for the purpose of monster lore.

**Sworn Duty (Ex)** The daemonslayer gains spell resistance equal to 10 plus his character level.

Paragons are the most prestigious members of their order, shining examples of the achievements possible when solid faith in the Sanguine Lord is applied with zeal and vigor. Alone, these holy warriors are a match for all but the most powerful daemons. Leading teams comprised of other members of their order, they are nigh unstoppable.

# COVENANT PURIFIERS

An order shrouded in secrecy and regarded with fear and scorn by laypersons and members of the church alike, the Purifiers disregard any stain on their pride in favor of working for the greater glory of the Covenant. These killers for the faith hide their identity in order to pursue the enemies of the Covenant without fear of reprisal.

# **PURIFIER, NOVITIATE**

CR 4

XP 1,200

Female human (Arman) cleric of Koliav 2/rogue 3 LN Medium humanoid

Init +7; Senses Perception +9

#### **DEFENSE**

AC 18, touch 13, flat-footed 15 (+ 4 armor, +2 Dex, +1 dodge, +1 shield)

**hp** 43 (6d8+12)

Fort +5, Ref +6, Will +5; +3 vs. mind-affecting spells and abilities of daemons/opposing faiths

Defensive Abilities evasion, trap sense +1

## **OFFENSE**

Speed 30 ft.

Melee mwk shortsword +7 (1d6/19-20)

Ranged mwk shortbow +7 (1d6/x3)

**Special Attacks** channel positive energy (DC 13, 1d6), sneak attack +2d6, soften blows

Domain Abilities (CL 2nd; concentration +3)

**4/day -** *bleeding touch* (1d6 bleed for 1 round), *copycat* (1 mirror image, 2 rounds)

Cleric Spells Prepared (CL 2nd; concentration +3)

1st - cause fear<sup>D</sup>, deathwatch, obscuring mist

0 - bleed, detect magic, light, resistance

#### STATISTICS

Str 10, Dex 16, Con 12, Int 10, Wis 13, Cha 14 Base Atk +3; CMB +3; CMD 16

**Feats** Devoted Covenanter<sup>sc</sup>, Dodge, Improved Initiative, Quick Draw, Weapon Finesse

**Skills** Acrobatics +7, Bluff +10, Climb +7, Disable Device +11, Escape Artist +8, Intimidate +5,

Knowledge (religion) +5, Perception +8, Stealth +9

**Languages** Common

**SQ** aura, domains (death, trickery), rogue talent (finesse rogue), trapfinding,

**Combat Gear** vial of antiplague, vial of antivenom, potion of cure moderate wounds, tanglefoot bag, wand of inflict light wounds (50 charges), **Other Gear** masterwork shortsword, masterwork shortbow and 20 arrows, +1 studded leather armor, buckler, climbing kit, masterwork thieves' tools, silver holy symbol

**Boon** A novitiate can provide information about the suspected heretical activity of an NPC. This information gives the PCs a +3 circumstance bonus to Bluff and Intimidate checks made against the target for the next 24 hours.

Novitiates are those servants of the Covenant who possess enough zeal to seek a position as a Purifier. Willing to risk personal reputation and pride for the greater glory of the faith, they train and serve, and await the day when they may don their masks and rise in service to the Sanguine Lord.

# **PURIFIER, ADHERENT**

CP '

XP 3,200

Male human (Arman) cleric of Svarog 2/rogue 3/covenant purifier 3

LG Medium humanoid

Init +7; Senses; Perception +11

#### **DEFENSE**

AC 20, touch 14, flat-footed 16 (+ 4 armor, +3 Dex, +1 dodge, +2 shield)

hp 56 (8d8+16)

Fort +6, Ref +7, Will +8; +3 vs. mind-affecting spells and abilities of daemons and enemy divine casters

Defensive Abilities evasion, trap sense +1



# ADHERENT PURIFIER

# **OFFENSE**

Speed 30 ft.

**Melee** +1 light mace +9 (1d6/19-20) or mwk dagger +9 (1d4/18-20)

Ranged mwk light crossbow +9 (1d8/19-20)

**Special Attacks** channel positive energy (DC 13, 1d6+2), sneak attack +3d6, soften blows, sun's blessing, vow of death +2

Domain Abilities (CL 3rd; concentration +5)

5/day - fire bolt (+8 ranged touch, 1d6+1)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd - heat metal <sup>D</sup>, remove paralysis, spiritual weapon
 1st - bless, burning hands<sup>D</sup>, divine favor, obscuring mist
 0 - detect magic, guidance, light, resistance

#### **STATISTICS**

Str 8, Dex 16, Con 12, Int 12, Wis 14, Cha 14 Base Atk +5; CMB +4; CMD 17

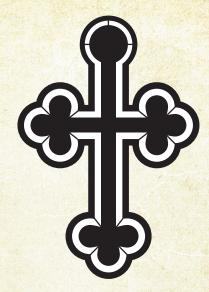
**Feats** Devoted Covenanter<sup>SC</sup>, Dodge, Improved Initiative, Quick Draw, Undead Slayer<sup>SC</sup>, Weapon Finesse **Skills** Acrobatics +14, Bluff +10, Climb +10, Disable Device +14, Escape Artist +14, Intimidate +10,

Knowledge (religion) +10, Perception +11, Stealth +14 **Languages** Common

**SQ** aura, domains (fire, sun), rogue talent (finesse rogue), secret identity, trapfinding,

vow of obedience

**Combat Gear** potion of cure moderate wounds, potion of lesser restoration, vials of antiplague (2), vials of holy water (4); **Other Gear** +1 light mace, masterwork dagger, masterwork light crossbow and 10 bolts, +1 studded leather armor, +1 buckler, pearl of power (1st), purifier mask<sup>SC</sup>, climbing kit, masterwork thieves' tools **Boon** A Purifier adherent may capture a targeted heretic alive and deliver him to the PCs so they may question the individual prior to handing him over to the church, or obtain holy water and symbols for PCs at a 30% discount.



## **SPECIAL ABILITIES**

**Secret identity (Su)** Whenever the purifier appears in public, he wears a mask to conceal his true identity. He gains a sacred bonus equal to his class level to any check or roll that could reveal his identity. If forced to reveal his identity through magic, the purifier is entitled to an immediate saving throw to negate the effect.

**Soften blows (Ex)** When a purifier wields a light weapon, he may use it to inflict non-lethal damage without taking the -4 penalty.

**Vow of obedience (Ex)** A purifier is oath-bound to speak only the truth to any prelate. Failure to do so results in the immediate loss of all class abilities until the purifier receives an atonement spell.

Adherents are proven members of the Purifiers, ready to be called to whatever mission the Archprelate may bestow upon them. Whether individually or in groups, the sight of these masked killers is a certain sign that heresy is afoot, and that it will soon be brought to heel. In the privacy of their section of the Sanguine Cathedral, adherents are the primary instructors for the novitiates seeking to join the order.

# PURIFIER, BLADE OF THE FAITH

**CR 1** 

XP 12,800

Female human (Arman) cleric of Dhazvok 2/rogue 3/covenant purifier 7

LG Medium humanoid

Init +11; Senses Perception +12

# **DEFENSE**

AC 21, touch 15, flat-footed 16 (+ 4 armor, +4 Dex, +1 dodge, +2 shield)

hp 82 (12d8+24)

Fort +7, Ref +8, Will +10; +3 vs. mind-affecting spells and abilities of daemons and enemy divine casters

Defensive Abilities evasion, trap sense +1

## **OFFENSE**

Speed 30 ft.

**Melee** +2 short sword +14/+9 (1d4+6/18-20)

Ranged mwk light crossbow +13 (1d8/19-20)

**Special Attacks** channel positive energy (DC 13, 1d6), sneak attack +5d6, soften blows, vow of death +4

Domain Abilities (CL 5th; concentration +7)

**5/day -** destructive smite (+1 damage), strength surge (+1)

Cleric Spells Prepared (CL 5th; concentration +7)

**3rd** - magic vestment<sup>D</sup>, searing light

**2nd** - bear's endurance, lesser restoration, shatterD, spiritual weapon

**1st** - bless, divine favor, doom, hide from undead, true strike<sup>D</sup>

0 - detect magic, light, guidance, read magic

## **STATISTICS**

Str 12, Dex 18, Con 12, Int 9, Wis 14, Cha 14 Base Atk +8; CMB +9; CMD 22

**Feats** Devoted Covenanter<sup>sc</sup>, Dodge, Fanatical Covenanter<sup>sc</sup>, Greater Weapon Finesse, Improved Initiative, Quick Draw, Weapon Finesse

**Skills** Acrobatics +17, Bluff +13, Climb +11, Disable Device +19, Escape Artist +14, Intimidate +12, Knowledge (religion) +8, Perception +12, Stealth +15

**Languages** Common

**SQ** aura, domains (destruction, war), quick strike 1, rogue talent (finesse rogue), secret identity, trapfinding, vow of service

**Combat Gear** potion of haste, potion of shield of faith +3, vial of antitoxin, vials of antiplague (2), vials of holy water (4); **Other Gear** +2 shortsword, masterwork light crossbow with 10 alchemical silver bolts and 10 cold iron bolts, +1 studded leather armor, +1 buckler, belt of incredible dexterity +2, purifier mask<sup>SC</sup>, climber's kit, masterwork thieves' tools

**Boon** The blade of the faith may pay a visit to an NPC and apply a veiled threat. For the next 24 hours Bluff or Intimidate checks against that target have a +10 circumstance bonus.

# **SPECIAL ABILITIES**

**Quick strike (Su)** The purifier gains a +4 sacred bonus to initiative.

**Secret identity (Su)** When the purifier appears in public, she wears a mask to conceal her true identity. She gains a sacred bonus equal to her class level to any check or roll that could reveal her identity. If forced to reveal her identity through magic, the purifier is entitled to an immediate saving throw to negate the effect.

**Soften blows (Ex)** When a purifier wields a light weapon, she may use it to inflict non-lethal damage without taking the -4 penalty.

**Swift death (Ex)** The purifier can increase her speed by +10 feet per round for a number of minutes equal to the purifier's class level. When doing so the purifier takes a -4 penalty to AC.

**Vow of death (Su)** When given a target to capture or eliminate, you gain a +2 sacred bonus to attack and weapon damage rolls against that target. This bonus increases by 2 at 6th and 10th level. The target must be given to you by a prelate and requires a ten minute ceremony during which the purifier's vow of death is blessed by the prelate.

**Vow of obedience (Ex)** A purifier is oath-bound to speak only the truth to any prelate. Failure to do so results in the immediate loss of all class abilities until the purifier receives an atonement spell.

The Purifiers known as Blades of the Faith have the reputation for having laid many heretics to rest in their lifetimes. They are some of the most skilled and deadly members of their order. They are called upon to deal with the most difficult heretics and enemies of the faith that come to the attention of the Archprelate. Their decorated masks are readily known to friend and foe alike.

# DOMINION KHALID ASAD

The elite force of the Dominion, it is important to note that the Khalid Asad serve the Dominion itself, rather than the ruling khagan. For the good of the state, they would rise up and strike down their leader, should his actions prove harmful to the people he rules. The Khalid Asad stand in the defense of the Dominion against all threats, both within and without their borders.

# **ASAD JAWR**

CR 4

XP 1,200

Male human (Cordellian) mobile fighter 5 LN Medium humanoid

Init +7; Senses Perception +4

#### DEFENSE

AC 20, touch 13, flat-footed 17 (+ 6 armor, +3 Dex, +1 shield)

hp 42 (5d10+10)

Fort +6, Ref +4, Will +1; +1 vs. paralysis, slow, and entangle effects

Defensive Abilities agility +1

# **OFFENSE**

Speed 30 ft.

**Melee** mwk glaive +8 (1d10+3/x3) or mwk scimitar +8 (1d6+2/18-20)

Ranged mwk chakram +9 (1d8+2) Special Attacks leaping attack



## STATISTICS

Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 8 Base Atk +5; CMB +7; CMD 20

**Feats** Blind-Fight, Combat Reflexes, Fleet (x2), Improved Initiative, Quick Draw, Step-Up

**Skills** Acrobatics +4, Disguise +5, Perception +4, Profession (poison maker) +7, Stealth +4

Languages Common, Qijomi

SQ armor training 1

**Combat Gear** black adder venom (2 doses), *potions of* cure light wounds (2), vials of antitoxin (2); **Other Gear** masterwork chakram, masterwork glaive, masterwork scimitar, masterwork agile breastplate, masterwork light steel quickdraw shield, disguise kit

**Boon** A jawr can join the PCs as a man-at-arms for a 10% share of the treasure.

Those Dominion warriors that are accepted for training into the ranks of the Khalid Asad have a difficult road ahead of them. They are given the title "jawr," meaning "cub." They are treated as children until such time as they prove themselves worthy. Only then are they seen to have grown from cub to lion, and allowed the title of Khalid Asad. Their treatment during training can be distressing, and often the jawr seek opportunities to prove themselves (and take out their frustrations on anyone outside the Khalid Asad that dare insult them.

# **KHALID ASAD WARRIOR**

CR 7

XP 3,200

Male human (Cordellian) mobile fighter 6/khalid asad 2 LN Medium humanoid

Init +8; Senses Perception +8

# **DEFENSE**

AC 22, touch 14, flat-footed 18 (+ 7 armor, +4 Dex, +1 shield)

hp 56 (2d8+6d10+16)

Fort +8, Ref +6, Will +3; +2 vs. paralysis, slow, and entangle effects



Defensive Abilities agility +2; SR 23

# **OFFENSE**

Speed 30 ft.

Melee +1 falcata +10/+5 (1d8+3/19-20, x3)

**Ranged** mwk chakram +12/+7 (1d8+2)

**Special Attacks** disruptive attack +2, leaping attack, sneak attack +1d6

## **STATISTICS**

Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8 Base Atk +7; CMB +9; CMD 23

**Feats** Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (falcata), Fleet (x2), Improved Initiative, Quick Draw, Step-Up, Vital Strike

**Skills** Acrobatics +11, Disguise +8, Perception +8, Profession (poison maker) +9, Spellcraft +8, Stealth +10 **Languages** Common, Qijomi

SQ armor training 1

**Combat Gear** *elixir of fire breath, potion of cure moderate wounds*, large scorpion venom (2 doses); **Other Gear** +1 falcata, masterwork chakram (2), +1 *agile breastplate,* masterwork light darkwood quickdraw shield, disguise kit

**Boon** A Khalid Asad can join the PCs in a single combat against an enemy spellcaster.

# SPECIAL ABILITIES

**Disruptive Attack (Ex)** The Khalid Asad adds his class level to any caster level and concentration checks he forces on others. This penalty is applied whenever a spell caster is threatened in melee.

**Spell Resistance (Su)** The Khalid Asad gains spell resistance of 15 plus level.

The Khalid Asad warriors are fierce opponents against any foe of the Dominion, but have special training against enemy spellcasters. They have excellent reflexes, allowing them to close quickly with casting opponents. They are skilled in recognizing enemy spells, and are able to take any opportunity to strike should a foe lower their guard, even if they step away from combat. Combined with their resistance to magic, their abilities are enough to strike fear into enemy casters, or at least healthy respect.

# KHALID ASAD PRIDE LEADER CR 10

#### XP 9,600

Female human (Cordellian) mobile fighter 6/khalid asad 5

LN Medium humanoid

Init +8; Senses Perception +8

#### DEFENSE

AC 23, touch 14, flat-footed 19 (+ 8 armor, +4 Dex, +1 shield)

**hp** 82 (5d8+6d10+22)

Fort +9, Ref +9, Will +5; +2 vs. paralysis, slow, and entangle effects

Defensive Abilities agility +2; SR 26

## **OFFENSE**

Speed 30 ft.

Melee +1 falcata +12/+7 (1d8+4/17-20, x3)

**Ranged** mwk chakram +14/+10 (1d8+3)

**Special Attacks** dazing attack (DC 15), disruptive attack +5, leaping attack, sneak attack +2d6, stunning attack (DC 15, 5 rounds)

## **STATISTICS**

Str 16, Dex 18, Con 14, Int 12, Wis 10, Cha 8 Base Atk +9; CMB +11; CMD 25

**Feats** Blind-Fight, Combat Reflexes, Critical Focus, Exotic Weapon Proficiency (falcata), Fleet (x2), Improved Critical (falcata), Improved Initiative, Quick Draw, Step-Up, Vital Strike

**Skills** Acrobatics +13, Disguise +8, Knowledge (arcana) +10, Perception +8, Profession (poison maker) +9, Spellcraft +10, Stealth +12, Use Magic Device +8

Languages Common, Qijomi

**SQ** armor training 1

**Combat Gear** potion of fly, wand of magic missile (CL 5th; 32 charges), large scorpion venom (2 doses); **Other Gear** +1 falcata, masterwork chakram (2), +2 agile breastplate, belt of giant strength +2, masterwork light darkwood quickdraw shield, disquise kit

**Boon** A Khalid Asad pride leader can speak well of the PCs to citizens of the Dominion. For the next week, any Dominion citizen who recognizes them will have a starting attitude of friendly towards the PCs.

#### SPECIAL ABILITIES

**Dazing Attack (Ex)** When a spell caster fails a caster level or concentration check because of the Khalid Asad, the spell caster must make a Fortitude Save with a DC of 10 plus the Khalid Asad's class level or be dazed for one round.

**Disruptive Attack (Ex)** The Khalid Asad adds his class level to any caster level and concentration checks he

forces on others. This penalty is applied whenever a spell caster is threatened in melee.

**Spell Resistance** (**Su**) The Khalid Asad gains spell resistance of 15 plus level.

**Stunning Attack (Ex)** When a spell caster fails a caster level or concentration check because of the Khalid Asad, the spellcaster must make a Fortitude Save with a DC of 10 plus the Khalid Asad's class level or be stunned for a five rounds.

Each unit of Khalid Asad is overseen by a pride leader. These deadly warriors are highly thought of throughout the Dominion and greatly esteemed by their troops. A pride leader with several assembled Khalid Asad under her command is a fearsome sight, especially at the vanguard of a Dominion Army supported by Wyrdcasters.

# DOMINION WYRDCASTERS

The Dominion gives rise to the wyrdcasters, spellcasters with the ability to manipulate fate, at a cost. The ability to be trained in this tradition resides in the blood. Only those from approved genealogies that show signs of the talent are taught its mysterious ways.

# WYRD APPRENTICE

CR 3

**XP 800** 

Female human (Cordellian) sorcerer 4 N Medium humanoid Init +2; Senses Perception +5

#### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+ 1 armor, 2 Dex) **hp** 25 (4d6+8)

Fort +3, Ref +3, Will +4 Resistance fire 10

## **OFFENSE**

Speed 30 ft.

Melee mwk dagger +2 (1d4-1/19-20)

Ranged light crossbow +4 (1d8/19-20)

Bloodline Spell-like Abilities (CL 4th; concentration +10)

**6/day** - *elemental ray* (30 ft. ranged touch +4, 1d6+2 fire)

Sorcerer Spells Known (CL 4th; concentration +10)
2nd (4/day) - fire breath (DC 15)

**1st (6/day)** - burning hands (DC 14), comprehend languages, flare burst (DC 14), shield

**0** - arcane mark, detect magic, flare, read magic, resistance, spark

Bloodline primal (fire)

# STATISTICS

Str 8, Dex 14, Con 14, Int 13, Wis 10, Cha 16

**Base Atk** +2; **CMB** +1; **CMD** 13

Feats Combat Casting, Spell Penetration, Wyrd Blood<sup>NE</sup>



**Skills** Knowledge (arcana) +9, Knowledge (nobility) +6, Perception +5, Spellcraft +9

Languages Common, Qijomi

SQ bloodline arcana

**Combat Gear** potion of cure moderate wounds, wand of scorching ray (10 charges); **Other Gear** bracers of armor +1, masterwork dagger, light crossbow and 10 bolts

**Boon** A wyrdcaster apprentice can gain the PCs an audience with a higher-ranked wyrdcaster, or provide a free 1st level scroll or potion.

Apprenticing in the ways of the Wyrd is only possible if one shows an inborn talent for it. Wyrdcasters keep track of the bloodlines that show such promise and recruit from them those who show, through testing, the proper inclinations. Sorcerers are likely candidates, as their magic already resides in them by virtue of their blood.

# WYRDCASTER NOVICE

CR 6

XP 2,400

Male human (Cordellian) sorcerer 6/wyrdcaster 1 LN Medium humanoid

Init +2; Senses Perception +7

#### **DEFENSE**

**AC** 13, touch 13, flat-footed 11 (+ 1 deflection, +2 Dex) **hp** 41 (7d6+14)

Fort +4, Ref +4, Will +6

# **OFFENSE**

Speed 30 ft.

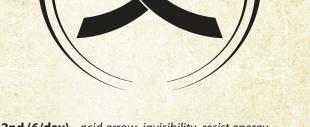
Melee masterwork kukri +3 (1d4-1/18-20)

Ranged masterwork light crossbow +5 (1d8/19-20)

**Special Attacks** wyrd technique (augment precision), metamagic adept

Sorcerer Spells Prepared (CL 6th; concentration +13)

3rd (4/day) - fly



**2nd (6/day)** - acid arrow, invisibility, resist energy **1st (7/day)** - expeditious retreat, gravity bow, identify, shield, shocking grasp

**0** - dancing lights, daze, detect magic, mage hand, message, read magic, touch of fatigue

**Bloodline** arcane

# STATISTICS

Str 8, Dex 14, Con 14, Int 13, Wis 10, Cha 16 Base Atk +3; CMB +2; CMD 14

**Feats** Combat Casting, Empower Spell, Improved Wyrd Blood<sup>NE</sup>, Spell Penetration, Wyrd Blood<sup>NE</sup>

**Skills** Fly +10, Knowledge (arcana) +11, Knowledge (nobility) +11, Linguistics +6, Perception +7, Spellcraft +11

**Languages** Common, Gavean, Nasian, Qijomi, Sorcerous

**SQ** arcane bond (masterwork kukri), bloodline arcana **Combat Gear** potion of cure moderate wounds, scroll of mirror image, scroll of summon swarm, wand of lightning bolt (9 charges); **Other Gear** ring of protection +1, masterwork kukri, masterwork light crossbow and 20 bolts

**Boon** A wyrdcaster novice can identify up to five magic items for the PCs, or make the same number of Knowledge skill checks for them, or any combination of the two.

## **SPECIAL ABILITIES**

**Augment Precision (Su)** The wyrdcaster may reroll a single spell's attack roll. Using this technique lowers the wyrdcaster's AC by the spell level for a number of rounds equal to the spell level.

Wyrdcaster novices are formidable spellcasters in their own right, but have just begun to explore the mysteries of the Wyrd. Despite their low status among Wyrdcasters, they are well respected by the citizens of the Dominion.

# WYRDCASTER SAVANT

CR 9

XP 6,400

Female human (Cordellian) conjurer 5/wyrdcaster 5 LG Medium humanoid

Init +2; Senses Perception +7

## **DEFENSE**

**AC** 14, touch 13, flat-footed 12 (+1 deflection, + 2 Dex, +1 natural armor)

hp 58 (10d6+20)

Fort +5, Ref +5, Will +9

**Defensive Abilities** arcane health, wyrd technique (drain arcane reserve)

# **OFFENSE**

Speed 30 ft.

Melee +1 kukri +4 (1d4/18-20)

Ranged masterwork light crossbow +7 (1d8/19-20)

**Special Attacks** increase caster level, summoner's charm

Spell-like Abilities (CL 9th, concentration +17)

6/day - acid dart (30 ft. ranged touch +6, 1d6+5 acid)

Wizard Spells prepared (CL 9th, concentration +17)

5th - acidic spray (DC 19), summon monster V

4th - dimension door, stoneskin, summon monster IV

**3rd** - dispel magic, fly, fireball (DC 16), shifting sand (DC 16), stinking cloud (DC 17)

**2nd** - fox's cunning, protection from arrows, scorching ray, stone call, web, whispering wind

**1st** - endure elements, identify, mage armor, magic missile, obscuring mist, shield

**0 -** acid splash, detect magic, light, mage hand, read magic

# STATISTICS

Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 13 Base Atk +4; CMB +3; CMD 15

**Feats** Combat Casting, Greater Spell Penetration, Improved Wyrd Blood<sup>NE</sup>, Iron Will, Scribe Scroll, Spell Focus (conjuration), Spell Penetration, Wyrd Blood<sup>NE</sup>, Wyrd Visions<sup>NE</sup>

**Skills** Appraise +13, Fly +12, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nobility) +13, Knowledge (planes ) +13, Knowledge (geography) + 13, Perception +7, Spellcraft +13, Use Magic Device +11 **Languages** Common, Gavean, Nasian, Qijomi, Sorcerous

**SQ** arcane bond (+1 kukri), wyrd technique (arcane synergy), opposition schools (illusion, necromancy)

**Combat Gear** potion of cure moderate wounds, scrolls of blink, comprehend languages, mount, protection from energy; **Other Gear** amulet of natural armor +1, ring of protection +1, +1 kukri, masterwork light crossbow and 10 bolts, spellbook

**Boon** A wyrdcaster savant can use her abilities to divine the possibility of success of some future endeavor of the PCs. Alternately, she can sell them arcane scrolls at a 30% discount.

## **SPECIAL ABILITIES**

Arcane Health (Su) The wyrdcaster can sacrifice spell slots to gain temporary hit points. For each spell level sacrificed, the wyrdcaster gains a number of temporary hit points equal to her wyrdcaster level. These temporary hit points may only be used to absorb spell damage. Cantrips may not be used that way. The temporary hit points disappear when the wyrdcaster rests or if she falls below zero hit points. This ability can be used once a day.

**Arcane Synergy (Ex)** The wyrdcaster adds her class level when determining benefits of her other arcane class for effects based on level only. She does not gain any new abilities from the other class.

**Drain Arcane Reserve (Su)** The wyrdcaster may activate the Arcane Health ability as an immediate action when she falls below zero hit points to drain a number of hit points from her arcane health to bring her back up to zero hit points and *stabilize* herself. The wyrdcaster cannot use this technique again for an hour.

Increase Caster Level (Su) The Wyrdcaster fills her body with energy to increase her casting power. She may increase her caster level for the next spell she casts by up to half her class level. However, she takes Constitution damage equal to the spell level, and she is exhausted for a number of rounds equal to the level of the spell cast. The drawback expires with the exhausted condition, but the Constitution damage remains until it is healed.

Wyrdcaster savants have delved deep into the mysteries of the Wyrd. While they do not have full mastery of its powers, they have learned much and hold positions of authority within their cabal as well as the Dominion. Their ability to receive visions and power to call elementals to aid them make them powerful additions to the Dominion military forces.

# IMPERIAL APOTHECARIES

Apothecaries are greatly admired and sought after in Koryth for their healing talents. They travel throughout Imperial lands, selling their services wherever they are needed. Many are attached to the Imperial army. The Janus horde covets the abilities of the apothecaries, and captures them whenever possible, taking them home to serve in their own lands.

CR 2

## GALLIPOT

#### XP 600

Male human (Nasian) alchemist (apothecary) 3 LN Medium humanoid

Init +2; Senses Perception +7

# DEFENSE

AC 15, touch 12, flat-footed 13 (+ 3 armor, +2 Dex)



1/



hp 23 (3d8+6) Fort +4, Ref +5, Will +2; +2 vs. poison Defensive Abilities poison resistance +2

#### **OFFENSE**

Speed 30 ft.

**Melee** mwk dagger +2 (1d4-1/19-20) or crowsbeak<sup>NE</sup> +1 (1d6-1)

Ranged mwk light crossbow +4 (1d8/19-20)

**Special Attacks** bomb (+5 ranged touch, 2d6 fire, 8/day)

Alchemist Formulae Known (CL 3rd, concentration

**1st (4/day)** - ant haul, comprehend languages, cure light wounds, enlarge person, keen senses, shield, touch of the sea

# **STATISTICS**

Str 8, Dex 14, Con 12, Int 17, Wis 13, Cha 10 Base Atk +2; CMB +1; CMD 13

**Feats** Brew Potion, Extra Bomb, Throw Anything, Toughness

**Skills** Craft (alchemy) +9, Heal +9, Knowledge (arcana) +9, Knowledge (nature) +9, Perception +7, Spellcraft +9, Survival +7

**Languages** Common, Cavian, Gavean, Nasian, Qijomi **SQ** discovery (infusion), healing salve 2d6, poison use, swift healer

**Combat Gear** potions of cure light wounds (2); **Other Gear** masterwork dagger, masterwork light crossbow and 10 bolts, crowsbeak<sup>NE</sup>, masterwork studded leather armor, alchemist's kit, portable alchemist's lab, formula book, healer's kit

**Boon** Gallipots can provide potions and alchemical items at a 10% discount.

# SPECIAL ABILITIES

**Healing salve (Su)** By mixing magical extracts, an apothecary may heal a living subject for 1d6 points for each 1d6 of his bomb damage. Each use of a healing

salve counts as a use of a bomb. This replaces an alchemist's mutagen ability.

**Swift Healer (Ex)** An apothecary may give potions or healing salves to others as a move action. An apothecary can use a healing salve on himself as a swift action. This replaces the alchemist's swift poisoning ability.

So-called for the glazed pots they use to carry their medicines and salves, gallipots are usually novice or journeyman apothecaries serving more skilled members of their profession. Occasionally one will be found working alone in a small village or backwater, as local residents are happy to have such skills available.

# FIELD APOTHECARY

CR 5

XP 1,600

Female human (Nasian) alchemist (apothecary) 6 LN Medium humanoid

Init +2; Senses Perception +10

## **DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+ 4 armor, +2 Dex) **hp** 41 (6d8+12)

Fort +7, Ref +8, Will +4; +4 vs. poison

Defensive Abilities poison resistance +4

# **OFFENSE**

Speed 30 ft.

Melee crowsbeak<sup>NE</sup> +3 (1d6-1)

**Ranged** +1 light crossbow +7 (1d8+1/19-20)

**Special Attacks** bomb (+6 ranged touch, 3d6 fire or dispel magic, 14/day)

Alchemist Formulae Known (CL 6th; concentration +10)

**2nd (4/day)** - cat's grace, cure moderate wounds, lesser restoration

**1st (5/day)** - ant haul, cure light wounds, endure elements, expeditious retreat, keen senses, polypurpose panacea, shield, true strike

## **STATISTICS**

Str 8, Dex 14, Con 12, Int 18, Wis 13, Cha 10 Base Atk +4; CMB +3; CMD 15

**Feats** Brew Potion, Extra Bomb, Extra Discovery, Throw Anything, Toughness

**Skills** Appraise +13, Craft (alchemy) +14, Disable Device +11, Heal +12, Knowledge (arcana) +13,

Knowledge (nature) +13, Perception +10, Spellcraft +13, Survival +10, Use Magic Device +9

**Languages** Common, Balite, Cavian, Gavean, Nasian, Qijomi

**SQ** discoveries (enhance potion, dispelling bomb, infusion), healing salve 3d6, poison use, swift healer

Combat Gear potions of cure light wounds (2), potion of lesser restoration, potion of protection from evil; Other Gear +1 light crossbow and 10 bolts, crowsbeak<sup>NE</sup>, masterwork chain shirt, cloak of resistance +1, alchemist's kit, portable alchemist's lab, formula book, healer's kit Boon A field apothecary can provide potions and alchemical items at a 20% discount, or grant PCs one-time access to the quartermaster, where they may purchase mundane equipment or magical weapons and armor at a 10% discount.

## SPECIAL ABILITIES

**Healing salve (Su)** By mixing magical extracts, an apothecary may heal a living subject for 1d6 points for each 1d6 of her bomb damage. Each use of a healing salve counts as a use of a bomb. This replaces an alchemist's mutagen ability.

**Swift Healer (Ex)** An apothecary may give potions or healing salves to others as a move action. An apothecary can use a healing salve on herself as a swift action. This replaces the alchemist's swift poisoning ability.

Field apothecaries are attached to the Imperial military, their services purchased to keep the men and women of the army in fighting condition. In times of peace they reside in local garrisons tending to training injuries and illnesses. In times of war, they establish field hospitals behind the front lines, doing triage as needed, or head into the battle with the troops as field medics. Their other alchemical talents serve them well on the battlefield, and they can defend themselves and others capably if necessary.

# **MASTER APOTHECARY**

CR 9

XP 6.400

Male human (Nasian) alchemist (apothecary) 10 LG Medium humanoid

Init +2; Senses; Perception +15

#### **DEFENSE**

AC 18, touch 12, flat-footed 16 (+ 6 armor, +2 Dex)

hp 69 (10d8+20) Fort +8, Ref +9, Will +7 Immune poison

# **OFFENSE**

Speed 30 ft.

**Melee** mwk dagger +7/+2 (1d4-1/19-20)

**Ranged** +1 light crossbow +10 (1d8+1/19-20)

**Special Attacks** bomb (+9 ranged touch, 5d6 cold, fire, or *dispel magic*, 17/day), swift poisoning

Alchemist Formulae Known (CL 10th; concentration +14)

4th (2/day) - cure critical wounds, restoration

**3rd (4/day) -** arcane sight, cure serious wounds, protection from energy

**2nd (5/day) -** *cat's grace, cure moderate wounds,* lesser *restoration* 

**1st (6/day)** - ant haul, cure light wounds, endure elements, expeditious retreat, keen senses, polypurpose panacea, shield, true strike

# STATISTICS

Str 8, Dex 14, Con 12, Int 18, Wis 14, Cha 10 Base Atk +7; CMB +6; CMD 19

**Feats** Brew Potion, Extra Bomb, Extra Discovery, Iron Will, Skill Focus: Craft (alchemy), Throw Anything, Toughness

**Skills** Appraise +17, Craft (alchemy) +23, Disable Device +15, Heal +17, Knowledge (arcana) +17, Knowledge (nature) +17, Perception +15, Spellcraft +17, Survival +15, Use Magic Device +13

**Languages** Common, Balite, Cavian, Gavean, Nasian, Qijomi

**SQ** discoveries (enhance potion, dispelling bomb, fast bombs, frost bomb, infusion, sticky poison),

healing salve 5d6, poison use, swift healer

Combat Gear greenblood oil (2 doses), potions of gaseous form and lesser restoration, wand of web (15 charges); Other Gear +1 light crossbow and 10 bolts, masterwork dagger, +2 chain shirt, cauldron of brewing, alchemist's kit, portable alchemist's lab, formula book, healer's kit

**Boon** A master apothecary can provide a letter of introduction to a noble, general, or sage. This NPC's starting attitude will automatically be friendly toward the PCs, and they will have a +2 circumstance bonus on Diplomacy checks made for that NPC.

#### **SPECIAL ABILITIES**

**Healing salve (Su)** By mixing magical extracts, an apothecary may heal a living subject for 1d6 points for each 1d6 of her bomb damage. Each use of a healing salve counts as a use of a bomb. This replaces an alchemist's mutagen ability.

**Swift Healer (Ex)** An apothecary may give potions or healing salves to others as a move action. An apothecary can use a healing salve on herself as a swift



action. This replaces the alchemist's swift poisoning ability.

Master apothecaries are in great demand and have the freedom to choose whom to serve. Some take positions as personal physicians to the nobility. Others are officers in charge of military hospitals. Those who enjoy teaching their craft take positions as instructors at the university in Aremyhk. Whatever path they choose, master apothecaries enjoy respect and admiration throughout the Koryth.

# IMPERIAL JANNISARIES

Members of a monastic order devoted to universal peace, Janissaries travel wherever there is conflict, using their psychic abilities and diplomatic skills to resolve issues and end adversity. While devoted to peace, they are also highly trained martial artists and can handily defend themselves if necessary. Their mission is held in high regard by the populace at large, but most find their psychic powers disturbing.

# JANISSARY INTERMEDIARY

CR 5

## XP 1,600

Female human (Nasian) monk (janissary) 6 LG Medium humanoid Init +2; Senses Perception +12

# DEFENSE

AC 18, touch 17, flat-footed 15 (+1 armor, +2 Dex, +1 dodge, +4 monk)

hp 42 (6d8+12)

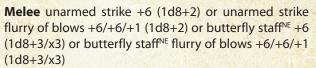
Fort +6, Ref +7, Will +8; +2 vs. enchantment

**Defensive Abilities** evasion, mind over magic +3, still mind

Immune disease

# **OFFENSE**

Speed 50 ft.



Ranged mwk light crossbow +7 (1d8+1/19-20)

Special Attacks stunning fist (6/day, DC 16, fatigued)

Spell-Like Ability (CL 6th, concentration +9)

1/day - charm person (DC 16)

## STATISTICS

Str 15, Dex 14, Con 12, Int 10, Wis 16, Cha 8 Base Atk +4; CMB +8; CMD 23

**Feats** Dodge, Extra Ki, Improved Disarm, Intimidating Prowess, Mobility, Skill Focus (Intimidate)

**Skills** Acrobatics +11, Escape Artist +11, Intimidate +10, Perception +12, Sense Motive +12, Stealth +11 **Languages** Common, Nasian

**SQ** command truce, fast movement, ki pool (8 points, magic), maneuver training, psionic training

**Combat Gear** potion of cure moderate wounds, tanglefoot bag, thunderstones (2); **Other Gear** bracers of armor +1, cloak of resistance +1, butterfly staff<sup>NE</sup>, masterwork light crossbow and 10 bolts

**Boon** The janissary intermediary can use her command truce ability to allow PCs the chance to approach enemies without combat in order to speak with them. In addition, she can use *charm person* to gain additional cooperation.

# **SPECIAL ABILITIES**

**Psionic Training (Su and Sp)** The janissary's psionic training gives her a psionic aura that unnerves non-sentient beings. Creatures with an intelligence of 2 or less avoid the Janissary. She has a permanent -4 penalty to Handle Animal checks, but a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast *charm person* once per day. This ability replaces the bonus feat at first level.

Mind over Magic (Su) The janissary may spend one ki point to add a +3 insight bonus to any saving throw she is required to make. She must declare her intention before making the roll. This replaces the Slow Fall ability.

Command Truce (Su) Once per day, by spending a ki point and making an Intimidate check (DC equal to 10 + highest level opponent + leader's Wisdom modifier + 1 for every 5 opponents involved in the struggle), the janissary may impose a truce between fighting parties. This ability has no effect on creatures with an Intelligence of 2 or less. Intelligent non-humanoids increase the DC by 5. This truce lasts for one minute but is broken if the janissary or any member of her party pulls a weapon, casts a spell or does anything that might be considered threatening. Once active, the janissary may continue it by spending another ki point; such use does not allow another saving throw. During the truce, both sides are considered unfriendly, but unwilling to start hostilities. This replaces a monk's high jump ability.

Small-scale disturbances will normally acquire the attention of a Janissary of the rank of intermediary. While they have the ability to force truce upon combatants, they will normally attempt standard diplomacy before resorting to their powers. They understand the qualms others have about their abilities and wish to end disputes with a minimal amount of anxiety on the part of those involved. That said, their dedication to peace means they will use any and all means necessary to resolve conflict.

# JANISSARY INTERCEDENT

CR 9

#### XP 6,400

Male human (Nasian) monk (janissary) 10 LG Medium humanoid Init +6; Senses Perception +12

#### DEFENSE

AC 20, touch 19, flat-footed 17 (+2 Dex, +1 deflection, +1 dodge, +5 monk, +1 natural)

hp 69 (10d8+20)

Fort +8, Ref +9, Will +10; +2 vs. enchantment

**Defensive Abilities** improved evasion, mind over magic +5, still mind

Immune disease

# **OFFENSE**

Speed 60 ft.

**Melee** unarmed strike +10/+5 (1d10+3/19-20) or unarmed strike flurry of blows +11/+11/+6/+6 (1d10+3/19-20) or +1 telescopic staff<sup>NE</sup> +11/+6 (1d8+4) or +1 telescopic staff<sup>NE</sup> flurry of blows +12/+12/+7/+7 (1d8+4)

Ranged mwk light crossbow +10 (1d8+1+1d6 nonlethal/19-20)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 18, fatigued, sickened)

Spell-Like Ability (CL 10th, concentration +13) 2/day - charm person (DC 18)

# **STATISTICS**

Str 16, Dex 14, Con 12, Int 10, Wis 16, Cha 8 Base Atk +7; CMB +13; CMD 27

**Feats** Dodge, Extra Ki (x2), Improved Critical (unarmed strike), Improved Disarm, Improved Initiative, Intimidating Prowess, Mobility, Skill Focus (Intimidate) **Skills** Acrobatics +15, Escape Artist +15, Intimidate +21, Knowledge (history) +11, Perception +12,

Sense Motive +16, Stealth +11

Languages Common, Nasian

**SQ** command truce, fast movement, ki pool (12 points, lawful, magic), maneuver training, psionic training, wholeness of body

**Combat Gear** feather token (whip), potions of cure moderate wounds (2), owl's wisdom, tanglefoot bag;

**Other Gear** *amulet of natural armor* +1, ring of jumping, ring of protection +1, +1 telescopic staff<sup>NE</sup>, masterwork heavy crossbow and 10 +1 merciful bolts, message bottle

**Boon** The janissary intercedent can use his command truce ability to allow PCs the chance to approach enemies without combat in order to speak with them. In addition, he can use *charm person* to gain additional cooperation. Should negotiation fail, the janissary will assist the PCs in combat.

#### **SPECIAL ABILITIES**

**Psionic Training (Su and Sp)** The janissary's psionic training gives her a psionic aura that unnerves non-

sentient beings. Creatures with an intelligence of 2 or less avoid the Janissary. She has a permanent -4 penalty to Handle Animal checks, but a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast *charm person* twice per day. This ability replaces the bonus feat at first level.

Mind over Magic (Su) The janissary may spend one ki point to add a +5 insight bonus to any saving

throw she is required to make. She must declare her intention before making the roll. This replaces the Slow Fall ability.

**Command Truce (Su)** Once per day, by spending a ki point and making an Intimidate check (DC equal to

10+ highest level opponent + leader's Wisdom modifier + 1 for every 5 opponents involved in the struggle), the janissary may impose a truce between fighting parties. This ability has no effect on creatures with an Intelligence of 2 or less. Intelligent non-humanoids increase the DC by 5. This truce lasts for one minute but is broken if the janissary or any member of her party pulls a weapon, casts a spell or does anything that might be considered threatening. Once active, the janissary may continue it by spending another ki

point; such use does not allow another saving throw. During the truce, both sides are considered unfriendly, but unwilling to start hostilities. This replaces a monk's high jump ability.

If the involvement of an intermediary is not enough to end a conflict, then the Janissaries send in an intercedent. These Janissaries have greater ability to force peace, and a greater martial skill should combat be unavoidable. Intercedents are normally reserved for larger scale conflicts, like feuding nobles or border skirmishes.

# JANISSARY, FINAL ARBITER

CR 14

## XP 38,400

Male human (Nasian) monk (janissary )15 LN Medium humanoid Init +6; Senses Perception +15

# **DEFENSE**

AC 24, touch 22, flat-footed 20 (+ 2 armor, +1 deflection, +3 Dex, +1 dodge, +7 monk)

**hp** 101 (15d8+30)

Fort +10, Ref +11, Will +12; +2 vs. enchantment

**Defensive Abilities** improved evasion, mind over magic +7, still mind

Immune disease, poison; SR 25

## **OFFENSE**

Speed 80 ft.

**Melee** unarmed strike +14 (2d6+3/19-20 plus 1d6 cold) or unarmed strike flurry of blows +16/+16/+11/+11/+6/+6 (2d6+3/19-20 plus 1d6 cold) or +1 ki focus adamantine telescopic staff<sup>NE</sup> +15 (1d8+4/19-20) or +1 ki focus adamantine telescopic staff<sup>NE</sup> flurry of blows +17/+17/+12/+12/+7/+7 (1d8+4/19-20)

Ranged mwk light crossbow +15 (1d8/19-20)

**Special Attacks** flurry of blows, quivering palm (DC 21) stunning fist (15/day, DC 21, fatigued, sickened, staggered)

Spell-Like Ability (CL 15th, concentration +18) 3/day - charm person (DC 21)

## STATISTICS

Str 16, Dex 16, Con 12, Int 10, Wis 19, Cha 8 Base Atk +11; CMB +18; CMD 35

**Feats** Bleeding Critical, Critical Focus, Dodge, Extra Ki (x3), Improved Critical (unarmed strike), Improved Disarm, Improved Initiative, Intimidating Prowess, Medusa's Wrath, Mobility, Skill Focus (Intimidate)

**Skills** Acrobatics +21, Escape Artist +21, Intimidate +20, Knowledge (history) +13, Perception +15, Sense Motive +21, Stealth +16

Languages Common, Nasian

**SQ** abundant step, command truce, fast movement, ki pool (16 points, lawful, magic), maneuver training, psionic training, wholeness of body

**Combat Gear** dust of illusion, potions of bear's endurance, cure serious wounds, haste; **Other Gear** +1



ki focus adamantine telescopic staff<sup>NE</sup>, masterwork light crossbow and 10 bolts, amulet of mighty fists (frost), belt of incredible dexterity +2, bracers of armor +2, brooch of shielding, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1

**Boon** The janissary final arbiter can use his command truce ability to allow PCs the chance to approach enemies without combat in order to speak with them. In addition, he can use charm person to gain additional cooperation. Should negotiation fail, the janissary will assist the PCs in combat. Alternately, he can use his influence to gain the PCs audience with a high-ranking Imperial Alliance official and provide a +4 bonus on Charisma-based skill checks during the meeting.

#### **SPECIAL ABILITIES**

**Psionic Training (Su and Sp)** The janissary's psionic training gives her a psionic aura that unnerves non-sentient beings. Creatures with an intelligence of 2 or less avoid the Janissary. She has a permanent -4 penalty to Handle Animal checks, but a +4 bonus to Intimidate checks against such creatures. This training allows the Janissary to cast *charm person* three times per day. This ability replaces the bonus feat at first level.

Mind over Magic (Su) The janissary may spend one ki point to add a +7 insight bonus to any saving throw she is required to make. She must declare her intention before making the roll. This replaces the Slow Fall ability.

Command Truce (Su) Once per day, by spending a ki point and making an Intimidate check (DC equal to 10 + highest level opponent + leader's Wisdom modifier + 1 for every 5 opponents involved in the struggle), the janissary may impose a truce between fighting parties. This ability has no effect on creatures with an Intelligence of 2 or less. Intelligent non-humanoids increase the DC by 5. This truce lasts for one minute but is broken if the janissary or any member of her

party pulls a weapon, casts a spell or does anything that might be considered threatening. Once active, the janissary may continue it by spending another ki point; such use does not allow another saving throw. During the truce, both sides are considered unfriendly, but unwilling to start hostilities. This replaces a monk's high jump ability.

For the most persistent or violent conflicts, or for lesser conflicts that somehow persist despite prior visits by lesser members of the order, a Final Arbiter is sent in. These masters are not as compassionate as their brethren and will often be more coercive in their attempts to win peace. Use of their quivering palm technique on the leader of one side of the conflict in order to force peace is always an option.

# IMPERIAL MENTAL ARMS

The elite force of the Imperial Alliance, these are tough, well-trained warriors. They provide a solid line of defense against those enemies that threaten the well-being of citizenry: the Janus Horde, marauding calibans, and enemy nations.

RECRUIT CR 2

XP 600

Male human (Nasian) fighter 3 LN Medium humanoid Init +2; Senses Perception +1

#### DEFENSE

AC 19, touch 11, flat-footed 18 (+ 7 armor, +1 Dex, +1 shield)

**hp** 30 (3d10+9)

Fort +3, Ref +1, Will +3; +1 vs. fear Defensive Abilities bravery +1

# **OFFENSE**

Speed 20 ft.

Melee mwk halberd +6 (1d10+3/x3) or mwk longsword +7 (1d8+2/19-20)

## STATISTICS

Str 15, Dex 13, Con 16, Int 8, Wis 12, Cha 10 Base Atk +3; CMB +5; CMD 16

Dase Atk +3, CIVID +3, CIVID 10

**Feats** Cleave, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword)

**Skills** Climb +2, Ride +1, Swim +2

Languages Common, Nasian

**SQ** armor training 1

Combat Gear potions of cure light wounds (2); Other Gear masterwork halberd, masterwork longsword, masterwork banded mail, masterwork light steel quickdraw shield

**Boon** The recruit can procure non-magical weapons and armor for the PCs at a 10% discount. Alternately, he can provide the PCs with insightful information about a particular dignitary or senate functionary,

granting a +2 circumstance bonus on Bluff, Diplomacy, or Intimidate checks made against that particular NPC.

Drawn from veterans of the regular army, these recruits are put through grueling tests of ability, strength, skill, and loyalty in order to weed out the weak of mind, body, and spirit. Once the undesirables have been weeded out, the rest continue through advanced training until their instructors deem them worthy of swearing into the ranks of the Imperial Men-at-Arms.

# IMPERIAL TROOPER

CR 5

#### XP 1,600

Female human (Nasian) fighter 5/imperial man-at-arms

LN Medium humanoid

Init +2; Senses Perception +1

#### DEFENSE

AC 22, touch 11, flat-footed 21 (+ 9 armor, +1 Dex, +2 shield)

hp 56 (6d10+18)

Fort +8, Ref +2, Will +3; +1 vs. fear Defensive Abilities bravery +1

## **OFFENSE**

Speed 20 ft.

Melee +1 longsword +12/+7 (1d8+4/19-20)

**Ranged** javelin +7/+3 (1d6+3)

**Special Attacks** weapon training (heavy blades +1)

# STATISTICS

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

Base Atk +6; CMB +9; CMD 20

**Feats** Cleave, Improved Iron Will, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Ride +3, Stealth +5, Swim +5

Languages Common, Nasian

**SQ** armor training 1, armored stealth, imperial battle training

**Combat Gear** potion of cure moderate wounds, bloodblock (2 doses), vials of antitoxin (2); **Other Gear** +1 longsword, 6 javelins, full plate, masterwork heavy steel shield

**Boon** The trooper can deliver a message from the PCs to the Imperial Senate, or gain them an audience with a senator. The senator's starting attitude will be friendly.

#### **SPECIAL ABILITIES**

**Armored Stealth (Ex)** When making Stealth checks, an imperial man-at-arms lowers her armor check penalty by half her class level (minimum 0).

**Imperial Battle Training (Ex)** The imperial man-atarms add her class level to her fighter levels to qualify for feats or prestige class requirements.

The rank and file of the Imperial Men-at-Arms, these elite troopers server wherever needed. Some stand guard over the Imperial Senate, watchful for assassins or political agitators. Others are sent to the borders to bolster troops in areas where great threats arise. The morale boost of their presence alone can be enough to turn the tide.

# IMPERIAL OFFICER

CR 9

#### XP 6,400

Male human (Nasian) fighter 5/imperial man-at-arms 5 LN Medium humanoid

Init +2; Senses Perception +9

# DEFENSE

**AC** 24, touch 11, flat-footed 23 (+ 10 armor, +1 Dex, +3 shield)

**hp** 100 (10d10+40)

Fort +11, Ref +6, Will +5; +1 vs. fear, +5 vs. compulsion/ mind-affecting

**Defensive Abilities** bravery +1, force of will, no failure allowed, undying loyalty

#### **OFFENSE**

Speed 20 ft.

**Melee** +1 longsword +16/+11 (1d8+5/19-20) or mwk heavy mace +14/+9 (1d8+3)

Ranged mwk heavy crossbow +13 (1d10/19-20)

Special Attacks weapon training (heavy blades +1)

## STATISTICS

Str 16, Dex 14, Con 16, Int 8, Wis 12, Cha 10 Base Atk +10; CMB +13; CMD 25

**Feats** Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Iron Will, Iron Will,

Power Attack, Quick Draw, Shield Wall, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatics +10, Climb +11, Disguise +8, Perception +9, Ride +10, Sleight of Hand +10, Stealth +10, Swim +11

Languages Common, Nasian

**SQ** armor training 1, armored stealth, brother in arms, commanding aura, imperial battle training

**Combat Gear** oil of magic weapon (3), potions of bull's strength, cure serious wounds, vial of antivenom; **Other Gear** +1 longsword, masterwork heavy mace, masterwork heavy crossbow and 10 bolts, 10 adamantine bolts, +1 full plate, +1 heavy steel shield, +1 cloak of resistance, scabbard of vigor, heavy horse (war trained), military saddle

**Boon** The imperial officer can use his influence and reputation to give a +1 bonus to a PC's Leadership score for 1 month to recruit followers.

# **SPECIAL ABILITIES**

**Armored Stealth (Ex)** When making Stealth checks, an imperial man-at-arms lowers her armor check penalty by half her class level (minimum 0).

**Brother in Arms (Ex)** The imperial man-at-arms is assumed to have the necessary teamwork feat to allow



an ally to use that feat. The man-at-arms does not gain any benefit from the feat.

**Commanding Aura (Ex)** The imperial man-atarms is given authority over any Imperial Alliance representative. The man-at-arms adds his class level to any roll to influence Imperial Alliance representatives.

Force of Will (Su) When the imperial man-at-arms falls below 0 hit points, he is staggered – instead of disabled or unconscious – if he succeeds at a Will save DC 15 +1 for each negative hit point (e.g. at -5 hit points he must make a DC 20 Will save every round to avoid falling unconscious).

**Imperial Battle Training (Ex)** The imperial man-atarms add her class level to her fighter levels to qualify for feats or prestige class requirements.

**No Failure Allowed (Ex)** The imperial man-at-arms adds his class level to any Will save against compulsion and mind-affecting effects.

**Undying Loyalty (Su)** When the imperial man-at-arms falls to negative hit points equal to his Constitution score, he can make a Will save DC 20 + 1 per negative hit point to fight for a number of rounds equal to his class level. After that time, the imperial man-at-arms dies. If he receives a raise dead or similar spell while keeping up Undying Loyalty, the spell does not require spell components.

Paramount amongst the Imperial Men-at-Arms are the officers. Gaining rank by virtue of their valor, skill, and loyalty, these pinnacles of the elite are often commanders on the battlefield. They lead their brothers and sisters into battle, or command the lines of defense against the oncoming foe. Where one Man-at-Arms alone can be a mighty obstacle, a unit working together under the auspices of an officer can be near impossible to defeat.

# JANUS HURDE BERSERKERS

While the bulk of the Janus Horde is comprised of serfs, its strength comes from the fearsome berserkers that exist in its ranks. Swift kalisan footmen move at the forefront of the hordes. Mounted warriors can swiftly attack in devastating charges, and then withdraw before a counterattack can be organized. Those carrying the divine fires of battle inspire the other members of the hordes to greater ferocity. These berserkers are inspire the fear of the barbarian hordes in civilized nations.

# HORDE VANGUARD

CR 2

#### XP 600

Male kalisan barbarian (wild rager) 3
CE Medium humanoid
Init +2; Senses Perception +8

# **DEFENSE**

**AC** 14, touch 10, flat-footed 12 (+ 4 armor, +2 Dex, -2 rage)

hp 37 (3d12+12)

Fort +7, Ref +3, Will +4

Defensive Abilities trap sense +1

## **OFFENSE**

Speed 40 ft.

**Melee** mwk greataxe +9 (1d12+7/x3) and bite +3 (1d4+2) or mwk greataxe wild fighting +7/+7 (1d12+7/x3) and bite +3 (1d4+2)

**Special Attacks** rage (10 rounds/day), rage power (animal fury), wild fighting

## **TACTICS**

**Base Statistics** When not raging, the horde vanguard has **AC** 16, touch 12, flat-footed 14; **hp** 31;

Fort +5, Will +2; Melee mwk greataxe +7 (1d12+4/x3); Ranged mwk shortbow +5 (1d6/x3); Str 17, Con 14;

**Wild rager** When using the wild rager ability, the horde vanguard has **AC** 12, touch 8, flat-footed 10

# STATISTICS

Str 21, Dex 15, Con 18, Int 8, Wis 12, Cha 8

Base Atk +3; CMB +8; CMD 20

Feats Power Attack, Weapon Focus (greataxe)

**Skills** Perception +7, Ride +8, Survival +7

Languages Common, Caliban

SQ fast movement, wild rager

**Combat Gear** potion of cure light wounds, flasks of alchemist's fire (2); **Other Gear** masterwork greataxe, masterwork shortbow and 20 arrows, masterwork chain shirt

**Boon** Vanguards can alert the PCs to an oncoming horde, allowing them to avoid contact with it. Alternately, they could safely conduct the PCs to the horde's leader for an audience.

The vanguard of a horde often consists of kalisan barbarians, running swiftly ahead of the advancing mob. They are swift and fearsome foes, attacking with wild abandon and able to inflict massive damage not only to the bodies of the enemy, but to their morale as well. They will not hesitate to cannibalize a fallen enemy. Civilized folk often think Sametians to be little better than animals. In the case of these members of the hordes, they are not far off the mark.

# HORDE CHARGER

CR 5

#### XP 1,600

Male human (Sametian) barbarian (mounted fury) 6 CN Medium humanoid

Init +1; Senses Perception +9

## **DEFENSE**

**AC** 16, touch 9, flat-footed 15 (+ 7 armor, +1 Dex, -2 rage)

**hp** 75 (6d12+30)

Fort +10, Ref +3, Will +5

Defensive Abilities trap sense +2

# **OFFENSE**

Speed 20 ft.

**Melee** +1 lance +12/+7 (1d8+6/x3) or +1 lance spirited charge +14 (3d8+18/x3)

**Ranged** mwk composite shortbow +8/+3 (1d6+1/x3) **Special Attacks** rage (17 rounds/day), rage powers (ferocious mount, ferocious trample, surprise accuracy +2)

## **TACTICS**

Base Statistics When not raging, the horde vanguard has **AC** 18, touch 11, flat-footed 17; **hp** 63;

Fort +8, Will +3; Melee +1 lance +10/+5 (1d8+4/x3) or +1 lance spirited charge +12 (3d8+12/x3);

Ranged mwk composite shortbow +8 (1d6+1/x3); Str 16, Con 16; CMB +9

# **STATISTICS**

**Str** 20, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; CMB +11; CMD 22

**Feats** Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

**Skills** Acrobatics +9, Handle Animal +9, Perception +9, Ride +9

Languages Common

**SQ** bestial mount (light horse, combat trained), fast rider

Combat Gear potions of cat's grace, cure light wounds (2), tanglefoot bag; Other Gear +1 lance, masterwork composite shortbow (+1 Str) and 20 arrows, +1 chainmail, military saddle

**Boon** Chargers can allow PCs to pass unmolested by the horde. They can also join in an assault on a group of humanoids or a creature for 10% of the loot.



These are the elite cavalry of the hordes. Both the warriors and their mounts build up a great fury before charging into battle, running down infantry and crashing into enemy cavalry with great enthusiasm. Often they will single out an individual or smaller enemy unit, cut them off from their allies, and proceed to destroy them, riding off before their enemies have a chance to retaliate.

#### **WAR SPUR** CR 8

XP 4,800

Female dalrean barbarian 6/oracle 2/rage prophet 1 N Medium humanoid plant

Init +2; Senses darkvision 60 ft.; Perception +5

#### **DEFENSE**

AC 16, touch 11, flat-footed 14 (+ 4 armor, +1 deflection, +2 Dex, +1 natural, -2 rage)

**hp** 101 (2d8+1d10+6d12+42)

Fort +10, Ref +3, Will +7; -4 vs. environmental effects Defensive Abilities improved uncanny dodge, trap sense +2; Immune mind-affecting effects

Weakness temperature vulnerability

# **OFFENSE**

Speed 15 ft.

Melee +1 battleaxe +9/+4 (1d8+5/x3) and thorns +9 (1d6+4) or +1 battleaxe +9/+4 (1d8+5/x3) and mwk light hammer +9 (1d4+4)

**Ranged** mwk short composite bow +9/+4 (1d6+2/x3) or mwk light hammer +9 (1d4+4)

Special Attacks rage (17 rounds/day), rage powers (moment of clarity, powerful blow, renewed vigor)

Spell-like Abilities (CL 1st, concentration +4)

1/day - dancing lights, ghost sound (DC 13), mage hand

Oracle Spells Known (CL 2nd, concentration +5)

1st (6/day) - cure light wounds, enlarge person, murderous command (DC 14), remove fear

0 - bleed, guidance, resistance, stabilize, virtue



Base Statistics When not raging, the war spur has AC 18, touch 13, flat-footed 16; hp 83;

Fort +8, Will +5; Melee +1 battleaxe +8/+3 (1d8+4/x3) and thorns +8 (1d6+2) or +1 battleaxe +8/+3 (1d8+4/ x3) and mwk light hammer +8 (1d4+2); Str 15, Con 14; **CMB** +9

## **STATISTICS**

Str 19, Dex 15, Con 18, Int 8, Wis 8, Cha 16

Base Atk +7; CMB +11; CMD 22

Feats Double Slice, Power Attack, Spellbud<sup>NE</sup>, Thorns<sup>NE</sup>, Two-Weapon Fighting

**Skills** Acrobatics +6, Intimidate +14, Knowledge (religion) +7, Perception +5, Ride +8, Survival +7

Languages Common

**SQ** bioluminescence, fast movement, mystery (battle), oracle's curse (lame), revelation (battlecry) savage seer, spirit guide, spellbud (cure light wounds), sunlight sustenance, wildkin

Combat Gear elixir of tumbling, scrolls of bless, bull's strength, cure serious wounds

Other Gear +1 battleaxe, masterwork light hammers (2), amulet of natural armor +1, ring of protection +1, masterwork chain shirt, light horse (combat trained), military saddle

Boon A war spur can lead an assault on a location, group, or individual of the PCs' choosing, taking 20% of the loot for themselves, or send a pair of chargers in her place.

## **SPECIAL ABILITIES**

Bioluminescence The dalrean can cause any part of his body to glow at will, giving off light as a torch.

Humanoid Plant The dalrean is treated as both humanoid and plant for the purposes of effects that target a specific type of creature. The dalrean is not immune to poison, paralysis, or stunning, but they are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

**Spellbud** The Dalrean can grow and generate a bloom that holds a spell. She can place up to a 3rd level spell into a spellbud. The process takes eight hours, during which time the dalrean must not be interrupted. A spellbud can be removed from the dalrean, but must be used within 1d4+1 rounds or the spellbud withers and the spell is wasted. Only the dalrean can activate it. A spellbud can be activated as a full-round action that does not provoke attacks of opportunity. The spell counts as a Silent, Still spell without affecting the spell level

**Sunlight Sustenance** The dalrean does not eat food, but must consume water like all living things. As long as she receives at least six hours of sunlight per day, the dalrean requires only ¼ the water a normal humanoid would. A dalrean deprived of adequate sunlight for more than two days at a time becomes fatigued until it gets at least six hours of sunlight. If it does not get sunlight for more than a week, it becomes exhausted until it gets at least six hours of sunlight. A one hour exposure to a daylight spell will fulfill a dalrean's daily needs.

**Temperature Vulnerability** The dalrean has a -4 penalty to Fortitude saves vs. environmental effects.

**Thorns (Ex)** Thorny spikes protrude from the dalrean's body and joints, giving her a jagged profile and making her dangerous to grapple. The dalrean is considered to have armor spikes, even while wearing armor. This ability replaces stability.

**Wildkin** A dalrean has a +2 racial bonus on Survival checks.

While dalreans have no real concept of religion, the spiritual world is a strange and impenetrable thing. On occasion, those dalreans who join the Horde find themselves filled with the spirit of battle. The rage twists them physically, producing gnarled and thorny versions of the plant people, and providing them with a drive to see to the spiritual needs of the hordes, goading them on to greater feats in battle. Thus are born the War Spurs.

# JANUS HORDE FISTS OF THE DRAGON

Other great assets of the Sametian hordes are those warriors that draw their strength from the blood of dragons. These followers of the Cult of the Dragon gain great powers from their sanguinary practices. Fists of the Dragon are respected and admired amongst the hordes.

# **EMERALD FIST**

CR 3

**XP 800** 

Male human (Sametian) barbarian (fist of the dragon) 4

**NE Medium humanoid** 

Init +1; Senses Perception +8

#### DEFENSE

AC 15, touch 9, flat-footed 14 (+ 6 armor, +1 Dex, -2 rage)

**hp** 52 (4d12+20)

Fort +8, Ref +2, Will +3

**Defensive Abilities** draconic resistance, uncanny dodge; **Resist** acid 4

## **OFFENSE**

Speed 40 ft.

**Melee** mwk greatsword +11 (2d6+9 plus 1 acid/19-20)

Ranged mwk short composite bow +5 (1d6+2/x3)

**Special Attacks** rage (12 rounds/day), rage powers (draconic *wrath*, guarded life)

#### **TACTICS**

Base Statistics When not raging, the emerald fist has **AC** 17, touch 11, flat-footed 17; **hp** 44;

Fort +6, Will +1; Melee mwk greatsword +9 (2d6+6/19-20); Str 18, Con 14; CMB +8; Climb +7, Swim +7

## STATISTICS

Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 8 Base Atk +4; CMB +10; CMD 21

**Feats** Cleave, Draconic Bloodline (green)<sup>NE</sup>, Power Attack

**Skills** Acrobatics +5, Climb +9, Perception +7, Ride +7, Survival +8, Swim +9

Languages Common

**SQ** blood of dragons, fast movement

**Combat Gear** potion of cure moderate wounds; **Other Gear** masterwork greatsword, masterwork short composite bow (+2 Str), masterwork breastplate, light horse (combat trained), military saddle

**Boon** An emerald fist can use his reputation to provide the PCs with influence in dealings with other barbarians. For one week they receive a +2 bonus on all social skills when dealing with people from the Janus horde.

# SPECIAL ABILITIES

**Blood of Dragons (Ex)** The fist of the dragon adds his class level to his draconic bloodline to determine his bloodline powers. If the fist does not have a sorcerer level or has chosen another bloodline, this ability has no effect. If the fist of the dragon takes a level of dragon disciple, his levels stack. Similarly, a Fist of the Dragon adds his draconic bloodline sorcerer levels or dragon disciple levels to his class level for any level dependent ability.

Emerald fists are a fearsome sight: their skin reflects a shimmering green and acid coats their bared blades, curling off in foul vapors into the air. While not possessing the magical abilities of other fists, these warriors use the



power invested in them from their blood-drinking rites to vicious effect.

# BLAZING FIST CR 6

XP 2,400

Female human (Sametian) barbarian (fist of the dragon) 4/sorcerer 3

CN Medium humanoid

Init +1; Senses Perception +7

#### **DEFENSE**

**AC** 11, touch 10, flat-footed 10 (+ 1 deflection, +1 Dex, +1 natural, -2 rage)

**hp** 67 (3d6+4d12+35)

Fort +9, Ref +5, Will +4; +4 vs. sleep and paralysis

Defensive Abilities draconic resistance, uncanny dodge; Resist fire 5

#### **OFFENSE**

Speed 40 ft.

**Melee** mwk dragon gauntlet<sup>NE</sup> +11 (1d6+5 plus 1 fire) or 2 claws +10 (1d4+5 plus 1 fire)

Ranged javelin +6 (1d6+5)

**Special Attacks** rage (12 rounds/day), rage powers (draconic *wrath*, moment of clarity)

Sorcerer Spells Known (CL 3rd, concentration +9)

**1st (6/day)** - burning hands, expeditious retreat, mage armor, magic missile, shield

**0** - detect magic, light, read magic, resistance, spark

#### **TACTICS**

**Base Statistics** When not raging, the blazing fist has **AC** 13, touch 12, flat-footed 12; **hp** 53;

Fort +7, Will +2; Melee mwk dragon gauntlet<sup>NE</sup> +9 (1d6+3) or 2 claws +8 (1d4+3); Ranged javelin +6 (1d6+3); Str 16, Con 14; CMB +8; Climb +10, Swim +10

# STATISTICS

Str 20, Dex 12, Con 18, Int 8, Wis 10, Cha 15 Base Atk +5; CMB +10; CMD 21



**Feats** Arcane Strike, Combat Casting, Draconic Bloodline (red)<sup>NE</sup>, Draconic Inheritance<sup>NE</sup>, Eschew Materials, Lightning Reflexes

**Skills** Acrobatics +8, Climb +12, Intimidate +8, Perception +7, Spellcraft +5, Survival +7, Swim +12, Use Magic Device +8

Languages Common

**SQ** blood of dragons, fast movement

**Combat Gear** potions of *cure moderate wounds* (2), wand of scorching ray (22 charges)

**Other Gear** masterwork dragon gauntlet<sup>NE</sup>, 6 javelins, ring of protection +1, light horse (combat trained) with studded leather barding, military saddle

**Boon** The blazing fist can place PCs under her personal protection, ensuring Janus Horde affiliated people within a 20 mile radius will not attack them.

# **SPECIAL ABILITIES**

**Blood of Dragons (Ex)** The fist of the dragon adds her class level to her draconic bloodline to determine her bloodline powers. If the fist of the dragon takes a level of dragon disciple, her levels stack. Similarly, a fist of the dragon adds her draconic bloodline sorcerer levels or dragon disciple levels to her class level for any level dependent ability.

**Draconic Wrath (Su)** While raging, any weapon wielded by the fist of the dragon inflicts an additional point of fire damage.

Blazing fists have harvested their power from the blood of the mighty red dragons. The flames fuel their rage as well as their magic, and tongues of flame cling to their weapons. They will use their magic to enhance themselves before losing themselves to the fiery rage and charging into battle.

# STORM FIST

CR 9

XP 6,400

Male human (Sametian) barbarian (fist of the dragon) 6/sorcerer 3/dragon disciple 1

**CE Medium humanoid** 

Init +5; Senses Perception +6

#### DEFENSE

**AC** 14, touch 10, flat-footed 12 (+ 2 armor, +1 deflection, +1 Dex, +2 natural, -2 rage)

**hp** 108 (3d6+7d12+46)

Fort +12, Ref +7, Will +10; +4 vs. sleep and paralysis

Defensive Abilities draconic resistance, uncanny dodge; Resist electricity 10

#### OFFENSE

Speed 40 ft.

**Melee** +1 dragon gauntlet<sup>NE</sup> +13/+8 (1d6+6 plus 1 electricity) or 2 claws +12 (1d6+5 plus 1 electricity)

Ranged javelin +8 (1d6+5)

**Special Attacks** breath weapon (60 ft. line, DC 18, 10d6 electricity), rage (16 rounds/day), rage powers (draconic skin, draconic wrath, moment of clarity)

Sorcerer Spells Known (CL 3rd, concentration +6)
1st (6/day) - expeditious retreat, mage armor, magic missile, shield, shocking grasp

**0 -** detect magic, light, ray of frost, read magic, resistance **TACTICS** 

Base Statistics When not raging, the storm fist has **AC** 15, touch 12, flat-footed 13; **hp** 88;

Fort +10, Will +8; Melee +1 dragon gauntlet<sup>NE</sup> +11/+6 (1d6+4) or 2 claws +10 (1d4+3); Ranged javelin +8 (1d6+3); Str 16, Con 14; CMB +10; Climb +10

#### **STATISTICS**

Str 20, Dex 12, Con 18, Int 10, Wis 8, Cha 16 Base Atk +7; CMB +12; CMD 23

**Feats** Combat Casting, Draconic Bloodline (blue), Draconic Inheritance, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Acrobatics +8, Climb +12, Intimidate +12, Knowledge (arcana) +8, Linguistics +4, Perception +6, Spellcraft +8, Survival +9, Use Magic Device +13

Languages Common, Draconic

**SQ** blood of dragons, fast movement

**Combat Gear** potions of cat's grace (2), potion of cure serious wounds, wand of magic missile (CL 5th, 20 charges); **Other Gear** +1 dragon gauntlet<sup>NE</sup>, 6 javelins, bracers of armor +2, cloak of resistance +1, ring of protection +1, heavy horse (combat-trained), military saddle

**Boon** A storm fist can join with PCs to destroy an individual enemy or a single group of enemies. Alternately, he may trade a magic item for an evil magic item that the PCs cannot use.

#### SPECIAL ABILITIES

**Blood of Dragons (Ex)** The fist of the dragon adds his class level to his draconic bloodline to determine his

bloodline powers. If the fist of the dragon takes a level of dragon disciple, his levels stack. Similarly, a fist of the dragon adds his draconic bloodline sorcerer levels or dragon disciple levels to his class level for any level dependent ability.

**Draconic Resistance (Ex)** The character gains energy resistance to his energy affinity equal to his class level. This ability replaces the trap sense ability.

**Draconic Skin (Ex)** While raging, the fist of the dragon gains natural armor equal to his class level divided by 4 (minimum 1).

**Draconic Wrath (Su)** While raging, any weapon wielded by the fist of the dragon inflicts an additional point of electrical damage.

Storm fists wield the stolen might of the blue dragons. Their skin is toughened by patches of blue scales and arcs of electricity dance along the edges of their weapons. Like their fellow fists, they will use their draconic power to enhance themselves before throwing themselves into the fray. However, they will soften up the enemy by spitting lightning into their midst before they engage.

# ORDER OF THE KAGA AUGERS

Augers serve the faithful in their pursuit of knowledge. They assist petitioners who commune with the Kaga, guiding them in their questioning. Augers are also found in charge of many libraries and archives, willing to lend assistance to fellow seekers of knowledge. Seemingly staid and innocuous, many people forget that the knowledge they possess gives them great power to call upon in their need.

# CURATOR CR 5

XP 1,600

Male human (Arman) cleric of the Kaga 6 LN Medium humanoid

Init -1; Senses Perception +3

#### DEFENSE

**AC** 18, touch 9, flat-footed 18 (+ 7 armor, -1 Dex, +2 shield)

hp 49 (6d8+18)

Fort +7, Ref +1, Will +8

## **OFFENSE**

Speed 20 ft.

**Melee** +1 heavy mace +5 (1d8+1) or dagger +4 (1d4/19-20)

Ranged light crossbow +3 (1d8/19-20)

Spell-Like Abilities (CL 6th, concentration +9)

**6/day** - blast rune (1d6+3 damage, 6 round duration), lore keeper (skill check = DC 24)

6 rounds/day - remote viewing

Cleric Spells Prepared (CL 6th, concentration +9)



**3rd** - blood biography, glyph of warding<sup>D</sup> (DC 16), searing light (DC 17), speak with dead (DC 16)

**2nd** - detect thoughts<sup>D</sup>, grace, lesser restoration, owl's wisdom, sound burst (DC 16)

**1st** - bane (DC 14), bless, comprehend languages<sup>D</sup>, remove fear, shield of faith

**0** - detect magic, light, mending, read magic

# STATISTICS

Str 10, Dex 8, Con 14, Int 14, Wis 17, Cha 12 Base Atk +4; CMB +4; CMD 13

**Feats** Active Order Agent<sup>ok</sup>, Great Insight<sup>ok</sup>, Skill Focus (Knowledge [history]), Spell Focus (evocation)

**Skills** Diplomacy +9, Knowledge (arcana) +12, Knowledge (history) +17, Knowledge (religion) +12, Spellcraft +10, Use Magic Device +9

Languages Common, Ancient Arman, Sorcerous

**SQ** arcane bond (owl familiar), aura, domains (knowledge, rune)

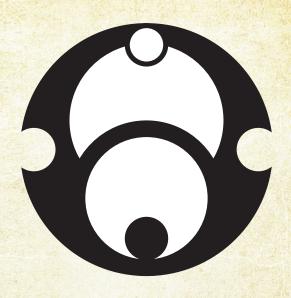
**Combat Gear** potion of cure moderate wounds, unguent of timelessness; **Other Gear** +1 heavy mace, light crossbow and 20 bolts, +1 breastplate, masterwork heavy steel shield, silver holy symbol

**Boon** A curator may provide a PC with immediate communion with the Kaga without having to wait, or cast a free spell to heal wounds or remove an affliction.

## SPECIAL ABILITIES

**Arcane Bond (Ex or Sp)** The cleric of the Kaga forms a bond with an implement or a familiar like a wizard does. Her cleric of the Kaga levels stack with any wizard levels to determine benefits. This replaces a cleric's ability to channel energy.

Arcane Caster (Ex) The cleric of the Kaga is considered an arcane caster, but still gains spells and selects domains as a cleric. She may use her cleric level to qualify for any feat, prestige class or other option requiring arcane caster levels. The cleric of the Kaga does not qualify for anything that requires divine caster



levels. Nevertheless, clerics of Kaga do not suffer arcane spell failure for their cleric spells from wearing armor.

Ranking clergy seeking entrance into the order of Augers are often put in charge of repositories of knowledge. They run the day-to-day tasks, taking time when they can to pursue their own research and study. Sometimes one or more of them are found assisting Augers who are out in the world seeking more lore to bring back to the Kaga.

# RESEARCHER

CR 8

XP 4,800

Male cavian bard (archivist) 7/auger 2 N Medium humanoid Init +0; Senses Perception +11

# **DEFENSE**

**AC** 15, touch 10, flat-footed 15 (+ 5 armor) **hp** 69 (2d6+7d8+27)

Fort +6, Ref +7, Will +8; +2 vs. compulsion, +4 vs. enchantment and mind-affecting, +4 vs.

magical traps, language-dependent effects, symbols, glyphs, and magical writings

**Defensive Abilities** independent

# **OFFENSE**

Speed 30 ft.

**Melee** +1 rapier +7/+2 (1d6/18-20) and bite +4 (1d4 plus seeds of clairvoyance)

Ranged mwk shortbow +7/+2 (1d6/x3)

**Special Attacks** bardic performance (19 rounds/day), fascinate (DC 16), lamentable belaborment (DC 16), naturalist +2, seeds of clairvoyance (DC 17)

Spell-Like Abilities (CL 9th, concentration +12)

**1/day** - clairaudience/clairvoyance (through victim of seeds of clairvoyance)

Bard Spells Known (CL 9th, concentration +12)
3rd (4/day) - babble sphere<sup>NE</sup>, confusion (DC 16), mind

**3rd (4/day)** - babble sphere<sup>NE</sup>, confusion (DC 16), mind  $qift^{OK}$ , seek thoughts (DC 16)

**2nd (5/day)** - beguile, blood biography, cure moderate wounds, eagle's splendor

**1st (6/day)** - beguiling gift (DC 14), comprehend languages, hideous laughter (DC 14), transcribe, vanish **0** - dancing lights, daze (DC 13), detect magic, light, message, sift

# **STATISTICS**

Str 10, Dex 10, Con 14, Int 14, Wis 12, Cha 16 Base Atk +6; CMB +6; CMD 16

**Feats** Cavian Bite Mastery<sup>NE</sup>, Great Insight<sup>OK</sup>, Greater Seeds of Clairvoyance<sup>NE</sup>, Skill Focus: Knowledge (nature), Sleeper Order Agent<sup>OK</sup>

**Skills** Bluff +14, Diplomacy +10, Disguise +14, Knowledge (arcana) + 17, Knowledge (nature) +17, Knowledge (planes) +17, Perception +11, Perform (oratory) +14, Sense Motive +9, Spellcraft +10 (+14 to identify magic items or decipher scrolls)

Languages Common, Cavian, Giant, Infernal

**SQ** assistant +2, bardic knowledge +4, cipher, countersong, distraction, inspire competence +3, jack of all trades, lore master, magic lore

**Combat Gear** potion of gaseous form; **Other Gear** +1 rapier, masterwork shortbow and 20 arrows, +1 mithral shirt, cloak of resistance +1, hat of disquise

**Boon** The researcher can provide PCs with information concerning specific ruins of the First ones, giving the PCs a +2 circumstance bonus on Disable Device, Knowledge (engineering), Perception checks in those ruins, as well as to Appraise, Spellcraft, and Use Magic Device checks applied to magic items and spell effects found within those ruins.

## SPECIAL ABILITIES

**Assistant (Su)** When the auger uses the aid another action, he adds his class level to the granted bonus.

**Cipher (Ex)** When the auger communes with the Kaga, he adds his class level to any Knowledge checks. The auger does not need a prayer helmet to commune with the Kaga.

**Independent (Ex)** The cavian with this trait gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects. He suffers a -2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks. This ability replaces hive mind and thoughtsense.

**Knowledge of the Kaga (Ex)** This ability is identical to bardic knowledge. Auger and bard levels stack when determining the effectiveness of the bardic knowledge.

**Seeds of Clairvoyance (Ex and Sp)** The cavian can infect a target on a successful bite (DC = 10 + 1/2 character level + Cha modifier). He can infect a number of targets equal to his Wisdom modifier (minimum 1). The cavian knows if a target is infected. The seeds are neither a disease nor a poison, but are affected by resistance to either. Immunity to either grants

immunity to the seeds. Once per day, he may cast clairvoyance/clairaudience as a spell-like ability using his level as the caster level. This only works on infected targets. While a cavian is using this ability, the target's eyes glow with a faint blue light that is undetectable in bright or normal light but is clearly visible in dim light or darkness. This ability replaces Alien Aura.

Being severed from the hive mind occasionally leads a cavian into the church. While communion with the Kaga is not a substitute for the hive mind, the connection appears to soothe the anxiety that their independence brings. The role of researcher is appealing, as it provides ample opportunity to commune with the Kaga, bringing back information from his travels.

# **HEAD LIBRARIAN**

**CR 13** 

XP 25,600

Female cynean diviner 9/auger 5 NG Medium humanoid

Init +6; Senses Perception +13

#### DEFENSE

AC 22, touch 16, flat-footed 16 (+3 armor, +4 deflection, +2 Dex, +3 natural armor)

**hp** 80 (14d6+28)

Fort +7, Ref +8, Will +12

Defensive Abilities crystal skin, mystic body

# **OFFENSE**

Speed 30 ft.

Melee mwk quarterstaff +8/+3 (1d6)

Ranged mwk light crossbow +8 (1d8/19-20)

Spell-Like Abilities (CL 14th, concentration +18)

8/day - diviner's fortune (+3)

3/day - contact other plane

**At will -** detect thoughts (DC 17)

# Wizard Spells Prepared (CL 14th, concentration +18)

**7th** - grasping hand, greater arcane sight, spell turning

**6th** - chain lightning (DC 21), elemental body III, greater dispel magic, true seeing

**5th** - dismissal, echolocation, extended scrying (DC 23), rip mind (DC 20), teleport

**4th** - arcane eye, babble sphere<sup>NE</sup> (DC 19), dispersing wind, extended fly, *stoneskin*, *summon monster IV* 

**3rd** - blink, clairaudience/clairvoyance, force punch, mind gift<sup>oK</sup>, nondetection, stinking cloud (DC 18)

**2nd** - knock, resist energy, scorching ray, see invisibility, share language, shatter (DC 17)

**1st** - expeditious retreat, identify, magic missile (x2), shield, transcribe, true strike

**0** - acid splash, arcane mark, daze (DC 15), detect magic, read magic

# STATISTICS

Str 10, Dex 14, Con 12, Int 21, Wis 14, Cha 10 Base Atk +7; CMB +7; CMD 19

**Feats** Active Order Agent, Craft Wand, Diviner's Mastery, Extend Spell, Great Insight, Greater Spell

Focus (divination), Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus (divination)

**Skills** Appraise +15, Diplomacy +9 (+11 to gather information), Fly +11, Knowledge (arcana) +22, Knowledge (history) +19, Knowledge (nature) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +13, Spellcraft +19

**Languages** Common, Celestial, Cynean, Draconic, Giant, Terran

**SQ** arcane bond (wand of detect secret doors), arcane school (divination), assistant +5, barred schools (illusion, necromancy), cipher, constant commune, forewarned, intuitive knowledge, knowledge of the Kaga +2, secrets, unusual build

Combat Gear potion of cure serious wounds, scrolls of break enchantment, daylight, dispel magic, erase, and make whole, wand of lightning bolt (50 charges); Other Gear bracers of armor +3, cloak of resistance +1, headband of vast intelligence +2, wand of detect secret doors (50 charges), masterwork quarterstaff, masterwork light crossbow with 20 bolts, spell component pouch, spellbook, diamond dust (500 gp) Boon A head librarian can assist PCs in research, making appropriate Knowledge checks for them or identifying the properties of magic items, or even communing with the Kaga on their behalf. Alternately, she can craft wands for them at a 10% discount.

## SPECIAL ABILITIES

**Assistant (Su)** When the auger uses the aid another action, he adds his class level to the granted bonus.

**Cipher (Ex)** When the auger communes with the Kaga, he adds his class level to any Knowledge checks. The auger does not need a prayer helmet to commune with the Kaga.

**Constant Commune (Su)** The auger can commune with the Kaga without requiring a prayer helmet or communing with an avatar. Any such requirements (including spells that require divine focus of the Kaga) simply ignore such restrictions.

**Crystal Skin (Ex)** The cynean's hard crystalline skin grants a +3 natural armor bonus to AC. However, her body is particularly vulnerable to force and sonic damage. The cynean automatically fails any save from an effect with the force descriptor, and she takes half again as much damage (+50%) from sonic energy, regardless of whether a saving throw is allowed or if the save is a success or failure.

**Intuitive Knowledge (Su)** When the auger searches any repository of knowledge such as the Kaga or a library, he completes the task in half the time, even when he takes ten.

**Knowledge of the Kaga (Ex)** This ability is identical to bardic knowledge. Auger and bard levels stack when determining the effectiveness of the bardic knowledge.



The auger adds this bonus to any Diplomacy checks used to gather information and to any Intelligence or Wisdom-based skills in which he has ranks.

**Mystic Body (Su)** The cynean adds a deflection bonus to AC equal to her Intelligence modifier.

**Unusual build (Ex)** The cynean must purchase armor and equipment (but not weapons) as though she were one size category larger.

A high ranking auger is often in charge of a large repository of knowledge and takes great joy in assisting others in their research. As an additional perk, the position allows for the freedom to take extended sabbaticals, traveling the breadth of the world in an ongoing pursuit of knowledge. On an extended venture, she may take one or more researchers with her, as well as two or more curators to help with recording findings and to provide differing viewpoints if needed.

# DRDER OF THE KAGA HARBINGERS

Harbingers are arguably the most dedicated of the Kaga's servants, sacrificing their very humanity to increase his store of knowledge. Savants of the arcane, they delve into the secret and lost places of the world to gain more for their deity.

# HARBINGER, CATECHUMEN

CR 5

XP 1,600

Male human (Nasian) cleric of the Kaga 6 N Medium humanoid

Init -1; Senses Perception +5

#### DEFENSE

**AC** 16, touch 9, flat-footed 17 (+7 armor, -1 Dex) **hp** 43 (6d8+12) **Fort** +7, **Ref** +1, **Will** +8

## **OFFENSE**

Speed 20 ft.

Melee +1 spear +7 (1d8+3/x3)

**Ranged** hand of the acolyte +1 spear +7 (1d8+2/x3) or sling +3 (1d4+2)

**Special Attacks** hand of the acolyte (6/day)

Spell-Like Abilities (CL 6th, concentration +9)

**6/day -** artificer's touch (touch attack +5, 1d6+3 damage) **At will -** mending

Cleric Spells Prepared (CL 6th, concentration +9)

**3rd** - dispel magic<sup>D</sup>, magic vestment, prayer, searing light **2nd** - detect thoughts<sup>D</sup>, Kaga's channeling<sup>OK</sup>, owl's wisdom, silence, weapon of awe

**1st** - bless, dancing lantern, deadman's gaze<sup>NE</sup>, divine favor, identify<sup>D</sup>, sanctuary

**0 -** detect magic, quidance, read magic, resistance

# **STATISTICS**

Str 14, Dex 8, Con 12, Int 15, Wis 16, Cha 12 Base Atk +4; CMB +5; CMD 14

**Feats** Active Order Agent<sup>ok</sup>, Arcane Utility<sup>ok</sup>, Skill Focus (Use Magic Device), Spell Focus (evocation)

**Skills** Diplomacy +9, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +5, Sense Motive +11, Use Magic Device +12

Languages Common, Cavian, Nasian

**SQ** arcane bond (spear), aura, domains (artifice, magic) **Combat Gear** potion of eagle's splendor, scroll of spiritual weapon, vials of holy water (2); **Other Gear** +1 spear, sling and 10 bullets, +1 chainmail, silver holy symbol

**Boon** A catechumen may acquire a requested magic item up to 2000gp in value for the PCs at a 20% discount.

# **SPECIAL ABILITIES**

**Arcane Bond (Ex or Sp)** The cleric of the Kaga forms a bond with an implement or a familiar like a wizard does. Her cleric of the Kaga levels stack with any wizard levels to determine benefits. This replaces a cleric's ability to channel energy.

**Arcane Caster (Ex)** The cleric of the Kaga is considered an arcane caster, but still gains spells and selects domains as a cleric. She may use her cleric level to qualify for any feat, prestige class or other option requiring arcane caster levels. The cleric of the Kaga does not qualify for anything that requires divine caster levels. Nevertheless, clerics of Kaga do not suffer arcane spell failure for their cleric spells from wearing armor.

The catechumen has been prepared philosophically and psychologically to undertake the ritual of transformation into a harbinger. Only the most dedicated and steadfast of the Kaga's servants seek to become a harbinger. Even those that are chosen are not likely to fully walk the path once they realize the true cost to their humanity.

# HARBINGER, EXPLORER

XP 6,400

Male human (Nasian) cleric of the Kaga 6/harbinger 4 LN Medium humanoid

Init +2; Senses Perception +11

## **DEFENSE**

AC 22, touch 13, flat-footed 20 (+7 armor, +1 deflection, +2 Dex, +2 shield)

**hp** 67 (4d6+6d8+20)

Fort +7, Ref +5, Will +10

**Defensive Abilities** metamorphosis; **Immune** disease, poison

# **OFFENSE**

Speed 20 ft.

Melee +1 morningstar +7/+2 (1d8+1)

Ranged hand of the acolyte +1 morningstar +9 (1d8+1)

Special Attacks hand of the acolyte (6/day)

Spell-Like Abilities (CL 6th, concentration +13)

**6/day -** artificer's touch (touch attack +5, 1d6+3 damage) **At will -** mending

Cleric Spells Prepared (CL 10th, concentration +13)

5th - flame strike (DC 18), spell resistance<sup>D</sup>, true seeing

**4th** - fabricate<sup>D</sup>, freedom of movement, order's wrath (DC 18), summon monster IV

**3rd** - dispel magic, magic vestment, prayer, searing light , stone shape<sup>D</sup>

**2nd** - hold person, Kaga's channeling<sup>OK</sup>, owl's wisdom, silence, weapon of awe, wood shape<sup>D</sup>

**1st** - bless, dancing lantern, deadman's gaze<sup>NE</sup>, divine favor, identify<sup>D</sup>, sanctuary

**0** - detect magic, guidance, read magic, resistance

# **STATISTICS**

Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 10

Base Atk +6; CMB +6; CMD 18

**Feats** Active Order Agent, Arcane Utility, Greater Arcane Utility, Craft Wondrous Item, Skill Focus (Use Magic Device), Spell Focus (evocation)

**Skills** Diplomacy +9, Disable Device +7, Heal +9, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (religion) +12, Perception +11, Sense Motive +11, Use Magic Device +18

Languages Common, Nasian, Cavian

**SQ** arcane bond (amulet), aura, authority, domains (artifice, magic), graft 2, item recharge, power tap 2, unnatural aura

**Combat Gear** potion of enlarge person, potion of fly, scrolls of delay poison, find traps, lesser restoration **Other Gear** +1 morningstar, +1 breastplate, masterwork heavy steel shield, ring of protection +1,door- passer graft<sup>OK</sup>, traveler's graft<sup>OK</sup>, silver holy symbol

**Boon** A harbinger explorer can agree to assist the PCs in the exploration of one ruin or magical location in exchange for 10% of any magic found, or can craft wondrous items for the PCs at a 10% discount.



## SPECIAL ABILITIES

**Arcane Bond (Ex or Sp)** The cleric of the Kaga forms a bond with an implement or a familiar like a wizard does. Her cleric of the Kaga levels stack with any wizard levels to determine benefits. This replaces a cleric's ability to channel energy.

Arcane Caster (Ex) The cleric of the Kaga is considered an arcane caster, but still gains spells and selects domains as a cleric. She may use her cleric level to qualify for any feat, prestige class or other option requiring arcane caster levels. The cleric of the Kaga does not qualify for anything that requires divine caster levels. Nevertheless, clerics of Kaga do not suffer arcane spell failure for their cleric spells from wearing armor.

**Authority (Ex)** The harbinger is a high-ranking member of the Church. As such, every member of the church is generally well-disposed toward the harbinger. The initial reaction from non-hostile members is generally improved one step. This authority comes at a price. The harbingers must obey the will of the Kaga at all times or lose the ability to prepare spells until an atonement spell is received from a high ranking member of the church.

**Graft (Su)** The harbinger can graft items into his body, gaining additional item slots. When he gains a new graft, he may select one of the following: hands, feet, head, headband, neck, ring (extra slot), or wrist for the location to gain an additional slot. The harbinger's body does not physically gain these body parts; he benefits from wearing additional items. Harbingers usually use those slots to gain additional grafts.

**Item Recharge (Su)** The harbinger may use his own energy to recharge a magic item. Spending one hour channeling magical energies into a device can add a single charge per day to an item that can be used 3/day or more. Consumables (i.e. scrolls, potions and wands) may not be recharged this way.



**Metamorphosis** (Su) As the harbinger grows in power, he takes on the aspects of a construct. Each metamorphosis makes the harbinger more powerful, but less human.

**Power Tap (Su)** Twice a day, the harbinger may draw power from a consumable to increase his caster level by one. Drawing the power is a free action that does not provoke attacks of opportunity. This ability can be used on any spell of 2nd level or lower, and the drained consumable must be of the same level or higher than the spell being cast. Using power tap uses up a charge of the consumable, as though it had been activated.

Well into the metamorphosis that harbingers undergo, the explorer is often found out in the wilds of Exodus, tracking down yet another repository of lost arcane knowledge. He is well prepared for the dangers of such expeditions. Whether the explorer will continue his dedication to this path remains to be seen; he may wish to lose no more of his humanity and rescind the path once his latest venture is finished.

# HARBINGER EXEMPLAR

**CR 14** 

#### XP 38,400

Female human (Arman) staff magus 8/harbinger 7 LN Medium humanoid

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

## **DEFENSE**

AC 20, touch 12, flat-footed 18 (+ 6 armor, +2 Dex, +2 shield)

hp 87 (7d6+8d8+23)

Fort +9, Ref +6, Will +10

**Defensive Abilities** quarterstaff defense, spell shield; **Immune** daze, paralysis, stun

# **OFFENSE**

Speed 30 ft.

**Melee** +2 quarterstaff +12/ +7 (1d6+4/19-20) and +2 quarterstaff +12 (1d6+4/19-20) or +2 quarterstaff +12/+7 (1d6+4/19-20) and spellcasting

**Special Attacks** maneuver mastery, improved spell combat, spell recall, spellstrike

Magus Spells Prepared (CL 15th, concentration +21)

5th - corrosive consumption, geyser (DC 19), teleport

**4th** - arcana theft, dragon's breath (DC 18), fire shield, stoneskin

**3rd** - dispel magic, force punch (DC 17), haste, vampiric touch, versatile weapon

**2nd** - acid arrow, bear's endurance, defensive shock, frigid touch, web (DC 16)

**1st** - magic missile, ray of enfeeblement (DC 15), shield, vanish

**0** - acid splash detect magic, disrupt undead, ray of frost, read magic

## **STATISTICS**

Sorcerous

Str 14, Dex 14, Con 12, Int 18, Wis 10, Cha 8

Base Atk +9; CMB +11 (+13 to disarm); CMD 23

Feats Arcane Utility<sup>OK</sup>, Combat Expertise, Double Slice, Improved Critical (quarterstaff), Improved

Disarm, Lunge, Quarterstaff Mastery, Skill Focus (Use Magic Device), Two-Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Disable Device +12, Escape Artist +12, Fly +12, Heal +10, Intimidate +9, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Perception +10, Ride +12, Spellcraft +21, Swim +12, Use Magic Device +22

**SQ** arcane pool (8 points), authority, bauble, graft 3, item recharge 2, knowledge pool, power tap 3, unnatural aura

Languages Common, Ancient Arman, Draconic,

**Combat Gear** defoliant polish, potions of cure serious wounds (2), scroll of black tentacles;

**Other Gear** +2 quarterstaff, +3 studded leather armor, ring of counterspells (contains dispel magic), ring of sustenance, runic graft<sup>ok</sup>, traveler's graft<sup>ok</sup>, vanisher's graft<sup>ok</sup>

**Boon** The exemplar can arrange a meeting between the PCs and a high ranking cleric of the church, arrange for spells to be cast by a cleric of the Kaga at a 25% discount, or arrange for one PC to be resurrected free of charge.

# **SPECIAL ABILITIES**

**Authority (Ex)** The harbinger is a high-ranking member of the Church. As such, every member of the church is generally well-disposed toward the harbinger. The initial reaction from non-hostile members is generally improved one step. This authority comes at a price. The harbinger must obey the will of the Kaga at all times or lose the ability to prepare spells until an atonement spell is received from a high ranking member of the church.

**Bauble (Su)** The harbinger may infuse some of her own magical energies into tokens and baubles. Spells imbued into a bauble may be activated as a full round action. When a spell is imbued into a bauble, the harbinger loses the ability to use the spell slot until the bauble is activated. As a standard action, a harbinger may dispel the magic of a bauble, and regain the user of her spell slot next time she rests.

**Graft (Su)** The harbinger can graft items into his body, gaining additional item slots. When he gains a new graft, he may select one of the following: hands, feet, head, headband, neck, ring (extra slot), or wrist for the location to gain an additional slot. The harbinger's body does not physically gain these body parts; he benefits from wearing additional items. Harbingers usually use those slots to gain additional grafts.

Item Recharge (Su) The harbinger may use his own energy to recharge a magic item. Spending one hour channeling magical energies into a device can add an extra charge to an object that can be used 1/day or add two charges to an item that can be used 3/day or more. Consumables (i.e. scrolls, potions and wands) may not be recharged this way.

**Metamorphosis** (**Su**) As the harbinger grows in power, he takes on the aspects of a construct. Each metamorphosis makes the harbinger more powerful, but less human.

**Power Tap (Su)** Three times a day, the harbinger may draw power from a consumable to increase his caster level by one. Drawing the power is a free action that does not provoke attacks of opportunity. This ability can be used on any spell of 3rd level or lower, and the drained consumable must be of the same level or higher than the spell being cast. Using power tap uses up a charge of the consumable, as though it had been activated.

The exemplar is representative of the great sacrifice harbingers make on behalf of the Kaga. Her humanity is hard to discern beneath the changes wrought upon her. Her drive to root out even more magical knowledge from the hidden places of the world seems almost a mechanical drive rather than an obsession. As most harbingers that reach this point, she will likely continue to serve until the last of her humanity is overtaken by the machine.

# PHOENIX GUARD TERRORISTS

As zealous followers of the Cult of the Emissary, the Phoenix Guard engages in strikes against the Dominion, the Janus Horde, and the Protectorate. They persecute priests of other faiths and sabotage and destroy civic and military sites. Only Queen Thais appears to take their threat seriously, but that may change as the terrorists continue to run rampant across the territories unopposed.



# MILITIAMAN

CR 4

#### XP 1,200

Male human (Cardosian) fighter (phalanx soldier) 5 LN Medium humanoid

Init +5; Senses Perception +1

#### **DEFENSE**

AC 22, touch 11, flat-footed 21 (+ 8 armor, +1 Dex, +3 shield)

**hp** 62 (5d10+30)

Fort +7, Ref +2, Will +2

**Defensive Abilities** stand firm

# **OFFENSE**

Speed 20 ft.

**Melee** mwk spear +9 (1d8+5/x3) or mwk gladius<sup>№</sup> +9 (1d8+5/19-20)

Ranged javelin +6 (1d6+3)

Special Attacks phalanx fighting, ready pike

# **STATISTICS**

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

**Base Atk** +5; **CMB** +8; **CMD** 19 (+1 vs. bull rush, overrun, trip)

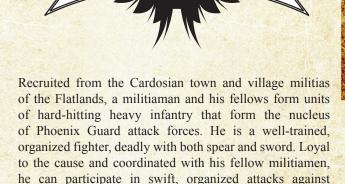
**Feats** Improved Initiative, Power Attack, Shield Focus, Weapon Focus (gladius, spear), Weapon Specialization (gladius, spear)

**Skills** Climb +3, Intimidate +7, Profession (soldier) +5, Swim +3

**Languages** Common

Combat Gear potion of cure moderate wounds, flasks of alchemist's fire (2), smokesticks (3), vial of antitoxin; Other Gear masterwork spear, masterwork gladius<sup>NE</sup>, +1 banded mail, masterwork heavy steel shield, wooden holy symbol

**Boon** A militiaman can shelter and provision the PCs in a Phoenix Guard safe house for up to three days, providing a secret haven to rest and recuperate.



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# ADVANCE SCOUT

CR 7

XP 3,200

Male human (Cardosian) ranger (skirmisher) 5/rogue 3 N Medium humanoid

unsuspecting targets and leave devastation in his wake.

Init +8; Senses Perception +12

#### **DEFENSE**

AC 18, touch 14, flat-footed 14 (+ 4 armor, +3 Dex, +1 dodge)

**hp** 46 (3d8+5d10+21)

Fort +8, Ref +12, Will +4; +1 vs. traps

Defensive Abilities evasion, trap sense +1

# **OFFENSE**

Speed 30 ft.

**Melee** mwk gladius<sup>NE</sup> +10/+5 (1d8+2/19-20) or throwing axe +9/+4 (1d6+2)

**Ranged** +1 composite bow +12/+7 (1d8+3/x3) or throwing axe +10 (1d6+2)

**Special Attacks** favored enemies (animal +2, human +4), sneak attack +2d6

## **STATISTICS**

Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8 Base Atk +7; CMB +9; CMD 23

**Feats** Deadly Aim, Dodge, Endurance, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run

**Skills** Acrobatics +10, Climb +13, Disable Device +10, Handle Animal +7, Knowledge (geography) +8,

Knowledge (local) +6, Perception +12, Stealth +15, Survival +9 (+11 track), Swim +13

# **Languages** Common

**SQ** favored terrain (forest +2), hunter's bond (dog companion), hunter's trick (chameleon step), rogue talent (camouflage), track +2, wild empathy +4

Combat Gear potions of cure moderate wounds (2), large combustible sphere<sup>NE</sup>, small combustible spheres<sup>NE</sup> (3),; Other Gear +1 composite longbow (+2 Str) and 20 arrows, masterwork shortsword, throwing axes (2), +1 studded leather armor, cloak of resistance +1, studded collar<sup>NE</sup> (dog), masterwork thieves' tools

**Boon** An advance scout can reconnoiter an area for the PCs, providing information on occupants, numbers, and defenses, including traps. Alternately, he can provide free training for one of the PC's animals.

An advance scout reconnoiters ahead of Phoenix Guard attack groups, noting troop strengths, defenses, and other tactical information for their groups. Often they are called engage the enemy with guerilla tactics. They will use their Disable Device skill to sabotage bridges, wagons, or the saddles of enemy cavalrymen. Arson is a common tactic. If sent to kill or debilitate enemy troops an advance scout, often in coordination with others of his kind, will snipe targets of opportunity. Their dog companions can be used to savage down and wounded opponents. One trick they often teach their pets is to feign a wounded paw, limping and whimpering to lure a target into sneak attack range.

# **EMISSARY CULTIST**

**CR 10** 

#### XP 9,600

Female human (Cardosian) cleric of the Emissary 8/rogue 3

N Medium humanoid

Init +2; Senses Perception +10

#### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+ 7 armor, +2 Dex) **hp** 72 (11d8+19)

Fort +8, Ref +7, Will +10; +1 vs. traps

Defensive Abilities evasion, trap sense +1

# **OFFENSE**

Speed 20 ft.

**Melee** +1 gladius<sup>NE</sup> +11/+6 (1d8+1/19-20) or mwk dagger +11/+6 (1d4/19-20)

**Special Attacks** channel positive or negative energy (DC 16, 4d6 damage, 5/day)

Spell-Like Abilities (CL 8th, concentration +15)

**6/day -** calming touch (1d6+4 nonlethal healing, removes fatigued, shaken, sickened)

#### **Supernatural Abilities**

1/day - unity (use saving throw in place of allies' within 30 ft )

8 rounds/day - freedom's call, liberation

Cleric Spells Prepared (CL 8th, concentration +15)

**4th** - freedom of movement [D], greater magic weapon, tongues

**3rd** - blindness/deafness (DC 16), meld into stone, prayer, remove curse<sup>D</sup>, searing light

**2nd** - aid, bear's endurance, grace, remove paralysis [D], spiritual weapon

**1st** - bless<sup>D</sup>, command (DC 14), divine favor, obscuring mist, sanctuary (DC 14), shield of faith

**0** - detect magic, detect poison, guidance, resistance

## STATISTICS

Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 14 Base Atk +8; CMB +10; CMD 20

**Feats** Agile Maneuvers, Bludgeoner, Combat Casting, Extra Channel, Extra Rogue Talent, Versatile Channeler, Weapon Finesse

**Skills** Bluff +11, Disable Device +11, Disguise +12, Heal +7, Knowledge (religion) +8, Perception +10, Sense Motive +13, Sleight of Hand +9, Spellcraft +8, Stealth +11

# Languages Common

**SQ** aura, domains (community, liberation), rogue talents (fast stealth, surprise attack)

**Combat Gear** potion of cure serious wounds, potion of eagle's splendor, scrolls of augury and silence, wand of hold person (30 charges); **Other Gear** +1 gladius<sup>NE</sup>, masterwork dagger, +1 glamered breastplate, pearl of power (1st), rope of climbing, healer's kit, silver holy symbol

**Boon** A cultist can provide free healing to PCs in desperate need, arrange a kidnap attempt on an NPC, or organize a Phoenix Guard strike to provide PCs with a needed distraction.

The true minds behind the Phoenix Guard, Emissarists hatch the plots their troops expedite. Often an Emissary cultist is in command of units of militiamen supported by advance scouts. She will strike to destroy public records, kill or drive out enemy military units, or destroy temples. A favored tactic is to have her men attack one target to draw attention. With the citizenry and military distracted by a raid, sabotage, or arson, she and one or two advance scouts will strike at a temple, taking an enemy cleric prisoner for persecution at her leisure.

# PROTECTORATE ARTILLERISTS

The military arm of the Forger's Guild, the artillerists are responsible for the crafting and maintenance of the Protectorate's mighty engines of war. They are the keystone of the Protectorate forces, the heart of the country's offensive as well as defensive might. When not in the field, they will often wander in search of foreign technology to study and learn from, usually while incognito.

# JUNIOR ENGINEER

CR 2

# **XP 600**

Female human (Arman) machinesmith (combat engineer) 3



NG Medium humanoid
Init +4; Senses Perception +6

### **DEFENSE**

**AC** 15, touch 12, flat-footed 13 (+ 3 armor, +2 Dex) **hp** 23 (3d8+6) **Fort** +4, **Ref** +5, **Will** +1

### **OFFENSE**

Speed 20 ft.

**Melee** mwk warhammer +3 (1d8/x3) or dagger +2 (1d4/19-20)

Ranged repeating light crossbow +4 (1d8/19-20)
Machinesmith Prototypes Prepared (CL 3rd)
1st - grease (DC 13), guardian drone<sup>CN</sup>, shield
Mechanus

Medium construct (humanoid); **Spd** 20 ft.; **AC** 15, touch 10, flat-footed 15 (+3 armor, +2 natural);

hp 21; Fort +1, Ref +1, Will +1; Melee slam +6 (1d8+3); Ability Str 17, Dex 11, Con -, Int -, Wis 10, Cha 1

### STATISTICS

Str 10, Dex 14, Con 12, Int 15, Wis 10, Cha 13 Base Atk +2; CMB +2; CMD 14

**Feats** Gunsmithing, Point Blank Shot, Skill Focus: Craft (gunsmithing)

**Skills** Craft (gunsmithing) +11, Disable Device +10, Knowledge (arcana) +8, Knowledge (engineering) +8, Perception +6, Profession (engineer) +5, Spellcraft +6, Use Magic Device +7

Languages Common, Ancient Arman, Sorcerous

**SQ** combat awareness, great work (mechanus), hardened materials, repair (2d6, 5/day), rough and ready, trapfinding

Combat Gear potions of cure light wounds (2), flasks of alchemist's fire (3); Other Gear masterwork repeating light crossbow and 20 bolts, masterwork warhammer, dagger, masterwork studded leather, masterwork artisan's tools, masterwork thieves' tools, sunrods (2)



**Boon** The combat engineer can repair firearms for the PCs free of charge, disarm traps on portable chests or items brought to her, or provide ammunition for PC firearms at a 10% discount.

### **SPECIAL ABILITIES**

**Combat Awareness (Ex)** The combat gains her Intelligence modifier as a bonus on all initiative rolls. This replaces crafter.

**Diminished Prototypes (Su)** The combat engineer prepares one less prototype of each level than normal.

**Greatworks (Su)** Mechanus The machinesmith has created an unintelligent automaton that obeys her commands.

**Hardened Materials (Ex)** Any item crafted by the combat engineer receives 3 bonus hit points. This replaces the combat engineer's 2nd level machinesmith trick.

**Prototypes (Su)** The combat engineer can create magically imbued prototypes that can mimic certain spells. She manufactures a small, hand-held prototype, and then imbues the prototype with mobius energy. Prototypes behave in some ways like spells. Their effects can be dispelled or resisted with spell resistance. Use the combat engineer's level as the caster level.

**Repair (Su)** A machinesmith can fix broken items with a mere touch, repairing 2d6 points of damage, up to 5 times per day. This ability can heal constructs.

**Rough and Ready (Ex)** Once per day the combat engineer can activate a single gadget or some function of her greatwork, that normally requires a standard action, as a swift action instead.

Junior engineers are responsible for much of the general maintenance and repair for the Protectorate war engines. Already skilled crafters and engineers, many will be promoted into the artillerist ranks by virtue of their diligence and talent. Well-equipped and trained in combat basics, junior engineers provide the bulk of the defense of artillery positions, should they be overrun by enemy forces.

### FORWARD OBSERVER

CR 6

### XP 2,400

Male P'Tan machinesmith 3/rogue 3/protectorate artillerist 1

AL size humanoid

Init +7; Senses darkvision 60 ft.; Perception +10

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+ 5 armor, +3 Dex) **hp** 45 (7d8+10)

Fort +6, Ref +9, Will +3; + 1 vs. traps
Defensive Abilities evasion, trapsense +1

### **OFFENSE**

Speed 30 ft.

**Melee** mwk shortsword +5 (1d6/19-20) or dagger +4 (1d4/19-20)

Ranged +1 repeating heavy crossbow +8 (1d10+1/19-20)

**Special Attacks** call barrage (DC 13, 2d10 fire and magic bludgeoning, 1/day), shadowspark (+7 ranged touch, 30 ft. range, 3d6 damage, 3/day), sneak attack +2d6

**Machinesmith Prototypes Prepared (CL 3rd)** 

1st - expeditious retreat, magnify vision<sup>CN</sup>, shield

### **STATISTICS**

Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 13 Base Atk +4; CMB +4; CMD 17

**Feats** Black Lightning Bolt<sup>NE</sup>, Daylight Adaptation<sup>NE</sup>, Improved Initiative, Skill Focus (Disable Device)

**Skills** Climb +5, Craft (blacksmithing) +13, Disable Device +13 (+16 to disarm traps), Knowledge (arcana) +11, Knowledge (engineering) +12, Perception +10 (+13 to find traps), Profession (engineer) +6, Stealth +11, Swim +5, Use Magic Device +11

Languages Common, Ancient Arman, Exodite, Khaynite SQ crafter, crafting expertise, great work (analyzer), machinesmith trick (extra analyzer charges), repair (2d6, 3/day), rogue talent (fast stealth), trapfinding Combat Gear alchemist's fire (2), pebbles of flame<sup>NE</sup>,

potions of cure light wounds (2), smokesticks (4); **Other Gear** +1 heavy repeating crossbow and 20 bolts, masterwork shortsword, daggers (2), +1 chain shirt, analyzer [+2 Knowledge (arcana) checks, detect magic and detect poison at will, death watch (1 charge)], true strike (1 charge), 8 charges per day), feather tokens (bird) (2), climbing kit, masterwork artisan's tools

**Boon** A forward observer can call a barrage on the location of enemies of the PCs, or scout one location for the PCs, noting numbers, defenses, and traps, if any.

### **SPECIAL ABILITIES**

**Call Barrage (Ex)** As a standard action, once per day, where the Protectorate has deployed its artillery, the protectorate artillerist can call a barrage on a target location. The barrage does 2d10 points of fire and magic bludgeoning damage (the damage is considered half fire and half magic bludgeoning) to a 30-foot radius area. Targets hit can make a **Ref** save for half damage (DC 10 + class level + **Int** mod). Targets must also make a **Fort** save (same DC) or be deafened for 5 minutes.

**Crafter (Ex)** The machinesmith adds +1 to all his Craft skill checks.

**Crafting Expertise (Su)** The machinesmith gains Craft Wondrous Item as a bonus feat.

**Greatworks (Su):** Analyzer The machinesmith has created a device that communicates audio and visual information. Using the analyzer is a standard action. The analyzer is tiny, has AC 10 (when not being held), hardness 5, hp 10. It can be held or worn. When worn, it utilizes the wrist magic item slot. The machinesmith can use some analyzer powers at will, while others expend charges. These charges return automatically if not used for 8 consecutive hours.

**Machinesmith Trick:** Extra Charges (Analyzer Augmentation) (Su) The machinesmith has learned to increase the output from the mobius core located in his analyzer, gaining 3 more charges.

**Prototypes** (Su) The machinesmith can create magically imbued prototypes that can mimic certain spells. He manufactures a small, hand-held prototype, and then imbues the prototype with mobius energy. Prototypes behave in some ways like spells. Their effects can be dispelled or resisted with spell resistance. Use the machinesmith's level as the caster level.

**Repair (Su):** A machinesmith can fix broken items with a mere touch, repairing 2d6 points of damage, up to 5 times per day. This ability can heal constructs.

Rare is the p'tan with the intelligence to pursue the study of engineering. However, some exceptional individuals exist, and the Protectorate has taken advantage and incorporated them into the artillerist ranks. Their natural inclinations toward stealth usually put them in the position of forward observers, units sent out to gather intelligence on enemy troop movements and call in artillery strikes where needed.

### **SENIOR ARTILLERIST**

**CR 10** 

### XP 9,600

Male human (Arman) gunslinger 1/rogue 5/protectorate artillerist 5

LN Medium humanoid

Init +7; Senses Perception +11



### **DEFENSE**

**AC** 19, touch 13, flat-footed 16 (+ 6 armor, +3 Dex) **hp** 70 (10d8+1d10+16)

Fort +8, Ref +12, Will +7; +1 vs. traps

**Defensive Abilities** evasion, gunslinger's dodge, trap sense +1, uncanny dodge

### **OFFENSE**

Speed 30 ft.

**Melee** +1 light mace +11/+6 (1d6+1) or bayonet +7 (1d6)

**Ranged** +1 musket +12 (1d12+1/x4)

**Special Attacks** call barrage (DC 18, 10d10 fire and magic bludgeoning, 5/day), Construct Weaknesses (attack weak point, siege expert), deadeye, master of machines (DC 18), sneak attack +3d6

### STATISTICS

Str 10, Dex 16, Con 12, Int 16, Wis 14, Cha 8 Base Atk +7; CMB +10; CMD 20

**Feats** Agile Maneuvers, Extra Grit, Gunsmithing, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload (musket), Signature Deed (deadeye), Skill Focus (disable device), Weapon Finesse, Weapon Focus (musket)

**Skills** Acrobatics +11, Climb +8, Craft (blacksmithing) +19, Craft (gunsmithing) +19, Disable Device +22 (+27 to disarm traps), Knowledge (arcana) +11, Knowledge (engineering) +17, Knowledge (geography) +11, Perception +11 (+16 to spot traps), Profession (engineer) +16, Ride +11, Sense Motive +10, Sleight of Hand +16, Stealth +10

**Languages** Common, Ancient Arman, Sorcerous **SQ** deeds (quick clear), grit (4 points), rogue talents (finesse roque, stand up)

**Combat Gear** potion of bull's strength, potion of cat's grace, potion of cure serious wounds; **Other Gear** +1 musket with 10 paper alchemical cartridges, 3 powderhorns, 30 bullets, +1 light mace, bayonet, +2

chain shirt, cloak of resistance +1, abacus, gunsmith's kit, masterwork artisan's tools

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**Boon** A senior artillerist can authorize the PCs to purchase firearms at a 10% discount from the Forger's Guild. Alternately, he can have one structure of the PCs choice demolished by artillery fire, provided doing so would not violate Protectorate law.

### **SPECIAL ABILITIES**

**Call Barrage (Ex)** As a standard action, five times per day, where the Protectorate has deployed its artillery, the protectorate artillerist can call a barrage on a target location. The barrage does 10d10 points of fire and magic bludgeoning damage (the damage is considered half fire and half magic bludgeoning) to a 30-foot radius area. Targets hit can make a Ref save for half damage (DC 10 + class level + Int mod). Targets must also make a Fort save (same DC) or be deafened for 5 minutes.

**Construct Weakness: Attack Weak Point (Ex)** The protectorate artillerist may ignore a construct's hardness.

**Construct Weakness: Bleed construct (Ex)** The protectorate artillerist's attacks may cause a construct to bleed or take ability damage or drain.

**Construct Weakness: Find weakness (Ex)** The protectorate artillerist may ignore a construct's DR.

**Construct Weakness: Siege Expert (Ex)** The protectorate artillerist deals double damage to inanimate structures.

Master of Machines (Su) The protectorate artillerist can attempt to take control of an uncontrolled construct. He must spend one round concentrating in full view of the construct. If he takes damage, he must make a concentration check, as if casting a zero-level spell, as a 5th level caster. At the end of the round, the construct must make a Will save (DC 10 + class level + Intelligence

mod) or be controlled by the artillerist for the next five minutes. This ability has no effect on constructs with an Intelligence score. Constructs that are actively controlled cannot be affected.

Usually in charge of a unit of artillery, a gaggle of junior engineers, and at least one forward observer, the senior artillerist's mission is often to breach enemy defenses or to destroy a particular piece of engineering, such as a bridge or dock. His ability to determine weak points in construction is a coveted skill and used to the best advantage of the Protectorate.

# PEXCEKEEPERS

Religious warriors of the Sanguine Covenant as well as the Protectorate, these fighting men and women are trained from the time they are children to serve the interests of the church and the state. They are fiercely loyal. They consider it their sworn duty to defend the Protectorate from both foreign enemies as well as local heretics and political dissidents.

### PEACEKEEPER TROOPER

CR 3

### XP 1,200

Male human (Arman) fighter (peacekeeper) 4 NG Medium humanoid

Init +3; Senses Perception +1

### **DEFENSE**

AC 21, touch 13, flat-footed 17 (+ 6 armor, +2 Dex, +1 dodge, +2 shield)

**hp** 38 (4d10+12)

Fort +6, Ref +3, Will +3; +1 vs. fear, +2 vs. mind-affecting

Defensive Abilities bravery +1

### **OFFENSE**

Speed 20 ft.

**Melee** mwk longsword +9 (1d8+5/19-20)

Ranged mwk heavy crossbow +8 (1d10+2/19-20)

**Special Attacks** diligence (religious fervor, 7 rounds/day)

### TACTICS

Base statistics When not using religious fervor, the peacekeeper trooper has no bonus vs. mind-affecting effects; **Melee** mwk longsword +7 (1d8+3/19-20); **Ranged** mwk heavy crossbow +6 (1d10/19-20)

### **STATISTICS**

Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Base Atk +4; CMB +7; CMD 19

**Feats** Cleave, Dodge, Endurance, Intimidating Prowess, Iron Will, Power Attack

Skills Intimidate +8, Knowledge (religion) +6, Ride +1 Languages Common **Combat Gear** potion of cure moderate wounds; **Other Gear** masterwork longsword, masterwork

heavy crossbow and 10 bolts, masterwork chainmail, masterwork heavy steel shield, silver holy symbol, light horse (combat trained), military saddle

**Boon** A peacekeeper trooper can accompany the PCs on a mission for up to three days provided it coincides with his alignment, religious conviction, and political loyalties.

### SPECIAL ABILITIES

**Skills** A peacekeeper replaces Knowledge (dungeoneering) with Knowledge (religion) in his class skills.

**Diligence: Religious Fervor (Ex)** Once per day, as a swift action, the peacekeeper may enter a religious trance that lasts up to 7 rounds. While in the trance, the peacekeeper gains a +2 sacred bonus to attack rolls, weapon damage, and Will saves against mind-affecting spells. This ability replaces armor training 1.

The trooper is the rank and file of the Protectorate Peacekeepers, ready to do his duty either on the battlefield or in the streets of Arman cities. His religious fervor serves him well, strengthening him in battle. He looks kindly on his fellow citizens, so long as they do nothing against the law or the scripture of the Covenant.

### PEACEKEEPER OFFICER

CR 6

### XP 2,400

Female human (Arman) fighter (peacekeeper) 7 LN Medium humanoid

Init +0; Senses Perception +1

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+ 9 armor, +1 dodge) **hp** 64 (7d10+21)

Fort +7, Ref +2, Will +3; +2 vs. fear

**Defensive Abilities** bravery +2, diligence (faith is a mountain +7)

### **OFFENSE**

Speed 20 ft.

Melee +1 greatsword +13/+8 (2d6+7/19-20)

Ranged masterwork heavy crossbow +8 (1d10/19-20)

**Special Attacks** diligence (all is possible through faith +7), weapon training (heavy blades +1)

### **STATISTICS**

Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 14

Base Atk +7; CMB +10; CMD 20

**Feats** Cleave, Diehard, Dodge, Great Cleave, Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

**Skills** Intimidate +15, Knowledge (religion) +10, Ride

**Languages** Common

**Combat Gear** potions of *cure moderate wounds* (2); **Other Gear** +1 *greatsword*, masterwork heavy crossbow and 10 bolts, +1 *agile half-plate*, feather token (whip), heavy horse (combat trained), military saddle, silver holy symbol

**Boon** A peacekeeper officer can help the PCs purchase magical or mundane armor and weapons at a 10% discount, or put in a good word with the Sanguine Covenant, providing a +2 circumstance bonus to social skills when dealing with local Covenant clergy.

### **SPECIAL ABILITIES**

**Skills** A peacekeeper replaces Knowledge (dungeoneering) with Knowledge (religion) in her class skills.

**Diligence:** All is Possible Through Faith (Su) Once a day, as a swift action, the peacekeeper gains a bonus to CMB equal to her class level for one round. This ability replaces armor training 1.

**Diligence: Faith is a Mountain (Su)** Once a day, as a swift action, the peacekeeper gains a bonus to her CMD equal to her class level for one round. This ability replaces armor training 2.

The Peacekeeper officer is the stalwart leader of squads of troopers, perhaps leading patrols to maintain the safety and security of the city, hunting known heretics evading the law. Or she may be a battlefield officer, using her troops to bolster the lines and the morale of Protectorate troops at war. Her faith and skill at arms make her a fierce and determined opponent.

### PEACEKEEPER COMMANDER

**CR 10** 

XP 9,600

Female human (Arman) fighter (peacekeeper) 11 LN Medium humanoid

Init +2; Senses; Perception +10

### **DEFENSE**

AC 25, touch 12, flat-footed 23 (+ 10 armor, +1 Dex, +1 dodge, +3 shield)

hp 98 (11d10+33)

Fort +9, Ref +5, Will +4; +3 vs. fear Defensive Abilities bravery +3

### **OFFENSE**

Speed 30 ft.

**Melee** +1 chain sword<sup>NE</sup> +17/+12/+7 (1d8+6/19-20) or mwk longsword +15/+10/+5 (1d8+4/19-20)

**Ranged** +1 composite longbow +14/+9/+4 (1d8+4/x3) **Special Attacks** weapon training (flails +2, heavy blades +1)

Spell-Like Abilities (CL 11th)

1/day - shield of faith

### STATISTICS

Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10 Base Atk +11; CMB +14; CMD 25



Feats Bleeding Critical, Critical Focus, Combat Expertise, Dodge, Greater Trip, Improved Critical (chain sword), Improved Disarm, Improved Trip, Intimidating Prowess, Improved Vital Strike, Iron Will, Mobility, Vital Strike Skills Intimidate +17, Knowledge (engineering) +16, Knowledge (religion) +16, Perception +10, Ride +9 Languages Common, Ancient Arman, Sorcerous SQ fiery speech, zealous argument

**Combat Gear** potion of bull's strength, potion of cure serious wounds, potion of delay poison; **Other Gear** +1 chain sword<sup>NE</sup>, +1 composite longbow (+3 Str) and 20 arrows, masterwork longsword, dagger, +1 full plate, +1 heavy steel shield, cloak of resistance +1, heavy horse (combat trained), military saddle, silver holy symbol

**Boon** A peacekeeper commander can assist in finding brave and loyal fighters. A character with the Leadership feat gains a +2 bonus to his score when recruiting followers. Other PCs can hire mercenaries at a 20% discount.

### **SPECIAL ABILITIES**

**Diligence: Fiery Speech (Su)** Once per day, if the peacekeeper spends at least five minutes before a battle speaking to her troops, they gain a bonus to their first saving throw equal to half her class level. This ability replaces armor training 1.

**Diligence: Shield of faith (Sp)** As a move action, the peacekeeper may call upon the power of the Sanguine Lord to protect her. This acts as a *shield of faith* spell with the caster level equal to his class level. This ability replaces armor training 2.

**Diligence: Zealous Argument (Su)** Once per day the peacekeeper may add her class level to any Charismabased check. This ability replaces armor training 3.

The Peacekeeper commander is usually in charge of a garrison, sending her troops where they are most needed. When the need for her to join the combat comes, she exhorts her men on to victory. Lashing at opponents from

the back rank with her chain sword, if need be she will draw he blade and fill a gap in the line should one of her brethren fall.

# SECTION OMEGAID HUNTERS

The primary function of the id hunters is the tracking and neutralization of those psychic individuals that have refused the offers from Section Omega during initial contact. At this point, their job is to subdue the subject and affix a psychic annihilator. Failing that they will terminate the individual.

### **HUNTER TRAINEE**

CR 5

XP 1,600

Male human (Nasian) psychic warrior 6 LN Medium humanoid

Init +5; Senses Perception +11

### **DEFENSE**

**AC** 18, touch 11, flat-footed 17 (+ 7 armor, +1 Dex) **hp** 48 (6d8+18)

Fort +7, Ref +3, Will +5

### **OFFENSE**

Speed 30 ft.

**Melee** +1 heavy flail +7 (1d10+3/19-20) or longsword +6 (1d8+2/19-20)

Ranged sling +5 (1d4+2)

Special Attacks martial power, maneuver, trance

Psychic Warrior Powers Known (ML 6th, power points 21, concentration +13)

**2nd** - animal affinity, detect hostile intent, dissolving weapon

**1st** - catfall, detect psionics, empty mind<sup>p</sup>, force screen, metaphysical weapon<sup>p</sup>

### STATISTICS

Str 14, Dex 13, Con 14, Int 10, Wis 16, Cha 8
Base Atk +4; CMB +6; CMD 17

**Feats** Combat Manifestation, Focused Sunder, Improved Initiative, Improved Sunder, Power Attack, Skill Focus (Survival), Speed of Thought

**Skills** Acrobatics +7, Autohypnosis +11, Diplomacy +3, Knowledge (psionics) +9, Perception +11, Spellcraft +8, Survival +11

**Languages** Common

**SQ** path skill, warrior's path (weaponmaster)

Combat Gear potion of cure moderate wounds, potion of jump, psionic tattoos of float and vigor; Other Gear +1 heavy flail, longsword, sling and 10 bullets, +1 chainmail, light horse (war trained) and military saddle Boon A trainee can arrange a meeting between the PCs and an id hunter field operative or psychic overseer, or pass a message to a higher ranking member of Section Omega on their behalf.

### SPECIAL ABILITIES

**Maneuver** The psychic warrior can expend his psionic focus as an immediate action when an enemy attacks. He can make a single melee attack against that enemy and then take a 5-foot step. The enemy's attack is resolved first.

**Martial Power** When the psychic warrior makes a melee attack, he can manifest one of his path powers as part of that attack action. The power takes effect immediately after the attack has been finished. Touch range powers are transmitted through the melee attack.

**Psionic Proficiency (Ex):** The psychic warrior treats his base attack bonus as equal to his psychic warrior level for the purposes of requirements for psionic feats.

**Path Skill** As part of his warrior's path, the psychic warrior gains a +2 bonus to Acrobatics.

**Trance** While maintaining psionic focus, the psychic warrior gains a +1 competence bonus on attack rolls made with a weapon (natural weapons do not count for this benefit).

**Warrior's Path** The psychic warrior has chosen to adhere to the weaponmaster path. He gains the two powers associated with the path, and they do not count against his total number of powers known. Knowledge (nobility) is a class skill.

Trainees are those psychically gifted that have accepted service with Section Omega but have not yet reached a level of proficiency to begin development of id hunter powers. They normally remain cloistered at Section Omega headquarters, but those of sufficient skill are occasionally taken on field assignments. Usually they are taken as back up when a renegade psion or wilder of dangerous power needs to be neutralized.

### **ID HUNTER FIELD OPERATIVE**

CR 9

XP 6,400

Female human (Arman) wilder 7/id hunter 3 N Medium humanoid

Init +6; Senses Perception +11

### **DEFENSE**

AC 20, touch 15, flat-footed 16 (+ 5 armor, +1 deflection, +2 Dex, +2 dodge)

**hp** 64 (10d8+15)

Fort +4, Ref +6, Will +9; +4 vs. illusions

**Defensive Abilities** elude attack +2; Weakness psychic enervation

### **OFFENSE**

Speed 30 ft.

Melee +1 punch dagger +8/+3 (1d4+1/x3)

Ranged +1 blowgun +10/+5 (1 + poison)







Special Attacks mental suppression (DC 16), psiphon (+7 touch, 1d3 power points) surge blast (+9 ranged touch, 30 ft. range, 3d6 damage), surging euphoria +1 Wilder Powers Known (ML 10th, power points 100, concentration +17)

5th - catapsi (DC 18)

4th - power leech (DC 17)

3rd - energy wall (fire), solicit psicrystal

**2nd** - defy gravity, energy stun (fire) (DC 15)

**1st** - control flames, energy ray (fire)

### **STATISTICS**

Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 16 Base Atk +7; CMB +7; CMD 19

Feats Combat Manifestation, Expanded Knowledge, Favored Energy (fire), Improved Initiative, Psicrystal Affinity, Skill Focus (Survival), Third EyeSos, Weapon Focus (ray)

Skills Acrobatics +12, Diplomacy +11, Knowledge (psionics) +10, Perception +11, Sense Motive +10, Spellcraft, +10, Stealth +12, Survival +14 (+17 to track, +20 to track psionic creatures)

### **Languages** Common

SQ improved surge bond, psicrystal, psionic track, student's surge, surge bond, wild surge +3

Combat Gear dorje of force screen (50 charges), potion of cure moderate wounds, psionic tattoos of detect psionics, fortify, and vigor, 2 psychic annihilators; Other Gear +1 blowgun and 10 darts coated with bloodroot poison, +1 punch dagger, +2 studded leather armor, ring of protection +1, psychic shocker<sup>so</sup>

Boon The field operative can track and locate a single NPC for the PCs, or identify the function of up to five psionic items for them.

### **SPECIAL ABILITIES**

Elude Attack (Ex) The wilder gains a +2 dodge bonus to her Armor Class.

Improved Surge Bond A student wilder gains the Expanded Knowledge feat as a bonus feat.

Manifesting Every level, the id hunter gains additional power points per day and access to new powers as if she had gained a level in the manifesting class she belonged to before adding the prestige class.

Mental Suppression (Su) As a free action, by expending psionic focus following a successful use of Psiphon, the id hunter can force her target to make a Will save (DC 10 + class level + Cha modifier) or be unable to manifest psionic powers or use psi-like abilities until the end of the id hunter's next turn.

Psiphon (Su) As a standard action, the Id Hunter can make a touch attack against a psionic creature. If the attack hits, she deals damage as though using an unarmed strike; however, instead of dealing hit point damage, she instead drains that many power points from her target. The Id Hunter' must be psionically focused to use this ability.

Psychic Enervation Immediately following each wild surge, the wilder has a 15% chance to be overcome by the strain of her effort. If the wilder is overcome by psychic enervation, then she is dazzled for a number of rounds equal to the level of wild surge used and loses a number of power points equal to her normal manifester level (the increase in manifester level from her wild surge does not increase the number of power points lost). If the wilder suffers psychic enervation again while still suffering from a previous psychic enervation, the penalties stack (additional -1 to attack rolls and sight-based Perception checks) and the duration resets.

Psionic Track (Su) As long as she maintains psionic focus, the id hunter gains a bonus on Survival checks to track equal to her class level. If she is tracking is a psionic creature, she adds double her class level instead.

**Student's Surge** The wilder has received some formal training in psionics, but still uses raw emotions to empower her abilities.

**Surge Blast (Su)** The wilder can channel her wild surge into a blast of energy. Expending her psionic focus, the wilder can make a 30 ft. ranged touch attack that deals 1d6 points of force damage for every +1 to her wild surge. Example: Amonai, a 15th level wilder has wild surge +5, and thus deals 5d6 with his surge blast. Surge blasts do not trigger psychic enervation.

**Surge Bond** The wilder gains the Psicrystal Affinity feat as a bonus feat.

**Wild Surge (Su)** The wilder can invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. She pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

A wilder trained as an id hunter has value in the field. Her assertive personality is an asset in negotiating with those reasonable enough to listen. Should the target reject an offer, or refuse to negotiate in the first place, then her psionic powers and surge abilities offer options for swift containment and neutralization of the target.

### ID HUNTER STRIKE TEAM LEADER CR 12

### XP 19,200

Male human (Cordellian) monk 4/psychic warrior 4/id hunter 5

LE Medium humanoid

Init +7; Senses; Perception +14

### DEFENSE

**AC** 19, touch 17, flat-footed 17 (+ 2 armor, +2 Dex, +1 monk, +4 Wis)

hp 74 (12d8+16)

Fort +12, Ref +11, Will +13; +2 vs. enchantment Defensive Abilities evasion, slow fall 20 ft., still mind

### **OFFENSE**

Speed 40 ft.

**Melee** unarmed strike +11/+6 (1d8+2) or unarmed strike flurry of blows +9/+9/+9(1d8+2) or +1 kama +12/+7(1d6+3) or +1 kama flurry of blows +10/+10/+10(1d6+3)

Ranged mwk light crossbow +12 (1d8/19-20)

**Special Attacks** assassin's path maneuver (+2d6), assassin's path trance (+2), mental suppression (DC 14), overwhelm (DC 19), psiphon (+10 touch, 1d8 power points), stunning fist (DC 19, 5/day), vampiric psiphon

Psychic Warrior Powers Known (ML 9th, power points 42, concentration +17)

**3rd** - dimension slide, ectoplasmic form, empathic feedback

2nd - psionic scent, strength of my enemy, wall walker

**1st** - detect psionics, distract<sup>w</sup>, force screen, grip of iron, prevenom weapon<sup>w</sup>

### STATISTICS

Str 14, Dex 14, Con 13, Int 10, Wis 18, Cha 8 Base Atk +9; CMB +12; CMD 24

**Feats** Combat Manifestation, Greater Psionic Fist, Improved Grapple, Improved Initiative, Mirror Mind<sup>50</sup>, Psionic Fist, Psionic Meditation, Scorpion Style, Skill Focus (survival)

**Skills** Acrobatics +12, Autohypnosis +13, Climb +10, Diplomacy +4, Intimidate +7, Knowledge (psionics) +15, Perception +14, Sense Motive +9, Spellcraft +11, Stealth +12, Survival +14 (+19 to track, +24 to track psionic creatures)

Languages Common

**SQ** ki pool (magic), maneuver training, psionic track, warrior's path (assassin)

**Combat Gear** potions of cure serious wounds (2), 2 psychic annihilators; **Other Gear** +1 kama, masterwork light crossbow and 10 bolts, amulet of mighty fists +1, bracers of armor +2, cloak of resistance +1, gloves of object reading, lesser psionic restraints<sup>50</sup>, psychic shocker<sup>50</sup>

**Boon** The team leader can arrange the capture and delivery of an NPC of 12th level or less to the PCs, so long as the NPC has no value to Section Omega or the Imperial Alliance.

### SPECIAL ABILITIES

**Maneuver** When the psychic warrior strikes an enemy with a melee attack and there are no other enemies adjacent to him, he can expend his psionic focus to deal an additional 2d6 damage.

**Manifesting** Every level, the id hunter gains additional power points per day and access to new powers as if he had gained a level in the manifesting class he belonged to before adding the prestige class.

Mental Suppression (Su) As a free action, by expending psionic focus following a successful use of Psiphon, the id hunter can force his target to make a Will save (DC 10 + class level + Cha modifier) or be unable to manifest psionic powers or use psi-like abilities until the end of the id hunter's next turn.

**Overwhelm Mind (Su)** When the id hunter uses Psiphon to reduce a creature to 0 power points, or against non-psionic creatures or a psionic creature that currently has no power points remaining, the id hunter can expend his psionic focus to force that creature to make a Will save (DC 20 + Cha modifier) or fall unconscious for 1d4 minutes. This is considered a mind-affecting effect.

**Path Skill** As part of his warrior's path, the psychic warrior gains a +2 bonus to Stealth.



**Psionic Proficiency (Ex)** The psychic warrior treats his base attack bonus as equal to his psychic warrior level for the purposes of requirements for psionic feats.

**Psionic Track (Su)** As long as he maintains psionic focus, the id hunter gains a bonus on Survival checks to track equal to his class level. If he is tracking is a psionic creature, he adds double her class level instead.

**Psiphon (Su)** As a standard action, the Id Hunter can make a touch attack against a psionic creature. If the attack hits, he deals damage as though using an unarmed strike; however, instead of dealing hit point damage, he instead drains that many power points from his target. The Id Hunter' must be psionically focused to use this ability.

**Trance** While maintaining psionic focus, the psychic warrior gains a +2 competence bonus on damage rolls.

Vampiric Psiphon (Su) The id hunter gains a number of power points equal to the amount he drains from an opponent using Psiphon. The id hunter may not exceed his normal maximum power points, although he can continue to drain power points from his target even if he has maximum power points.

**Warrior's Path** The psychic warrior has chosen to adhere to the assassin path. He gains the two powers associated with the path, and they do not count against his total number of powers known. Stealth is a class skill.

Section Omega sends out strike team leaders when the target is not a budding psychic, but one that has already developed powers without the knowledge of the organization. These individuals usually will not accede to Section Omega's demands. Since they are able to put up considerable resistance, a strike team leader and his fellow operatives will usually be dispatched. The end result is usually the death of the individual being tracked.



# PSYCHIC OVERSEERS

This arm of Section Omega provides vigilant surveillance of the public at large, forever on the watch for unregistered and uncontrolled psychic activity. They also provide training for psionic individuals brought into the ranks. When the situation calls for it, overseers will join id hunters in the pursuit and elimination of dangerous targets, particularly if the target has been marked.

### OVERSEER APPLICANT

CR 6

### XP 2,400

Female human (Nasian) psion (telepath) 7 LN Medium humanoid Init +5; Senses Perception +1

### **DEFENSE**

**AC** 12, touch 11, flat-footed 11 (+ 1 armor, +1 Dex) **hp** 42 (7d6+21) **Fort** +4, **Ref** +4, **Will** +9

### **OFFENSE**

Speed 30 ft.

Melee +1 quarterstaff +3 (1d6)

Ranged light crossbow +4 (1d8/19-20)

**Special Attacks** mental intrusion

**Psi-Like Abilities** 

At will - detect psionics

Psion Powers Known (ML 6th, 56 power points, concentration +9)

4th - mind control (DC 17), telekinetic maneuver

**3rd** - dispel psionics, false sensory input, mental barrier, psionic blast (DC 16)

**2nd** - brain lock, compelling voice, id insinuation, read thoughts (DC 15)

**1st** - empathic connection, force screen, inertial barrier, mindlink, telepathic lash (DC 14)

### **STATISTICS**

Str 8, Dex 12, Con 12, Int 16, Wis 13, Cha 14 Base Atk +3; CMB +2; CMD 13

**Feats** Craft Wand, Force of Will<sup>50</sup>, Improved Initiative, Iron Will, Psychic Sense<sup>50</sup>, Scribe Tattoo, Toughness **Skills** Autohypnosis +11, Bluff +12, Diplomacy +12,

Knowledge (psionics) +13, Sense Motive +11, Spellcraft +13

**Languages** Common, Balite, Cavian, Gavean **SQ** discipline (telepathy), discipline talents

**Combat Gear** potion of cure moderate wounds, psionic tattoos of empty mind, force screen, and inertial barrier; **Other Gear** +1 quarterstaff, light crossbow and 10 bolts, bracers of armor +1, cloak of resistance +1

**Boon** An applicant can provide dorjes and psionic tattoos to the PCs at a 10% discount, providing that doing so would not violate Section Omega rules. Alternately she can use her influence and psionic powers to provide the PCs with requested information concerning a particular NPC (consider this an automatic success on a DC 30 Diplomacy check to gather information.)

### **SPECIAL ABILITIES**

**Detect psionics (Ps):** The psion can use *detect psionics* at will, as long as she maintains psionic focus. This does not require any power point expenditure, and the power cannot be augmented.

**Mental Intrusion (Ex)** As long as she maintains psionic focus, the psion increases the save DC of any mindaffecting power manifested by 1 for every 2 power points spent augmenting the power, provided the augmentation does not already increase the power's save DC. She may spend additional power points augmenting a mind-affecting power's save DC even on a power that normally does not have any augment options.

A psion trained within Section Omega is often on the track to become a psychic overseer, especially if they are gifted in the areas of telepathy or clairvoyance. However, there are many roles within the organization that can be filled by a gifted psion. Many are utilized to craft psionic devices for use by the organization's agents, or to inscribe psionic tattoos upon agents for use in the field.

### **PSYCHIC OVERSEER**

**CR 10** 

XP 9,600

Female human (Sametian) seer 7/ psychic overseer 4 LN Medium humanoid

Init +7; Senses; Perception +16

### **DEFENSE**

AC 15, touch 13, flat-footed 12 (+ 2 armor, +1 Dex, +2 dodge)

**hp** 70 (11d6+29)

Fort +4, Ref +4, Will +11

### **OFFENSE**

Speed 30 ft.

Melee +1 quarterstaff +5 (1d6)

Ranged light crossbow +6 (1d8/19-20)

Psi-Like Abilities (ML 11th, concentration +14)

At will - detect psionics

Psion Powers Known (ML 11th, power points 148, concentration +14)

**6th** - greater precognition, retrieve

**5th** - clairtangent hand, pierce the veil, power resistance, second chance

**4th** - aura sight, intellect fortress, remote viewing, trace psychoport

**3rd** - dispel psionics, escape detection, fate link, ubiquitous vision

**2nd** - breach, clairvoyant sense, object reading, sensitivity to psychic impressions

**1st** - defensive precognition, demoralize, destiny dissonance, force screen, missive, precognition

### STATISTICS

Str 8, Dex 12, Con 12, Int 18, Wis 14, Cha 14 Base Atk +5; CMB +4; CMD 15

**Feats** Dodge, Force of Will<sup>SO</sup>, Improved Initiative, Iron Will, Psionic Dodge, Psionic Endowment, Psionic Initiative<sup>SO</sup>, Psionic Meditation, Toughness

**Skills** Autohypnosis +16, Bluff +9, Diplomacy +16, Intimidate +9, Knowledge (arcana) + 18, Knowledge (psionics) +18, Perception +16, Sense Motive +9, Spellcraft +18, Use Magic Device +9

Languages Common, Balite, Cavian, Gavean

**SQ** fast sweep, focused sweep, follow mark, mark target (DC 17), mind sweep, recovered information

**Combat Gear** dorje of energy ray (electricity, 3d6, 50 charges), psionic tattoo of defy gravity, potion of cure serious wounds, shard (Use Magic Device +5), 2 psychic annihilators; **Other Gear** +1 quarterstaff, light crossbow and 10 bolts, bracers of armor +2, headband of vast intelligence +2

**Boon** A psychic overseer can locate a psionic NPC or an NPC in possession of psionic items for the PCs, or maintain surveillance on that NPC's location for up to three days on their behalf.

### **SPECIAL ABILITIES**

**Detect psionics (Ps)** The psion can use *detect psionics* at will, as long as she maintains psionic focus. This does not require any power point expenditure, and the power cannot be augmented.

**Fast Sweep (Su)** The psychic overseer can perform a mind sweep (regular or focused) in one minute.

**Focused Sweep (Su)** Instead of sweeping a broad area, she can make a mental scan of a 5 mile radius sphere centered on herself and know, down to the nearest 100 ft., the location of all psionic creatures and objects within the affected area.



**Follow Mark (Su)** The psychic overseer can detect a mind marked by either the mark target or the mark mind class feature. As a standard action, she may determine if such a mind is within 1 mile, and, if so, in what direction the marked mind can be found.

**Manifesting** Every level, the psychic overseer gains additional power points per day and access to new powers as if she had gained a level in the manifesting class she belonged to before adding the prestige class.

Mark Target (Su) The psychic overseer can mark a target in a limited fashion. Once per day, she can attempt to mark a target in line of sight by maintaining line of sight on the target for one minute. The target must make a successful Will save (DC 15 + Cha modifier) or be subjected to a mark detectable by all psychic overseers. This mark lasts for 24 hours.

**Mind Sweep (Su)** By meditating for 10 minutes, the psychic overseer can take a mental survey of a 110 square mile area. She is aware of all psionic creatures within this area and their general direction, although she cannot pinpoint their location within the swept area.

**Recovered Information (Su)** The seer, as long as she maintains psionic focus, can learn about any two psionic effects currently in effect (if any) on a target that successfully saves against a Clairsentience power she's manifested. Each subsequent successful save against a Clairsentience power she manifests transfers information about another two psionic effects currently in effect (if any) on the target. If there are no psionic powers in effect on the target that she does not already know, then she learns information about any two psionic items the creature currently possesses, as if you she had identified the items. This effect does not give any information on artifacts.



Psychic overseers with a focus in clairsentience serve Section Omega in the usual manner of detecting psychically active individuals and approaching them peacefully with the choice of joining the organization or taking the psychic annihilator. In the case of dangerous psionic creatures, they are often the ones to accompany a team of id hunters, as their additional means of uncovering information on the target as well as determining their location provide a complimentary skill set to the hunters' abilities.

### **OVERSEER TASKMASTER CR 14**

### XP 38,400

Female gevet telepath 10/psychic overseer 5
LE Medium outsider (native)

Init +7; Senses darkvision 60 ft.; Perception +15

### **DEFENSE**

**AC** 17, touch 15, flat-footed 14 (+ 1 armor, +2 deflection, +1 Dex, +2 dodge, +1 natural) **hp** 80 (15d6+25)

Fort +7, Ref +7, Will +13 Resist fire 5

### **OFFENSE**

Speed 30 ft.

**Melee** +1 psychokinetic quarterstaff +7/+2 (1d6+1d4)

**Ranged** +2 heavy crossbow +9 (1d10+2/19-20)

Special Attacks mental intrusion

Psi-Like Abilities (ML 15th, concentration +20)

At will - detect psionics

Psion Powers Known (ML 15th, 212 power points, concentration +20)

8th - mind seed

**7th** - crisis of life (DC 21), decerebrate (DC 21), psychosis (DC 21), ultrablast (DC 21)

**6th** - aura alteration, sustained flight, temporal acceleration, trigger power

**5th** - catapsi, metaconcert, mind probe (DC 19), psychic crush (DC 19)

**4th** - correspond, death urge (DC 18), memory modification(DC 18), mind control (DC 18)

**3rd** - crisis of breath (DC 17), dispel psionics, hostile empathic transfer (DC 17), mind trap

**2nd** - brain lock (DC 16), compelling voice (DC 16), mass missive, read thoughts (DC 16)

**1st** - conceal thoughts, empathic connection, force screen, inertial armor, mindlink, telepathic lash (DC 15)

### STATISTICS

Str 9, Dex 12, Con 12, Int 20, Wis 14, Cha 14 Base Atk +7; CMB +6; CMD 17

**Feats** Dodge, Force of Will<sup>so</sup>, Improved Initiative, Inquisitor, Iron Will, Power Penetration, Psionic Dodge, Psionic Endowment, Psionic Initiative<sup>so</sup>, Psionic Meditation, Toughness

**Skills** Autohypnosis +15, Bluff +15, Disguise +15, Diplomacy +20, Knowledge (arcana) +23, Knowledge (psionics) +23, Perception +15, Sense Motive +20 (+22 vs. Bluff, +32 if focus expended), Spellcraft +23, Use Magic Device +15

**Languages** Common, Aklo, Balite, Cavian, Gavean **SQ** fast sweep, focused sweep, follow mark, mark mind, mark target, mind sweep, outsider blood, telepathy **Combat Gear** potions of cure serious wounds (2), potion of protection from fire, potion of remove blindness/deafness, 2 psychic annihilators; **Other Gear** +1 psychokinetic quarterstaff, +2 heavy crossbow and 10 bolts, amulet of natural armor +1, boots of landing, bracers of armor +1, cloak of resistance +1, headband of mental prowess +2 (Int and Wis), ring of protection +2

**Boon** The overseer taskmaster can attempt to extract information from an NPC's mind on behalf of the PCs, under the pretense of an official investigation. Alternately, he can use his influence to make one NPC more responsive to the PCs (treat as a Diplomacy roll of 40 to change the initial attitude of an NPC on behalf of the PCs).

### SPECIAL ABILITIES

**Detect psionics (Ps)** The psion can use *detect psionics* at will, as long as she maintains psionic focus. This does not require any power point expenditure, and the power cannot be augmented.

Fast Sweep (Su) The psychic overseer can perform a mind sweep (regular or focused) in one minute.

**Focused Sweep (Su)** Instead of sweeping a broad area, she can make a mental scan of a 5 mile radius sphere centered on herself and know, down to the nearest 100 ft., the location of all psionic creatures and objects within the affected area.

**Follow Mark (Su)** The psychic overseer can detect a mind marked by either the mark target or the mark mind class feature. As a standard action, she may determine if such a mind is within 1 mile, and, if so, in what direction the marked mind can be found.

**Manifesting** Every level, the psychic overseer gains additional power points per day and access to new powers as if he had gained a level in the manifesting class he belonged to before adding the prestige class.

Mark Mind (Su) Once per day, the psychic overseer may permanently mark the mind of a creature so that other psychic overseers can detect it. Mark mind has a range of line of sight, and can even be used remotely by a psychic overseer using the remote viewing power (this ends remote viewing's effect, but does not require a concentration check). If the psychic overseer maintains line of sight to his target for one full minute, the target must make a Will save (DC 20 + Cha modifier) or be subjected to a mark detectable by all psychic overseers. A marked creature can remove the mark via miracle, psychic chirurgery, reality alteration or wish. Mind blank and similar effects suppress the mark's effect, but do not remove it.

Mark Target (Su) The psychic overseer can mark a target in a limited fashion. Once per day, he can attempt to mark a target in line of sight by maintaining line of sight on the target for one minute. The target must make a successful Will save (DC 15 + Cha modifier) or be subjected to a mark detectable by all psychic overseers. This mark lasts for 24 hours.

**Mental Intrusion (Ex)** As long as he maintains psionic focus, the psion increases the save DC of any mindaffecting power he manifests by 1 for every 2 power points spent augmenting the power, provided the augmentation does not already increase the power's save DC. He may spend additional power points augmenting a mind-affecting power's save DC even on a power that normally does not have any augment options.

**Mind Sweep (Su)** By meditating for 10 minutes, the psychic overseer can take a mental survey of a 110 square mile area. He is aware of all psionic creatures within this area and their general direction, although he cannot pinpoint their location within the swept area.

**Outsider blood** Gevet count as both outsider (native) and human for any effect related to race.

A powerful telepath that becomes a high ranking overseer can be a terrifying thing. He is ruthlessly devoted to the cause of Section Omega. His coercive skills are formidable. However, should anyone refuse to join or pose an active threat, his mental prowess can dismantle foes in vicious and terrible ways.

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