



Partatingi Monster Codex



Aaron Hollingsworth & Mark Gedak





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Authors	Aaron Hollingsworth & Mark Gedak
Editing	Perry Fehr
Porphyra Logo	Rick Hershey
Art	Brett Neufeld
Layout	Mark Gedak
Publisher	Purple Duck Games

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When Brave Imahu encountered the sphinx whilst flying over the Glass Sands of the Ghadab, the Sphinx did say, "Solve this riddle, lest I claw out your lungs, eat your liver, and let you fall from this sky in which you now trespass! What is golden when it is young, silver when it is old, and jade when it is in love?"

Brave Imahu took a long moment to consider the riddle before asking, "If I answer you truthfully, will you let me pass through your sky unharmed?"

The sphinx, hungry for the liver of the parrot-man, did not hesitate. "You have my promise!"

Brave Imahu sighed in relief. "Oh, good. The truth is, Oh sphinx, I haven't the faintest idea. Thank you for your fairness in this matter. And with my thanks, I also offer apologies for trespassing in your sky. Peace be with you."

Too perplexed to speak or act, the sphinx only hovered in doubtful confusion, and let Brave Imahu continue on his journey.

Partatingi

High above the everyday business of island jungles, above the complex food webs of the deepest rainforests, and above the petty squabbles of wingless humanoid tribes, there dwells a people who watches and wonders what it's all about. Partatingi, at a distance, appear as nothing more than man-sized parrots that simply fly away should one draw to near. In truth, they are a highly sophisticated race of sage-like bird-folk, often in tune with nature and with little want for modern entrapments.

According to their own myths, and disputed by both elementalists and deists, when the Old Gods created reality from nothing, Doubt appeared on its own. The Old Gods all hated Doubt, for it made them uncertain, and an uncertain god cannot be sure of its own perfection. The Old Gods tried to destroy Doubt by creating many wondrous things. But Doubt merely made room for the new things, and remained. They tried to drown and hide Doubt by forcing it into the bottom of the sea. But Doubt would always float back up to the surface. The Old Gods tried locking Doubt away in a gilded cage, but Doubt remained and mocked them through the bars. Doubt was an often annoying and comical presence, although it did not always mean to be. Eventually, Doubt broke free from its cage and flew to freedom, high into remote places. Over the ages, most people distrusted Doubt, because if they trusted in it, then they found they could trust nothing else.

It is simultaneously believed and doubted among the

partatingi that they were sprung from Doubt. Yet, if they are certain of one thing, it is that Doubt is their greatest gift. Doubt is easier to cast than any spell, and can even undo some forms of magic, if the will is strong. Doubt helps one avoid unnecessary conflicts and ventures. Most importantly, Doubt keeps their minds open to new ways of thinking and learning. For the partatingi, a mind full of certainty is as good as a dead one. They say that to keep the mind young and fresh imparts similar benefits to the body, and that is why they live for so very long. They say this only half-believing, as they do all things.

If indeed necessity breeds invention, this may explain why partatingi have never invented anything. Born with powerful beaks and sharp talons, they have little need for tools or weapons. Naturally adorned with vibrant feathers, they view clothing as a redundancy. Endowed with powerful wings, they need no steeds to carry them across the land. If they try to invent anything, it is usually new modes of thought, philosophy, and art; because they struggle less for survival than other races, partatingi can afford these academic luxuries that are usually reserved for wealthy urbanites.

Partatingi society has no hierarchy, as they have little need for one. They tend to be self-reliant and self-taught when it comes to their basic needs. When living space and food is in short supply, the young adults embark on journeys for new habitats. Such quests are rare, however, on account of the race's low rate of breeding.

Partatingi only interact with non-partatingi when they feel that there is something to be learned, whether to satisfy curiosity or to ensure peace. When it comes to the conflicts of others, partatingi would rather observe at a safe distance before deciding if the trouble might ever reach their own branches. It is easier to be lofty than lucky.

In their adventuring, partatingi rarely abandon the role of a skeptical philosopher, whether they are a learned mage, a savage warrior, or some mixture of the two. While not a war-like people, they make excellent warriors. While not formally academic in their education, they are knowledgeable thinkers.

In faith and religion, the majority of partatingi usually gravitate toward agnosticism, since they are often unsure of which of the New Gods to follow and they prefer what comes after death to be a surprise. When heeding the call of divine spellcasting, they draw their power from Doubt itself. To doubt is divine, they say.

Facts about Partatingi

- Partatingi take interest in learning about other races and cultures for the benefits recreational learning and understanding potential enemies. They are usually willing to engage strangers in conversation from high vantage points, often listening more than speaking.
- Partatingi do not build their homes, but make their roosts in the highest trees and mountain caves, out of sight of “civilized” areas.
- Partatingi appreciate all forms of humor except cracker jokes.
- Most adult partatingi carry a small satchel with them to carry all their possessions. Usually, they politely refuse gifts with the phrase, “It will only weigh me down.” Should a partatingi accept a gift, it is considered a great honor for the giver.
- A community of partatingi, called a congress, might keep a shared hoard of hidden riches to be used in times of great peril. They never carry money on them if they can help it.

Partatingi are native to the Seven Principalities. They were first seen in [Heroes of the Seven Principalities](#) and more information can be found here <http://porphyra.wikidot.com/partatingi>

New Rules

The following section details alternate racial traits, three racial archetypes, a cleric domain, and new feats and spells favored by partatingi.

Alternate Racial Characteristics

The following racial characteristics may be selected instead of existing partatingi racial characteristics.

Feet Hands: Partatingi with this racial trait can use their feet as well as normal humanoid hands for the purpose of wielding weapons, using tools, etc. When fighting, they use their wings and tail to maintain their balance, and can use any weapon they are proficient with without penalty.

This replaces the wing-hands and natural attacks racial characteristics.

Honest Observer: Partatingi gains a +2 racial bonus to Diplomacy and Perception checks.

This replaces the tail balance racial characteristic.

Strong Beak: Partatingi with this racial characteristic gain a primary bite attack that deals 1d8 damage with a x3 crit multiplier.

This replaces natural attacks racial characteristic.

Vibrant Plumage: Partatingi with this racial trait gain a +4 racial bonus to Stealth checks made in tropical environments.

This replaces the tail balance racial characteristic.

Racial Archetypes

Partatingi have served as wizard’s familiars, as dangerous shrieking combatants, and proficient fighting mages.

Grown Familiar (Wizard Archetype)

As a tiny infant, you were mistaken for a normal parrot, and served as a wizard’s familiar during your childhood. Now that you are grown, and a wizard yourself, you still retain some the benefits of being a familiar.

Innate Arcane Bond (Ex, Sp) A grown familiar does not possess a familiar or a bonded object. Instead grown familiars gain a number of benefits as if they were their own familiar as listed below.

- At 1st level, you gain Alertness and Skill Focus as a bonus feats.
- At 2nd level, you gain evasion. You cannot use this ability when carrying a shield, carrying a medium or heavy load, or if you are wearing armor of any kind.
- At 3rd level, you gain a +1 luck bonus to your touch attack rolls.
- At 4th level, your natural armor increases by 1.
- At 5th level, you learn 1 additional language of your choice.
- At 7th level, you can speak to any avian animal, at will, as per *Speak with animals*.
- At 9th level, your natural armor increases by 1.
- At 11th level, you add your Intelligence modifier in addition to your Con modifier to Fortitude saves made against spells and spell-like abilities.
- At 13th level, you can cast *scrying* once per day as a spell-like ability.
- At 15th level, your natural armor increases by 1.
- At 18th level, your natural armor increases by 1.
- At 20th level, your natural armor increases by 1.

Resplendent Quill (Magus Archetype)

For some paratatingi, the quill is mightier than the sword. Resplendent quills are magi known for their magical plumage. Transforming their feathers into magical blades and armor, they are never ill-equipped for combat.

Arcane Quill (Su) At 1st level, the resplendent quill gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a resplendent quill can expend 1 point from his arcane pool as a swift action to transform a feather on one of his wing-hands into the any light bladed weapon that the resplendent quill is proficient with for 1 minute. The resplendent quill cannot be disarmed of this weapon, but it can be broken or destroyed as normal. The resplendent quill can throw this weapon, but it becomes a normal feather after the attack roll is resolved. For every four levels beyond 1st, the weapon gains a +1 enhancement bonus, to a maximum of +4 at 17th level. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, or speed*.

A resplendent quill can only transform one feather in this way at one time. If he uses this ability again, the first use immediately ends.

This alters and replaces the arcane pool class feature.

Magnificent Plumage (Su) At 7th level, a resplendent quill gains a +2 natural armor bonus to his natural armor. This bonus only remains in effect as long as the resplendent quill has at least 1 point in his arcane pool. At 13th level, this bonus increases by +2.

This replaces the medium armor and heavy armor class features gained at 7th and 13th level.

Magus Arcana

Resplendent quills gain access to the following magus arcana.

Flamboyant Magic (Su) When the magus casts a spell with somatic component, you exaggerate the movement with a flash of your plumage. This increases the Spellcraft DC to identify your spell as it is cast by +4.

Screeching Flyer (Unchained Monk Archetype)

The terror of dark jungle canopies who perch in wait for humanoid intruders, the screeching flyer hones his aggression for bringing down his wingless enemies lower than the ground they stride upon. Focused and utterly ruthless, the screeching flyer blends discipline and deception into a frightening fighting style of avian fury.

Skills A screeching flyer adds Bluff to his list of class skills, and loses Stealth as a class skill.

Unarmed Strike At 1st level, screeching flyer's unarmed attacks can be delivered with his wing-hands, talons, or beak. His unarmed strike deals bludgeoning, piercing, and slashing damage.

This alters unarmed strike, and replaces his natural weapons granted by his racial traits.

Wings of Cloud and Thunder (Ex) A screeching flyer has trained his wing-hands to disguise his movements and cloud his opponent's vision. He adds his Dex bonus in place of his Cha to Bluff checks when feinting in melee. At 1st, 4th, 8th, 12th, 16th, and 20th levels they gain an additional +1d8 to unarmed damage rolls against targets who fail against the screeching flyer's feint checks.

This replaces stunning fist, as well as all the abilities that scale with it.

Improved Feint (Feat) At 2nd level, the screeching flyer gains the Improved Feint feat as a bonus feat, even if he does not meet the requirements.

This replaces the monk bonus feat gained at 2nd level.

Ki Pool (Su) Whenever the screeching flyer spends ki points they must emit an ear-piercing scream. Any attempts to use the Stealth skill automatically fail for that round.

This alters ki pool gained at 4th level.

Raptor's Red Rain Dance (Ex and Su) At 5th level, a screeching flyer adds his level to all Fly checks. By spending 1 point from his ki pool as a swift action, a screeching flyer gains a +20 bonus on Fly checks made for 1 round.

This replaces purity of body.

Evasive Flight (Ex) At 6th level, when flying, the screeching flyer adds her Wis bonus to Reflex saves in addition to her Dex bonus.

This replaces the bonus feat gained at 6th level.

Parrot's Scream (Sp) At 19th level or higher, a screeching flyer can emit a terrible shriek, as if using the spell *wail of the banshee*. Using this ability is a standard action that consumes 3 points from his ki pool. His caster level for this effect is equal to his unchained monk level. He can only affect one target at a time with this ability.

This replaces flawless mind.

Ki Powers

The following additional ki powers are available to screeching flyers.

Nut-Crack Beak (Su): Whenever the screeching flyer scores a critical hit with an unarmed strike against an enemy, he can spend 3 ki points as an immediate action to crack their skull open. If the target succeeds at a Fortitude saving throw (DC = 10 + 1/2 the flyer's level + the flyer's Wisdom modifier), it dies. If the saving throw is successful, the target takes 1d4 points of ability damage to each of its mental ability scores (Intelligence, Wisdom, and Charisma). A screeching flyer must be at least 16th level before selecting this ki power.

Targets that are immune to precision damage are also immune to this ability.

Doubt Domain

The doubt domain can be selected by any partatingi with domains regardless of their faith or patron deity.

Granted Powers: You use the power of Doubt and uncertainty to remain calm and carry on.

Instill Doubt (Su) As a standard action, you can propagate uncertainty in a target within 30 ft. The target must succeed a saving throw DC 10 + 1/2 cleric level + cleric Wis modifier, or become shaken for 1 round, +1 additional round per 5 cleric levels you possess. This an enchantment-effect, not a fear-effect. The target becomes shaken even if they are immune to the shaken condition. Targets without an Intelligence score are not affected by this ability. This ability can be used a number of times per day equal to 3 + Wisdom modifier.

Reasonable Doubt (Ex) At 6th level, you become immune the confused, shaken, and frightened conditions. At 20th level, you become immune to all mind-affecting effects.

Domain Spells: 1st—*detect chaos/evil/good/law* (choose one), 2nd—*owl's wisdom*, 3rd—*blindness/deafness*, 4th—*discern lies*, 5th—*true seeing*, 6th—*mass owl's wisdom*,

7th—*symbol of stunning*, 8th—*greater spell immunity*, 9th—*foresight*

Feats

The following feats open up additional ability options for partatingi.

Feather Darts

You are able to throw your quills like darts.

Requirements: Con 13, partatingi

Benefit: As a standard action, you can pluck one of your own feathers and throw it as if it were a dart (1d4 damage, x2 crit, Range 20 ft.). Once a feather is thrown, it breaks and cannot be reused. If your Constitution is 20 or higher, your feathers count as masterwork darts.

Free Fletcher

When crafting arrows, you use your own feathers to fletch them.

Requirements: Craft (bows) 3 ranks, partatingi

Benefit: You reduce the cost of the arrows you make by 20%. In addition, the range of these arrows when shot from a bow you crafted is increased by 20 ft.

Pilfering Plumage

You are able to hide things in your feathers.

Requirements: Skill Focus (Sleight of Hand), partatingi

Benefit: You gain a +4 racial bonus to Sleight of Hand checks made to hide small items on your person.

Spells

The following spells are exclusive to partatingi.

Suspect Motives

School enchantment (compulsion)[mind-affecting]

Level bard 1, inquisitor 1, rook 1, wizard 1

Components V

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Your target's heart is filled with mistrust. They may not benefit from flanking or teamwork feats, if they fail their saving throw.

Squawk of Doom

School necromancy [fear, sonic]

Level bard 1, cleric 1, magus 1, witch 1, wizard 1

Components V

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level (D)

You fill your voice with the power of Doubt. While this spell is active and you are struck in combat by melee attacks, you let out an immediate squawk that renders your attacker shaken for one round.

Tickle Feathers

School transmutation

Level bard 1, druid 1, hetaera 1, magus 1, wizard 1

Components V

Casting Time 1 swift action

Range personal

Target you

Duration 1 round/level (D)

When you are grappled by a single target, your feathers come to life to tickle them. You gain a +4 bonus to CMB checks or +4 bonus to Escape Artist checks to break free of the grapple.

Whistling Paratingi

School transmutation

Level druid 1, primordial mystic 1

Components V, S

Casting Time 1 full-round action

Range 1 mile

Area 1-mile-radius, centred on you; see text

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You change the weather in the local area to a light drizzle. A light drizzle reduces visibility ranges by one-quarter, resulting in a -2 penalty on Perception checks. It has a 25% chance of extinguishing small unprotected flames. It has no effect on ranged attacks or movement. Whistling paratingi has no effect if cast while you are indoors or underground.

Zone of Civil Discourse

School enchantment (compulsion) [mind-affecting]

Level cleric 3, inquisitor 3, paladin 3, witch 3, wizard 3

This functions exactly like *zone of truth*, only those effected in the zone are also affected as per *calm emotions*.

Example Partatingi

The following sample partatingi characters fill common partatingi archetypes.

Inquisitive Partatingi

It is good to know what is going on around the islands, no matter how trivial. These nosy partatingi are always gathering information and working as informants for their people. Sometimes, they might work as spies for non-partatingi.

Partatingi Gossip (CR 2; XP 600)

Partatingi unchained rogue 2

N Medium humanoid (partatingi)

Init +1; **Senses** Perception +9 (+13 see below)

Defense

AC 13, touch 11, flat-footed 12

(+1 armor, +1 Dex, +1 natural)

hp 12 (2d8)

Fort +0, **Ref** +3, **Will** -1

DR 3/— (quilted cloth); **Defensive Abilities** evasion

Offense

Speed 30 ft., fly 30 ft. (average)

Melee bite +2 (1d4), talons -3 (1d4) or mwk sickle +3 (1d6)

Special Attacks sneak attack +1d6

Statistics

Str 10, **Dex** 13, **Con** 10, **Int** 16, **Wis** 8, **Cha** 17

Base Atk +1; **CMB** +1; **CMD** 12

Feats Skill Focus (Perception), Weapon Finesse

Skills Appraise +8, Bluff +8, Craft (traps) +8, Fly +6,

Diplomacy +8, Knowledge (local) +8, Linguistics +12,

Perception +9 (+13 conversations, concealed objects),

Sense Motive +6, Stealth +6, Use Magic Device +8; **Ra-**

cial Modifiers +4 Linguistics, +2 Perception (+4 conver-

sations, concealed objects), +2 Sense Motive,

Languages Aquan, Celestial, Common, Draconic,

Dwarven, Elven, Partatingi, Orcish, Protean

SQ gifted linguist, honest observer, parroting speech (2

minutes, *ventriloquism*), rogue talent (canny observer),

trapfinding +1, wing-hands

Combat Gear impact foam, *potion of cure light wounds*

[2], *potion of vanish* [2]; **Gear** book of letters, chess

board, 6 darts, diary of secrets, ink, inkpen, invisible ink

(good) [2], mwk sickle, quilted cloth armor; **Coins** 31

gp

Gossips are found throughout town casually listening.

Partatingi Detective (CR 5; XP 1,600)

Partatingi investigator 6

NG Medium humanoid (partatingi)

Init +0; **Senses** Perception +12

Defense

AC 15, touch 10, flat-footed 15; +2 dodge vs. traps (+4 armor, +1 natural)

hp 34 (6d8+6)

Fort +3, **Ref** +5, **Will** +5; +4 vs. poison, +2 vs. traps

Offense

Speed 30 ft.; fly 30 ft. (average)

Melee bite +5 (1d8+1/x3) or +1 *shortsword* +8 (1d6+2/19-20)

Special Attacks studied combat, studied strike +2d6

Extracts Prepared (CL 6th)

2nd—*alter self* (x2), *investigative mind* (x2)

1st—*anticipate peril* (x2), *blend*, *keen sense*, *urban grace*

Statistics

Str 12, **Dex** 10, **Con** 12, **Int** 17, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 15

Feats Combat Expertise, Skill Focus (Diplomacy, Perception)

Skills Bluff +10, Diplomacy +14, Fly +9, Intimidate +11, Knowledge (local) +12, Linguistics +16, Perception +12, Sense Motive +9, Stealth +9 (+13 tropics); **Racial Modifiers** +4 Linguistics, +4 Stealth in the tropics

Languages Common, Draconic, Elven, Partatingi, Pro-
tean, plus 12 others

SQ alchemy +6, gifted linguist, inspiration (6/day), investigator talent (eidetic memory, empathy), keen recollection, parroting speech (6 minutes, *ventriloquism*), poison lore, poison resistance +4, strong beak, swift alchemy, trapfinding +3, trap sense +2, vibrant plummage, wing-hands

Combat Gear vial of acid/alchemist fire [7], *potion of bloodhound*; **Gear** alchemy crafting kit, formula book (*practical studies in criminology*), *hybridization funnel*, mithral shirt, portrait book, +1 *shortsword*; **Coins** 100 gp

Practical Studies in Criminology

(Formula Book Level 6 Investigator)

This simple tome is bound in leather.

Value 775 gp

Spells

2nd—*alter self*, *darkvision*, *investigative mind*

1st—*anticipate peril*, *blend*, *expeditious retreat*, *heightened awareness*, *keen sense*, *see alignment*, *urban grace*

Everyone is a suspect. Detectives find the truth.

Hunter-Gatherer Partatingi

These partatingi are most in tune with the natural environment, and excel in the collect of food. For non-partatingi, they might hire out their skills as prospectors for herbalists and fisherman.

Partatingi Windspeaker (CR 5; XP 1,600)

Partatingi druid (storm lord) 6

NG Medium humanoid (partatingi)

Init +0; **Senses** Eyes of the storm 10 ft; Perception +3

Defense

AC 18, touch 10, flat-footed 18

(+7 armor, +1 natural)

hp 34 (6d8+6)

Fort +6, **Ref** +2, **Will** +8

Offense

Speed 30 ft.; fly 30 ft. (average)

Melee bite +5 (1d4+1), talons +5 (1d4)

Ranged feather darts +4 (1d4)

Special Attacks wild shape 2/day

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

6/day—storm burst (1d6+3 nl)

Spells Prepared (CL 6th; concentration +8)

3rd—*call lightning* (R-DC 16), *rain of frogs*, *sleet storm*, *wind wall*

2nd—*animal messenger*, *bear's endurance*, *fog cloud*, *gust of wind* (F-DC 15), *heat metal*

1st—*endure elements*, *obscuring mist*, *pass without trace*, *tickle feathers*, *whistling paratingi*

0th (at will)—*create water*, *detect poison*, *purify food and drink*, *stabilize*

Domain Weather

Statistics

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

Feats Antagonize, Feather Darts, Natural Spell

Skills Acrobatics -3 (+1 to balance), Fly +6, Diplomacy +7, Knowledge (geography), Knowledge (nature) +12, Linguistics +5, Survival +14; **Racial Modifiers** +4 Acrobatics to balance, +4 Linguistics; **ACP** -3

Languages Common, Druidic, Partatingi, Sylvan

SQ gifted linguist, nature sense, parroting speech (6 minutes, *ventriloquism*), spontaneous domain casting, stormvoice, wild empathy +7, windwalker, wing-hands

Combat Gear *potion of cure moderate wounds* [3], *wand of call lightning* (8 charges); **Gear** +1 *blue dragonhide breastplate*, everburning torch, holly and mistletoe

Windspeakers act as guides and as defenders of the Seven Principalities.

Partatingi Marshal (CR 3; XP 800)

Partatingi inquisitor (green faith marshal) 4

NG Medium humanoid (partatingi)

Init +2; **Senses** Perception +13

Defense

AC 18, touch 11, flat-footed 17

(+6 armor, +1 Dex, +1 natural)

hp 25 (4d8+4)

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

Offense

Speed 30 ft.; fly 30 ft. (average)

Melee greatclub +5 (1d10+3)

Ranged composite longbow +4 (1d8+2/x3)

Special Attacks hawkeye +2 (4/day), judgement 2/day, solo tactics

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

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

Spells Prepared (CL 4th; concentration +5)

2nd (1/day)—*eagle's splendor*, *weapon of awe*

1st (4/day)—*aspect of the falcon*, *bowstaff*, *persuasive goad* (F-DC 12), *suspect motives* (W-DC 12)

0th (at will)—*acid splash*, *bleed* (W-DC 11), *brand* (F-DC 11), *disrupt undead*, *guidance*, *light*

Domain Eagle

Statistics

Str 15, **Dex** 12, **Con** 12, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 16

Feats Alertness, Intimidating Prowess, Hover, Lookout

Skills Fly +4, Intimidate +11, Knowledge (nature) +8, Perception +13, Sense Motive +11, Survival +8; **Racial Modifiers** +4 Acrobatics to balance, +4 Linguistics; **ACP** -4

SQ cunning initiative, familiar (hawk), feet hands, gifted linguist, parroting speech (4 minutes, *ventriloquism*), tail balance, track +2, wild lore

Languages Common, Partatingi

Combat Gear holy water [4], *potion of cure light wounds*, *potion of shield of faith*; **Gear** 20 arrows, breastplate, composite longbow (+2 Str), greatclub, holy symbol of Saren, spell component pouch; **Coins** 43 gp

Marshals are often devoted servants of Saren or Neria. They hunt down those that violate the natural sanctity of the Seven Principalities. They have nothing but animosity for the Bullsman that supported the tyranny of Asterion. Marshals tend to fight from the air, using their feet hands to fire arrows at opponents while hovering safely above combat. Marshals have a hawk familiar that helps them harry foes.

Partatingi Bravo

For these flamboyant partatingi, combat is as much a performance as a means of survival.

Partatingi Bravo (CR 11; XP 12,800)

Partatingi swashbuckler 12

CN Medium humanoid (partatingi)

Init +6; **Senses** Perception +3

Defence

AC 20, touch 18, flat-footed 13

(+1 armor, +1 deflection, +4 Dex, +3 dodge, +1 natural)

hp 70 (12d10)

Fort +4, **Ref** +12, **Will** +5

Defensive Abilities charmed life 3/day, dodging panache, evasive, kip-up, nimble +3, subtle blade

Offense

Speed 30 ft.; fly 30 ft. (average)

Melee +2 *heavy pick* +22/+17/+12 (1d6+6/x4)

Special Attacks bleeding wound +4, menacing swordplay, opportune parry and riposte, precise strike +12, superior feint, targeted strike

Statistics

Str 10, **Dex** 18, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +12; **CMB** +18 (+20 disarm); **CMD** 32

Feats Agile Maneuvers, Combat Reflexes, Dazzling Display, Deadly Stroke, Greater Weapon Focus (heavy pick), Quick Draw, Shatter Defenses, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Acrobatics +19, Diplomacy +4, Fly +19, Intimidate +17, Linguistics +4, Perception +3, Perform (dance) +17; **Racial Modifiers** +2 Diplomacy, +4 Linguistics, +2 Perception

SQ deeds (bleeding wound +4, derring-do, dodging panache, evasive, opportune parry and riposte, kip-up, menacing swordplay, precise strike, swashbuckler initiative, swashbuckler grace, subtle blade, superior feint, targeted strike), feet hands, gifted linguist, honest observer, panache (2), parroting speech (12 minutes, *ventriloquism*), swashbuckler's finesse, swashbuckler weapon training +2

Languages Common, Partatingi

Combat Gear *elixir of green dragon breath*; **Gear** *belt of tumbling*, belt pouch, book of letters, *bracers of armor* +1, *brooch of shielding*, *cloak of fiery vanishing*, *gauntlets of skilled maneuver* (disarm), +2 *heavy pick*, *ring of protection* +1; **Coins** 250 gp

Bravos are said to be found wherever danger lurks, or is it that they just draw chaos to wherever there are?

Resplendent Champion

Heroic scholars of conflict and magic, this partatingi magi keep the peace when times become dire.

Partatingi Resplendent Quill (CR 6; XP 2,400)

Partatingi magus (resplendent quill) 7

LG Medium humanoid (partatingi)

Init +1; **Senses** Perception -1

Defense

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 42 (7d8+7)

Fort +5, **Ref** +5, **Will** +4

Offense

Speed 30 ft., fly 30 ft. (average)

Melee bite +8 (1d4+3), talons +3 (1d4+1) or resplendent quill (+1 *kukri*) +11 (1d4+4/18-20)

Ranged mwk darts +7 (1d4+3)

Special Attacks arcane pool (6), spell combat, spellstrike

Spells Prepared (CL 7th; concentration +10, +16 def)

3rd—*cloak of winds*, *lightning bolt* (R-DC 16)

2nd—*aggressive thundercloud* (R-DC 15), *bull's strength*, *glitterdust* (F-DC 15), *time shudder*

1st—*enlarge person*, *mirror strike*, *shock shield*, *squawk of doom*, *tickle feathers*

0th (at will)—*acid splash*, *arcane mark*, *detect magic*, *mage hand*, *ray of frost*

Statistics

Str 16, **Dex** 12, **Con** 11, **Int** 16, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 19

Feats Arcane Strike, Combat Casting, Lightning Reflexes, Toughness

Skills Fly +11, Intimidate +11, Knowledge (arcana) +13, Linguistics +4, Spellcraft +13, Use Magic Device +11, Stealth +1 (+5 in tropics); **Racial Modifiers** +4 Linguistics, +4 Stealth in tropics

SQ gifted linguist, magus arcane (flambouyant magic, pool strike), parroting speech (7 minutes, *ventriloquism*), spell recall, vibrant plumage, wing-hands

Languages Common, Celestial, Draconic, Partatingi, Protean

Combat Gear *wand of shield*; **Gear** *cap of human guise*, spellbook (*On Being Awesome*), *spellguard bracers*, spell component pouch; **Coins** 45 gp

On Being Awesome

(Spellbook Level 7 Magus)

Made from the skin of several large barking geckos, this tome is further colorful with sigils and arcane marks.

Value 1,900 gp

Spells

3rd—*cloak of winds*, *lightning bolt*

2nd—*aggressive thundercloud*, *blur*, *bull's strength*, *glitterdust*, *pyrotechnics*, *time shudder*

1st—*chill touch*, *enlarge person*, *long arm*, *magic missile*, *mirror strike*, *squawk of doom*, *shock shield*, *sunderbreaker*, *thunderstomp*, *tickle feathers*

0th—all

Resplendent champions are able to move hidden through society, taking the form of a human child. When time comes for their services or protection, they toss off their cap to review their resplendent form.

Partatingi Unfortunates

On rare occasions, there are partatingi who are born without sentience, and behave in all ways like normal wild parrots.

Partatingi Unfortunates (CR 1; XP 400)

N Medium animal

Init +1; **Senses** low-light vision; Perception +10

Defense

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 18 (4d8)

Fort +4, **Ref** +5, **Will** +3

Offense

Speed 20 ft., fly 30 ft (average)

Melee bite +5 (1d6+2), talons +0 (1d4+1)

Statistics

Str 14, **Dex** 12, **Con** 10, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 16

Feats Skill Focus (Fly, Perception)

Skills Bluff +6, Fly +8, Perception +10

SQ sound mimicry

Special Abilities

Sound Mimicry (Ex) Unfortunates are excellent at learning and copying sounds they hear often. The unfortunate makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't keenly familiar with the person or type of sounds mimicked, it takes a -8 penalty on its Sense Motive check. The unfortunate has a +8 racial bonus on its Bluff check to mimic sounds it has listened to for at least 1 week.

"Pretty bird," squawk, "pretty bird".

Old Squawker

Elderly yet dangerous, old squawkers are irritable hermits that only lend help when certain conditions are met.

Partatingi Squawker (CR 11; XP 12,800)

Old partatingi unchained monk (screeching flyer) 12
LN Medium humanoid (partatingi)

Init +2; **Senses** Perception +20

Defense

AC 25, touch 21, flat-footed 22; +4 vs. AoO
+3 armor, +2 Dex, +1 dodge, +3 monk, +1 natural. +5 Wis)

hp 71 (12d10+12)

Fort +9, **Ref** +15, **Will** +9; +2 vs. enchantment

Defensive Abilities evasive flight, improved evasion

Offense

Speed 70 ft.; fly 30 ft. (average)

Melee unarmed strikes +13/+8/+3 (2d6+1) or flurry of unarmed strikes +13/+13/+13/+8/+3 (2d6+1)

Special Attacks elemental fury, flurry of blows, nut-crack beak (F-DC 20), one touch, style strike (headbutt, shattering punch), wings of cloud and thunder +3d8

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 11, **Wis** 20, **Cha** 9

Base Atk +12; **CMB** +12; **CMD** 25

Feats Crane Riposte, Crane Style, Crane Wing, Deflect Arrows, Dodge, Improved Feint, Improved Unarmed Strike, Mobility, Spring Attack

Skills Acrobatics +17 (+21 to balance), Bluff +17, Fly +29, Linguistics +4, Perception +20 ; **Racial Modifier** +4 Acrobatics to balance, +4 Linguistics, Bluff uses Dex to feint

SQ ki pool (10; cold iron, lawful, magic, silver), ki powers (nut-crack beak, elemental fury [electricity], ki visions, one touch, wholeness of body), parroting speech (12 minutes, *ventriloquism*), raptor's red rain dance, tail balance, wing-hands

Languages Common, Partatingi

Combat Gear *potion of cure moderate wounds* [2], *potion of remove disease*; **Gear** *amulets of mighty fists* +1, *bracers of armor* +3, *elemental gem (air)*, *headband of inspired wisdom* +2; **Coins** 32 gp

Squawkers have been around a long time, even serving deist forces in the NewGod Wars. Oh, they have stories to tell you, provided you remember to stay off of their lawn. If you are on their lawn, you will hear about it.

Familiar Friend

Ally and counselor to a great many academic leaders, the familiar friend lends aid in subtle and magnificent ways.

Partatingi Counselor (CR 9; XP 6,400)

Partatingi enchanter (grown familiar) 10

N Medium humanoid (partatingi)

Defense

AC 13, touch 12, flat-footed 11

(+2 Dex, +3 natural)

hp 61 (10d6+20)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities evasion

Offense

Speed 30 ft.; fly 30 ft. (average)

Melee bite +4 (1d4-1), talons -1 (1d4-1)

Special Attacks aura of despair (10 rounds), touch attacks +1

Spell-Like Abilities (CL 10th; concentration +14)
7/day—*dazing touch*

Spells Prepared (CL 10th; concentration +14)

5th—*hold monster* (W-DC 21), *telepathic bond*

4th—*charm monster* (W-DC 20), *control summoned creature* (W-DC 20) [2], *detect scrying*

3rd—*blood biography*, *heroism*, persistent *charm person* (W-DC 17), *suggestion* (W-DC 19)

2nd—*commune with birds*, heightened *delusional pride* (W-DC 18) [2], *demand offering* (W-DC 18), *see invisibility*

1st—*charm person* (W-DC 17), *discern next of kin* (W-DC 15), *heightened awareness*, *identify*, *suspect motives* (W-DC 17)

0th (at will)—*daze* (W-DC 16), *detect magic*, *message*, *read magic*

School enchantment; **Opposition** evocation, transmutation

Statistics

Str 8, **Dex** 14, **Con** 12, **Int** 19, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness, Craft Staff, Greater Spell Focus (enchantment), Heighten Spell, Iron Will, Persistent Spell, Skill Focus (Diplomacy), Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Bluff +5, Diplomacy +20, Intimidate +5, Knowledge (history) +17, Knowledge (nobility) +17, Knowledge (local) +17, Linguistics +21, Sense Motive +12;

Racial Modifiers +2 Diplomacy, +4 Linguistics, +2 Sense Motive

SQ honest observer, gifted linguist, parroting speech (10

minute, *ventriloquism*)

Languages Celestial, Common, Draconic, Elven, Orkish, Partatingi, Protean; *speaking with animals* (avians)

Gear spellbook (*critical conversations*), spell component pouch, *staff of charming*, *ring of counterspells* (*charm monster*); **Coins** 750 gp

Critical Conversations

(Level 10 Enchanter)

This thick book is coil bound allowing it to lie flat for reference. It has a good quality lock and the counsellor's personal sigil.

Value 9,650 gp

Opposition Schools evocation, transmutation

Spells

5th—*feblemind*, *hold monster*, *telepathic bond*, *thought-sense*

4th—*charm monster*, *control summoned creature*, *detect scrying*, *hypercognition*

3rd—*blood biography*, *heroism*, *mindlocked messenger*, *suggestion*

2nd—*commune with birds*, *demand offering*, *elemental speech*, *see invisibility*

1st—*charm person*, *deja vu*, *delusional pride*, *discern next of kin*, *heightened awareness*, *hypnotism*, *identify*, *memorize page*, *mindlink*, *suspect motives*

0th—all (less evocation and transmutation spells)

Counselors are seen throughout the Seven Principalities. They command positions of respect in councils, magocracies, and secret syndicates. As people of influence, they are often accompanied by a retinue of bodyguards.

Partatingikets

Though uncommon some partatingi are stunted and never reach their full height or weight. In most ways they are identical to partatingi except as follows:

- **Small:** Partatingikets are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Base Speed:** Partatingikets have a base speed of 20 feet. Their fly speed is unaffected.
- **Mimicry:** Partatingikets do not possess the parrotting speech racial characteristics but instead gain a +4 racial bonus to Perform (act).

Encounters

Partatingi are usually encountered individually, in mated pairs, or in groups of 4-8 called a congress.

Little Birds (CR 5)

Partatingi gossips sometimes work with unfortunates to provide a distraction for their activities.

Partatingi Unfortunates [3]

hp 18

Partatingi Gossip

hp 12

In the Jungle (CR 7)

In the deep jungles of the Seven Principalities it is up to Marshalls and Windspeakers to prevent Asterion's forces from rebuilding his ruined legacy.

Partatingi Marshal [2]

hp 25

Partatingi Windspeaker

hp 34

On Stakeout (CR 7)

When working a particularly dangerous case, smart partatingi detectives will employ the aid of a couple of gossips to act as lookouts.

Partatingi Gossip [2]

hp 12

Partatingi Detective

hp 34

Fabulous Comrades (CR 11)

There is no greater pairing of friends and rivals than a bravo and a resplendent quill.

Partatingi Resplendent Quill

hp 42

Partatingi Bravo

hp 70

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