Rite Publishing Presents

101 Mpc Boons







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101 Npc Boons

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Dedication: To my wife and children the best treasure I never asked for.

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Sometimes a situation arises when a gamemaster wants to reward the group for a successful encounter and finds a monetary or magical token is inappropriate to the situation, such as when looting the bodies is socially unacceptable or simply implausible. This is just one of many moments when a boon might be more fitting.

But what should you give them? You probably wouldn't just make up a dragon's hoard or bandit's stash on the fly, so why do the same thing with an NPC's boon? In order to make boon selection easier, we present 101 Boons!

Boon Categories

We sorted boons based on the environment of the NPC granting them. First we separated them by Urban, Rural, Frontier, Nautical, and Wilderness settings, and then further detailed those classifications where it was appropriate—considering the character's role, position, and status within the community or environment. You'll find a few of the characters given statistics and sprinkled throughout the text, giving you more than a name and a role, and better enabling you to involve the character in your story.

You won't find the boons broken out into the favor, skill and unique designations as discussed in Paizo's *GameMastery Guide*. Rather, we combined the entries into an overview of what the character is capable of, and willing to do and share with the adventurers. Sometimes this has a monetary value, but not always. There are no hard and fast rules on boons—but the best guideline I've found is to put myself in the character's place and consider what the party has done for them. What was saved? What was destroyed? What could have happened? What event was prevented? How important was all of this to the character and how will it impact the character's daily life? With those questions answered, I find it very easy to select an accurate level of gratitude.

Urban

Boons provided by Urban contacts often deal with the costs of city living as well as the wealth of social contacts and wide abundance of unusual trade goods. Certainly, a boon is an excellent way to introduce a potential cohort or follower from the Leadership feat, and the shared relationship provides the foundation for future travel and development. Such boons also offer an ideal method for gaining access to an exclusive prestige class or rare feat. The cosmopolitan environment brings the exotic and puts it within reach. Bonuses to skill checks provided by such boons should scale to the campaign's level-offering +2 at levels 1-4, +4 at levels 5-8, and +6 at levels 9-12. Beyond level 12, such bonuses should be potentially combined, representing the willingness of people to join together when assisting such renowned characters.



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City Guards

Beat Guard

Watchman Kendrick points out the notable taverns, inns, and quality shopkeepers in the local quarter, explaining the quirks of their proprietors and the hidden deals. Characters gain a bonus to Diplomacy checks for negotiating prices or gathering information when they mention "Watchman Kendrick told me to come here."

Characters can establish a long-term stay at a nearby inn for a 50% discount, thanks to Kendrick's recommendation to the proprietor. Kendrick regularly stops by to check on the group's condition and safety. He easily fulfills the role of a follower for a character with the Leadership feat.

Guard Officer

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Sergeant Birne knows the local small-time fences and can help locate a rare or unusual item, provided it is not one recently stolen or obviously owned by someone else, up to 500 gp value. The adventurers may enlist Sergeant Birne and his patrol (six warriors, see *GameMastery Guide*, page 260) to act as a one-time escort to a specific location. The guards fight to defend the members of the party, but will not die for them—fleeing if any of them suffers more than 50% of their HP or if two members die outright.

Guard Captain

Captain Dhalben knows the local gang territories as well as their leaders, and can provide their current ranges and rough sphere of influence. Some basic insights to their leadership and hideouts are provided.

The group might ask the Captain to dismiss non-violent charges or arrange the release of adventurers held either for questioning or perhaps on spurious accusations. The captain causes records or warrants to disappear with no questions asked.



City Officials

Bureaucrat

Nigat provides a permit, maps, building plans, or a license without a bribe or the regular waiting time, or at a reduced cost. In addition to the obvious mundane uses, these documents might offer a bonus to Knowledge (local) checks or reveal otherwise lost portions of the city. Alternatively, he might offer unique tools or raw materials, like old seals or special parchment, allowing a bonus to a Linguistics check for a forgery.

Nigat can learn about impending summits, visiting dignitaries, or scheduled journeys abroad for some members of the ruling class. Such information might provide characters with the insights to join the entourage or plan nefarious activities.

Judge

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Judge Urselak introduces the characters to a well known consul or ancestral power, providing the adventurers with the social contact which might catapult their reputations and careers beyond mere sellswords and into influential circles. His stories gleaned from years of arbitration could provide bonuses to Knowledge (history) or Knowledge (nobility).

The judge knows about the bad habits and dirty secrets kept by members of the upper echelons of society after working many years, considering the cases brought before him by aggrieved parties and diligent watchmen. He can provide the party with names of scoundrels who got away when they should have hanged and offer up the vices of more than one aristocrat. レバン どんドア かど どんん イド かく

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Upper or Ruling Class

Politicians or Consuls

A member of the leadership and ruling class, the Lord Allidarus offers to advocate on behalf of the party in some matter, adding his substantial clout and reputation. This gives a bonus to a Diplomacy, Intimidate, or Knowledge checks, possibly offering unusual solutions or unexpected resources through his network of well-connected associates. He might even sponsor a character's probationary membership to an elite social club, prestige class or uncommon guild.

Lord Allidarus is willing to loan the group a resource or item worth up to 2,500 gp—such as a wand, a magic weapon, a minor miscellaneous magical item, or even champion rare breed horses with gear and tack. The item need not be returned immediately, but should be returned. An item expended is expected to be replaced, and the Lord will expect the party not to take advantage of his generosity by abusing the amount of time the item is borrowed.

Priesthood

Father Demarri offers access to healing, dispelling and restorative magics at reduced costs. Devout followers receive this benefit free, and may purchase magical items at a large discount. Fellow clerics and other divine servants, such as paladins, could gain access to new spells unique to the religion. Those with sympathetic moral guidelines might be introduced to possible cohorts or followers the priest feels complement the characters.

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Adventurers with less law-abiding tendencies or those in more totalitarian regimes find the priest is willing to provide hidden sanctuary and support, allowing them to evade capture and recuperate after difficult or failed encounters. The temple elder's education may provide a benefit to Knowledge (history, local, planes, and religion) checks or offer unusual incantations otherwise unavailable.

Military Leader

Captain Hronagar takes a group of volunteer soldiers with him to escort the adventurers for up to three days' travel. These troops provide support, but are not willing to die in combat until the characters prove they would do likewise. Such men could become followers or willing hirelings if the adventurers demonstrate trustworthy behavior.

Where an escort is impractical, Hronagar offers maps and scout reports to give the characters bonuses to Knowledge (geography, local, or nature)—allowing both travel times to be reduced and known monster lairs to be easily found or avoided. In areas with humanoid tribes, this advice might provide circumstance bonuses to attack or damage in combat, bonuses to Diplomacy, or insights regarding the capabilities of specific members of the tribe like spellcasters, leaders, and champions.

Captain Hronagar Secondbuilt of the

CR₉

Guards

6,400 XP

Male ironborn (centurion) NG fighter 10 (phalanx soldier)

Init +4; Senses Perception +7

Defense

AC 26, touch 10, flat-footed 26 (+9 armor, +1 natural, +6 shield) hp 85 (10d10+30) Fort +12, Ref +7, Will +6

Offense

Speed 20 ft. **Melee** +1 keen ranseur +15/+10 (2d4+6/19-20x3) **Special Attacks** Ready Pike +2, Spear Dancer, Vital Strike

Statistics

Str 16, Dex 10, Con 16, Int 14, Wis 12, Cha 8 Base Atk +10; CMB +13; CMD 23

Feats Greater Shield Focus, Greater Weapon Focus, Lightning Reflexes, Lunge, Memory Bank, Power Attack, Shield Focus, Spear Dancer, Weapon Focus, Weapon Specialization, Vital Strike

Skills Climb -5*, Intimidate +7, Knowledge (Engineering) +10, Knowledge (Local) +7, Perception +7, Perform +3, Profession (Soldier) +9, Sense Motive



+6, Survival +9; Feat bonus: +2 to one skill 1/Day (usually Perception); *armor check penalty applied. Languages Common

SQ Armored Body, Deft Shield, Phalanx Fighting, Shield Ally, Stand Firm +3, Tough as Iron

Gear *cloak of resistance* +2, +1 *keen ranseur*, tower shield, 50 gp

Special Abilities

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Armored Body (Ex) The centurion's body includes a number of heavy plates, reinforced joints, and additional shielding. This protection provides a +9 armor bonus to Armor Class, a +1 maximum Dexterity bonus to Armor Class, a -6 armor check penalty, and a 35 percent arcane spell failure chance, and reduces speed as normal for wearing heavy armor.

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Tough as Iron (Ex) The thick armor plating that covers a centurion helps shield it from critical hits. There is a 25 percent chance that any critical hit against a centurion deals only normal damage.

Crafted by the Virtuoso's first generation of ironborn, Hronagar felt a duty to protect his birthplace and so enlisted in the Guard, providing a long-lived and dedicated career soldier who has served for fifteen years. Fashioned from charcoal-colored steel and darkly polished ironwood, Hronagar sports mithril trim and many reinforced plates which armor key joints. He makes it a point to keep his form meticulously well maintained, stating "Attention to detail regarding one's appearance reflects attention to duty. Anyone who says otherwise is lying to himself." While quite neutral in his own philosophy, understanding the use of moderation in society, he has an absolute loyalty to the Guard and his city. Hronagar's manners seem gruff to those unfamiliar with him, and his form is somewhat imposing; while this makes him a decently detached commander, it can impact his leadership. His service has made him quite familiar with the fortifications and the quarters of the

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city, and he has several defensive strategies based on possible attacks or incidents. Even while walking the streets or walls on patrol, the ironborn soldier is never seen without his magical ranseur, a gift from the previous captain. He maintains close ties with the family, and was even named after his predecessor's son, who died in the line of duty. Hronagar takes this as a further tie to the community and doesn't suffer insults well.

Secret: Hronagar works to install ironborn in key Guard positions throughout the organization so he might one day orchestrate a coup, if necessary, or prevent a dictator from overtaking the government. He sees it as a failsafe measure, but others might see it as conspiracy to overthrow the current rulership.

Memory Bank [Ironborn]

Your mind can alter and shift its contents to suit your needs, drawing on the artificial nature of your consciousness to shape and mold it. In essence, you can hold more memories than a living mind can normally process. By shifting and changing your mental focus, you can gain and lose access to portions of the abilities you have learned.

Prerequisite: Intelligence 13

Benefit: When you take this feat, you gain a +2 competence bonus on checks involving a single class skill of your choice. Once per day you can select a different skill to gain this feat's benefit.

Upper and Merchant Class

Adventurers

Adventurers are a strange lot, and their boons are equally eclectic. They can provide exotic spellcasting, feat, incantation, or prestige class access, even adventuring assistance—although they will demand full shares of any treasure. Lower-level groups become an excellent source of cohorts or rivals.

Members of adventuring groups are always in the market for buying and selling exotic and magical items, offering items worth up to 500 gp per level. Their diverse backgrounds and activities mean the possibility of finding rare alchemical items or spell components, unusual juvenile creatures or mysterious eggs, or strange devices. These objects might have interesting powers but have dangerous creatures or individuals seeking their return.

Cirith Masked Starfall CR12

Female wyrd NG luckbringer 12/rogue 1 Init +8; Senses low-light vision; Perception +18





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AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex) hp 59 (13d8) Fort +8, Ref +14, Will +6 Resistances SR 27

Offense

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Speed 30 ft.; Fly (good) 60ft. Melee +1 keen spiked chain +14/+9 (2d4/19-20) Special Attacks Sneak Attack +1d6 Spell-like Abilities (CL 12th) Constant-fly 1/day -charm monster (DC 18), cone of cold (DC 18)

Statistics

Str 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 14, **Cha** 17 **Base Atk** +9; **CMB** +8; **CMD** 22

Feats Elven Ancestry, Improved Initiative, Mage's Birthright (*fly*), Mage's Birthright (*charm monster*), Mage's Inheritance, Weapon Finesse, Wyrd Resistance **Skills** Acrobatics +20, Bluff +18, Diplomacy +18, Disable Device +20, Knowledge (Local) +17, Perception +18, Sense Motive +6, Stealth +20, Use Magic Device +18

Languages Common, Draconic, Elven, Giant **SQ** Highly Improbable, Improbable, Legacy (*cone of cold*), Longshot, Moment of Chance, Nothing is Written, Trapfinding, Wyrd Magic

Gear +1 keen spiked chain, +2 glamered mithril chain shirt, headband of alluring Charisma +2, 500 gp

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Highly Improbable (Su) Beginning at 10th level, Masked Starfall adds the following advanced improbability to her choices:

· Master Luckbringer (Su) Masked Starfall may now spend two moments of chance per round, if she wishes.

Improbable (Su) Improbable abilities require Masked Starfall to spend a moment of chance, which she may do twice per round as a free action (due to Master Luckbringer):

· Critically Lucky (Ex) When Masked Starfall uses this ability (even after the result of the die roll is known), she gains the benefit of the Critical Focus or Improved Critical feat with the weapon she is currently wielding even if she does not meet its prerequisites. Upon reaching 11th level she can also choose any single critical feat and gain the benefits of that feat, though she must still meet the prerequisites of that feat, however for the purposes of these prerequisites her Base Attack Bonus is consider being equal to her luckbringer class level. If she has the master luckbringer ability (see Highly Improbable) and expends a second moment of chance this round she can choose a second critical feat and use the first feat chosen as part of the prerequisites for the second feat.

• Fateful Footing (Ex) Masked Starfall alters probabilities making her extremely dexterous; she gains a +10 ft. enhancement bonus to her base speed and a +2 inherent bonus to her Dexterity. Masked Starfall also can make a single target opponent extremely clumsy reducing all its speed ratings by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the target's Dexterity (minimum 1). A successful Will saves (DC 19) negates these penalties for the opponent (but does not affect her bonuses). This effect lasts for 12 rounds.

• Hazard (Su) Using her ability to affect probabilities Masked Starfall can cause a hazardous condition to affect a single target. This hazard deals 7d6 points of damage. A successful Reflex save (DC 19) results in half damage. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. This damage can be something the target is resistant to but the creature is never immune to the damage type chosen and the damage could even be of multiple types.

• Ill-fortune (Su) Masked Starfall imparts a streak of bad luck on the target. Any actions the target takes in the next round have a 50% chance of failing. A successful Will save (DC 19) negates this effect.

• Just a Scratch (Su) Masked Starfall's wounds are never as bad as they first appear. Masked Starfall can heal 14 hit points with a moment of chance

• Twist the Pattern (Ex) Masked Starfall can Take 10 as a swift action or Take 20 as a full-round action on one singular skill check that can be performed in normally is performed in one round even if she is distracted. She can grant this benefit to a creature within 100 ft. if the skill normally allows the creature to take a 10 or a 20.

Legacy: Masked Starfall gains one of the following spell-like abilities useable once per day, caster level equal to her character level: alter self, darkness, charm monster, cone of cold, deeper slumber, fly, gaseous form, giant form I, invisibility. If her bloodline contains drow blood a wyrd can also choose *dancing lights* or faerie fire.

Longshot (Su) Use of these abilities is considered free actions, but Masked Starfall cannot use them more than once a round. She may expend a Longshot twice a dayin any combination of the two listed abilities.

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• Betting Pool (Ex) Masked Starfall can gather up a lucky streak, and release it how she designates for her own use. In game terms this gives her a total luck bonus of +12 that she can add, in partial increments, to her AC, CMD or to any die roll including attack and damage rolls, combat maneuvers, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever she applies this luck bonus under any of the preceding circumstances, she subtracts that amount from her remaining luck bonus until it is exhausted. A luck bonus added to her AC only applies to one attack made against her

• One More Chance (Su) By spending a Longshot, Masked Starfall can recharge her daily uses of moments of chance. She regains five moments of chance.

Moment of Chance (Su) Each day, Masked Starfall has a pool of 15 moments of chance. Once a round, as a free action, Masked Starfall can expend a moment of chance to do any one of the following things:

• Fatespin (Su) Masked Starfall can cause a reroll of one attack roll, combat maneuver check, or skill check that occurs within 100 ft. of her though she must be aware of the action to use this ability. When an attack roll, combat maneuver check, or skill check has failed or succeeded, a player may declare that roll lucky or unlucky after the fact and announce that she is forcing a fatespin. She spends 1 moment of chance from her pool to force a reroll of the original d20 roll.

• Weal and Woe (Ex) Apply a +1 luck bonus or -1 luck penalty to any single d20 roll resulting from an action that occurs within 100 ft. of Masked Starfall. Masked Starfall must be aware of the action and must declare the use of this ability before the roll is made.

• Narrow Escape (Ex) Masked Starfall gains a chance of avoiding any confirmed critical hit or any attack that would reduce her to o hit points or fewer. This ability only operates if she chooses to avoid the critical hit. Avoiding the hit requires a successful Will save (DC 10 + 1/2 the attack bonus or the DC of the spell/effect). In the case of a damaging spell or ability that would reduce the character to o hit points or less, this effectively grants Masked Starfall a second saving throw to negate the

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spell or effect. This ability expends a moment of chance even if she has used one already for this round, however this ability can only function once per round.

Nothing Is Written (Ex) Masked Starfall has these powers:

• Evasion (Ex) Masked Starfall can manipulate probabilities to avoid even magical and unusual attacks. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if she is wearing light armor, medium armor, or no armor. If helpless, she does not gain the benefit of evasion.

• **Opportunist (Ex)** Once per round, Masked Starfall can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another creature. This attack counts as her attack of opportunity for that round. She cannot use the opportunist ability more than once per round and must be threatening her opponent to use this ability.

Perfect Chase (Ex) Masked Starfall is always fortunate during a chase (whether she is pursuing or being pursued). A boat is available when she leaps from a bridge; a rope waits at every chasm, and so forth. Whether her Acrobatics and Climb checks succeed, of course, is another matter entirely, though she does gain a +5 circumstance bonus to these checks during a chase.
Stalwart (Ex) This ability grants Masked Starfall the ability to alter the likelihood of secondary effects interacting with her. If she makes a Fortitude or Will save against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if Masked Starfall is wearing light armor, medium armor, or no armor. If

helpless, she does not gain the benefit of the stalwart ability.
Slippery Mind (Su) Masked Starfall can learn to

• **Suppery Mind (Su)** Masked Startal can learn to manipulate probabilities to slip away from mental control. If she is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Wyrd Magic: Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

Standing just a hair over seven feet tall with indigo skin and a mane of copper curls, Cirith Masked Starfall is a wyrd dilettante, an adventuress who has a taste in aristocrats. She's been a fixture within the aristocratic social circles for the last six years, always attending functions on the arm of a different patron—and not all of them men. She is a renowned storyteller, though what she lacks in technique, she more than makes up for with panache. Masked Starfall's tastes in fashion run exotic and expensive, but she regularly sets trends amongst the Ladies of the Courts. Her familial heritage remains a topic she refuses to speak on further, but many call her "Lady," whether this is a hedged bet or genuine deference is unknown. Masked Starfall is always genial and pleasant, even when she's being downright vicious.

Feats:

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Elven Ancestry [Talent]

Your ogre mage traits are recessive to your elven ones. **Prerequisite:** You may take this feat only at 1st level; wyrd; low-light vision

Benefit: You gain a +4 bonus to your Dexterity score, but take a –2 penalty to your Constitution and Charisma score.

Mage's Birthright [Wyrd]

You increase your natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance; 8th level character

Benefit: You may choose an additional spell-like ability from your legacy racial trait that you do not already possess and use that ability once per day; its caster level is equal to your character level.

Special: You may take this feat multiple times, each time choosing a different spell-like ability from your legacy racial trait.

Mage's Inheritance [Wyrd]

You increase you natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including a silver feather and the blood of an outsider or a fey; fly spell-like ability; 12th level character

Benefit: Your fly spell-like ability is now constant.

Wyrd Resistance [Wyrd]

Your natural resistance to magic is enhanced via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance; 8th level character

Benefit: You increase your racial spell resistance to 10+ your character level.

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She's very adept at hiding a poison tongue behind a sweet smile. She often joins the expeditions of nobleborn second or third sons into the unknown, seeking out adventure, which has given her a great number of contacts amongst the more powerful families of the region, as she often seeks to befriend relatives and servants, too. Her knowledge of the aristocratic culture has provided her with enough details and contacts to almost never need a room at an inn; she can be guaranteed hospitality in all but the direst circumstances. She wears her notorious spiked chain at all times, alternating between carrying it as a belt and a

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sash; it has also appeared as a short cape and a set of unusual bracers.

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Secret: Masked Starfall likes to steal. She regularly uses the events to scope out the treasures she later uses to fund her own partying. If she were ever connected to the thefts, things could turn ugly.

Ancestral Power

Patriarch of the Xamidan family, Scipiak provides the adventurers with access to master craftsmen, esoteric sages, or political contacts. The Elder Xamidan can smooth the way for negotiations or transactions, offering an at-cost discount for mundane items, access to magical items of 5,000 gp or less, or a significant bonus to Diplomacy or Knowledge checks.

Depending on the nature of the clan's power, unique resources might be available. Senior members of the family might be potent spellcasters, seasoned warriors and tacticians, or educated professionals. This network of veteran elites is united, at least nominally, by the filial bonds of blood and can be trusted to act as their patriarch directs, potentially becoming mentors, advisors or cohorts.

Guildleaders

A Guildmaster or Guild Mistress can provide access to the community created by the guild's members and its resources. This community can offer services and benefits which vary in scope based on the sort of guild. Barristers might provide legal defense for characters. Teamsters might know of places to hide, like warehouses or cellars owned by sympathetic members. Smiths might be able to offer better rates on treasure salvaged from monster hoards or reduced prices on masterwork items.

Guildleaders can provide bonuses to Knowledge checks associated with their specialties, Diplomacy checks with business associates, or even Craft checks for the creation of specific magic items. Guild institutional histories might provide access to incantations with interesting applications—allowing the characters to learn effects from divination, to construction, to temporary bonuses.

Scion of Power

The third son of a standing consul, Markos has deep pockets and a jaded sense of boredom easily appeased by playing patron to a group of adventurers. Depending on the demeanor of the young man, the party might find itself invited to parties and high society gatherings as an entourage, as bodyguards, or simply as spectacle. This access means the chance to meet with other members of the rich and powerful.

Markos' social circles are more akin to sharks orbiting a sinking vessel, but they do have great reach. Using his family name and reputation, Markos can arrange access to instructors, sages, craftsmen or the status-seeking in any trade. This provides the characters to any item or service valued up to 2,500 gp with a week's time spent in



Scion of Power

procurement. Depending on how the encounter happens, a deeper relationship might develop.

Trade Factor

Ghimini Khephris offers the group a luxurious stay at one of the factor's trade houses along the route, or even free, fast transport as honored guests aboard his swiftest boat, airship or courier mounts. A hosted residence provides the adventurers with a secure, trusted location where they can plan or recover in relative anonymity and safety. Transportation provided in this manner can be expected to complete the trip quickly and without incident—unless the route traverses a particularly dangerous region. TTALANT TANK TANK TANK TANK

Master Khephris has relatively excessive monetary resources and connections. His aides can provide immediate access to mundane or magical items or services, including returning from the dead, valued up to 5,000 gp or less, and opportunities to purchase items or services worth up to 8,000 gp within three days. However, the acceptance of such assistance leads Khephris to consider the adventurers as another of his assets in a vast web of influence.

Sage, Hedge Magician or Arcanist

As a learned scholar and (occasional?) practitioner of arcane magic, Etienne can offer information on topics the characters might not know, or not know very well. He speaks many languages and is a capable code

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Middle or Craftsman Class

Caravan Leader

The leader of a train of craftsmen, or a collection of farmer's carts, or long line of reinforced wagons bringing a Trade Factor's goods to the market, Bronn offers the group the opportunity to travel and camp with the caravan. He is willing to sell an item (at slightly better prices) for the group with no commission and maintains a wide network of contacts.

Having extensively traveled the region, Bronn is a font of information about bandits and monsters along the route as well as campsites. He can provide knowledge about ambush points, group compositions, bribe requirements, and the personalities of various groups' leaders. He knows where water sources are, where caves possible of sheltering his wagons exist, and where the best stopping points are along the way.

Bronn CR7

Male dwarf NG fighter 5/expert 6 Init +3; Senses 6oft. darkvision; Perception +12

Defense

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AC 18, touch 9, flat-footed 18 (-1 Dex, +6 armor, +3 shield) hp 83 (5d10+6d8+29) Fort +9, Ref +3, Will +8 (+9 vs fear)

Offense

Speed 20 ft. Melee +2 dwarven warhammer +15 (1d8+5, x3) Ranged javelin +8 (1d6, 30 ft. increment) Special Attacks Dirty Trick, Disarm, Javelin of Lightning

Statistics

Str 14, Dex 8, Con 14, Int 16, Wis 12, Cha 12 Base Atk +9; CMB +11 (+13 to dirty tricks and disarms); CMD 20 (22 vs. dirty tricks and disarms) Feats Alertness, Combat Expertise, Gang up, Improved Dirty Trick, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (warhammer) Skills Appraise +14, Bluff +9, Climb +7*, Diplomacy

+10, Handle Animal +10, Intimidate +5, Knowledge (local) +12, Knowledge (nature) +12; Perception +12, Profession (merchant) +8, Profession (soldier) +5, Ride +6*, Sense Motive +12, Survival +10; racial modifiers Appraise +2; *armor check penalty applied

Languages Common, Dwarven, Giant, Undercommon **SQ** armor training 1, bravery (+1), hatred, stability, stonecunning, weapon training 1 (hammers)



Gear +2 dwarven warhammer, +1 breastplate, cloak of resistance +1, +1 heavy steel shield, javelin of lightning, 5 javelins, military saddle, 250 gp.

Once a noncommissioned officer in a hard-bitten mercenary company, Bronn traded in the frontlines for supply lines and retired to become a caravan master. Nicknamed "Teapot" by his subordinates, Bronn is muscled and short, with an auburn beard he keeps braided and tucked inside his coppery breastplate. Previously a quartermaster with a keen eye for supply and demand and solid understanding of the region, Bronn realized he could very easily run a trade caravan with less concern about people trying to kill him and better pay. He wants to keep the wagons moving and the paychecks coming-because it's tough to build a nest egg without it and the industrious part of his nature won't settle for less than regular, efficient operation. He has a gruff sort of friendly nature: business-like until he becomes familiar, and then good-natured. He genuinely cares about the future plans of those who work for him, even short-term, temporary employees, like guards. His familiarity with the local towns and cities helps him optimize his cargo choices, turning better profits as he travels through the area. It helps that Bronn is more sociable than the stereotypical dwarf. He never seems to lose his military edge, though, calling out orders in a deep, booming martial cadence and keeping his warhammer in hand even when no danger is present.

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Secret: Bronn wishes to court a young woman in one of the towns he regularly visits, but doesn't yet feel he has the funds to do so appropriately. While he hasn't started skimming from profits, yet, he's seriously considering it.

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Master Panwig is generous and grateful, willingly offering masterwork items or services for extended loan (or retainer) or reduced sale, saying "there'd be no more sales to make if not for you." He might be able to offer introductions to his Guildmaster or wealthy clients, should a larger guild structure exist within the community.

Master Panwig makes himself available at any time to provide the characters a circumstance bonus to Appraise, Craft, Profession, or Knowledge checks associated with his specialty. He willingly intervenes to provide a bonus to Diplomacy (including gather information) checks involving his circle of social activity. For aspiring heroes of good character and lower-tomiddle-class birth, he might even suggest the courtship of his eldest daughter.

Guild member

Rolando uses his professional contacts and peer network to provide the characters with official introductions to aristocrats or important civil or religious bureaucrats. Such meetings can provide the sort of encounters which provide the party with opportunities to infiltrate locations, gain access to specific texts or items, or meet potential allies.

A consummate businessman, Rolando negotiates discounts on goods and services on behalf of the group or gains access to rare goods. For much less than his usual fees, he might be willing to manage their wealth with long-term investments, providing a safe way to store and grow their treasure beyond the usual methods.

Military Officer

Leftenant Magerus uses his connections within the standing army to provide the chance to purchase military-grade mounts, weapons, or equipment. His recommendation could open the door to instructors capable of training exotic feats and rare languages, or teaching the characters unusual spells—for low or no cost.

The Leftenant uses his authority to permit the characters access to restricted areas, providing them notification of recent skirmishes or troublesome sites, along with the associated reports of what was encountered. He might offer warning of impending raids or warrants, giving characters the chance to escape.

Jower Class

Beggars

Nolan knows places others have forgotten or never discovered, and can show secret entrances to sewers, large civic buildings such as fortresses, or even defensive walls. These routes might allow the characters to ambush foes, escape pursuit, gather information they wouldn't otherwise access, or attend events they aren't invited to.



Beggars constitute an "invisible tribe" in some regards, and Nolan can discreetly assist the group in an urban environment, providing a bonus to Diplomacy (gather information) checks, to Survival or Perception when tailing or tracking people in the city, or even to Bluff or Stealth when creating distractions which draw attention elsewhere as the characters attempt to go unnoticed. シストシスム

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Nolan Jarvis CR 2



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Male human CN rogue 2/commoner 2 Init +3; Senses Perception +8; evasion

Defense

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge) hp 28 (2d8+2d6+12) Fort +2, Ref +6, Will -1

Offense

Speed 35 ft. Melee knife +3 (1d4+1) Special Attacks sneak attack +1d6

Statistics

Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 12 Base Atk +2; CMB +3; CMD 16 Feats Alertness, Deceitful, Dodge, Fleet Skills Bluff +10, Climb +6, Diplomacy +8, Disguise +8, Knowledge (Local) +8, Perception +8, Sense Motive +8, Stealth +8 Languages Common

SQ evasion, rogue talent (combat trick [dodge]) **Gear** 20sp, beggar's clothes, club

Chased from this manor lord's lands for petty theft, Nolan sought out a better life in town and found only

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more hard work. Tall, lanky, with sunken eyes and cornsilk hair, Nolan is a loud, belligerent beggar. He often trips in front of couples or just after they pass, offering a crooked, obsequious smile and his apologies for interfering, begging for alms and faking some sort of injury. His rough voice fairly drips with vulgar language and he honestly thinks the world owes him a living. He's cruel, lazy, and not above petty theft or mugging, but always careful not to provoke the wrath of his social betters. He's begun to drift a bit from begging and seeks to prove himself to the more illicit members of the local society. He's seen limited success at this effort, but he's always looking for an angle to ingratiate himself. He keeps what kindness he has reserved for his "crew," but he's easily bribed for relatively small sums most adventurers don't even blink at-perhaps 50 gp.

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Secret: Nolan knows who recently murdered someone of importance, but refuses to tell or even suggest he knows more about the culprit until promised protection of a regular bodyguard throughout the trial.

Courtesans

Depending on the quality of her clientele, Larisa can provide character blackmail information capable of providing the benefits of any other boon; depending on whether or not the characters decide to destroy this information or leverage it establishes the future relationship between not only Larisa, but the target of the information. Also, Larisa's business means she can often provide a bonus to Knowledge (local) or (nobility) checks.

The very private nature of Larisa's business means she can offer characters a safe haven from casual pursuit or create a very compromising sort of distraction which might provide circumstance bonuses to Bluff, Intimidate, or Stealth checks, making infiltration, exfiltration, or simple deceptions that much more effective.

Criminals

Pfanganak the cutpurse may be somewhat reprehensible, but it doesn't mean he can't demonstrate his thanks by offering blackmail material for an upper class individual—such as an Ancestral Power, Trade Factor, or Guildleader. This blackmail provides the benefits of that NPC's boon. Unlike other boons, characters need to consider how they approach the source of the boon, lest the person decide it's easier to eliminate the characters versus assisting them.

When you know a good thief like Pfanganak, characters have a means for fencing loot and goods at higher rates, as well as gaining access to poisons or nonstandard gear, like specialized climbing gear, questionable spell components or drugs. Pfanganak might be willing to provide information regarding hidden routes through the sewers or entrances into structures and locations unknown to most people.



Courtesans

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Laborer or Common Citizen

Just a regular sort of person, Saraht is a common laborer, a work-a-day citizen who helps make up the faceless masses in streets and taverns and the ubiquity associated with such individuals has benefits, such as the ability to hide adventurers in plain sight incorporating them into work crews or labor pools, moving places within a mob or crowd of celebrating people. This might allow them to travel across the city unnoticed or infiltrate places as part of the expected workforce.

Because upper classes often take no notice of laborers and servants like Saraht, it means he can do things like secretly loan characters his employer's specialized equipment for a limited period of time. While this might be useful, it's possible that the characters could be accused of theft if they're recognized with something that's not theirs.

Everyday people often tell stories or spend a great deal of leisure time relaxing in taverns and bars, enjoying the performances of traveling entertainers. Saraht might be able to provide a one-time bardic knowledge check on a subject, offering additional details about what stories and songs might have to say on a particular place, person or object.

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Neba is slightly deranged, claiming his love is a frog washed down the storm drain, but he has his moments of lucidity. In those moments, he might offer clairvoyant, even divinatory statements, presented in a completely calm deadpan manner. He may show knowledge of events he could not possibly have witnessed-and yet later investigation will prove him absolutely correct.

Possibly once a bard, Neba is undoubtedly a trained and capable performer. He may have firsthand knowledge of a forbidden play, said to drive those who read or watch the material insane. He could create a distraction, engaging guards in nonsense conversation or wordgames, copying their speech or perpetually asking questions. Neba is well-spoken, and might even be able to provide the bluff which allows the characters access to an event or location.

Military member

A member of the local garrison, Corporal Oghan can gather a few friends to give the characters a small, legitimate-appearing escort for short trips in the city or area. He might offer one time access to locations, with a blind eye turned to the intrusion. His position within the military structure means he might have access to reports of news abroad before the general populace, giving characters a chance to prepare or act before larger, "official" operations go into motion.

Later, Oghan might make a good henchman or follower for a character with Leadership, adding a bit of military discipline and reliability to a group which might be otherwise unfocused. His training could provide excellent survival skills, knowledge of defensive construction, or anecdotes regarding the local area.

Rural

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Boons provided by rural contacts often deal with the lack of specialists, specialized equipment and exotic materials, as well as a greater incidence of monsters and fantastic locations. Boons can still serve as an excellent basis for establishing relationships and offering access to organizations which might not exist in the urban setting, and the exclusive prestige classes or rare feats associated with the group. The bucolic environment becomes very much about trust and "who you know," given its distance from traditional leadership and the time necessary to respond to issues. Bonuses to skill checks provided by such boons should scale to the campaign's level, like urban boons, but might be less for more uncommon skills. Beyond level 12, such bonuses should be potentially combined, representing the willingness of different communities to join together when assisting such renowned characters. **Officials**

Provincial Governor

His Excellency, Dobehk Stobensen, arranges for access to items valued at up to 6,000 gp, and can offer strange items discovered by villagers near ruins recently unearthed by a landslide. He can reduce or eliminate taxes in exchange for services to the realm-such as the disposal of marauding monsters or bandits plaguing a region.

The Stobensen family has wide connections and deep roots, and a letter of introduction from Dobehk as the Provincial Governor can allow the characters one-time to access an Urban, Upper/Merchant Class, or Middle Class boon in another city or province. His storied family background means Dobehk can provide bonuses to Knowledge (history) or (nobility) checks.

Provincial Sheriff

A grizzled and taciturn man, Tergaram excels as the Sheriff and happily offers to aid the characters any one time they request his assistance. If the event doesn't leave him badly wounded, he's more than willing to do so again. He can also call up a small group of capable locals to offer a short escort between destinations in the area, or from one border to another, while adding legitimacy or sanctioned protection to the travelers.

With his broad experience in the area, Tergaram can identify local hazards, known monster lairs or hunting grounds, passes or shortcuts, and helpful residents-all providing bonuses to Knowledge (geography), (local), (nature), or Survival checks made in the region.

Temple Priest

As a small town cleric, Theodin realizes the utility of a friendly group of adventurers and knows having such a band as allies can help keep his congregation safe from marauding bandits, unscrupulous slavers, and ravening beasts in a region where the local lord may not have as much power as his people need. To this end, he offers free healing and some spellcasting to assist in what ways he can.

The spiritual leader of a relatively remote community, Theodin can easily convince town members to provide the group access to their collective resources, allowing the group to replenish supplies, acquire new mounts, obtain the services of a local guide or gain more information about the region. He facilitates such transactions and ensures everything goes smoothly.

Theodin, Keeper of the Temple CR 5

$(\mathbf{XP} 1,600)$

Male human NG divine channeler 6 Init +2; Senses Perception +4

Defense

AC 14, touch 10, flat-footed 14 (+4 armor) **hp** 41 (6d8+14) Fort +6, Ref +2, Will +9

Offense

Speed 30 ft. Melee +1 quarterstaff +4 (1d6)

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Special Attacks channel energy 4d6 (7/day; DC 17), combat channeling, critical channeling +2d6 **Spells** (CL 6; Concentration +10)

orisons – guidance, mending, purify food and drink 1st –endure elements, bless*, cure light wounds x2* **2nd** *-make* whole, zone of truth, cure moderate wounds*, shield other*

3rd –remove disease, cure critical wounds*, prayer* **Domain Powers**

Community: Calming Touch (7/day) Calming Channel (minor), Channeled Blessing (combat), Blessing of Health, Gird the Mind (major)

Healing: Rebuke Death (7/day), Healer's Blessing Twin Hearts (minor), Breath of Healing (combat), Cloak of Health, Healer's Embrace (major)

Statistics

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

Feats Additional Traits, Combat Domain Channeling, Heart of Faith, F3, Major Domain Channeling, Selective Channeling, Turn Undead

Traits Minor Channeler, Reactionary

Skills Craft (brewing) +8, Diplomacy +11, Heal +13, Knowledge (local) +5, Knowledge (religion) +10, Perception +6, Sense Motive +14 Languages Common, Elven

SQ aura (good),

quarterstaff, **Gear** +1 cloak of resistance, +1masterwork chain shirt

Special Abilities

Critical Channeling: When the divine channeler scores a critical hit with his deity's favored weapon, he deals an additional 2d6 positive energy damage.

Calming Touch (Sp) Seven times per day, Theodin can touch a creature as a standard action to heal it of

Combat Domain Channelina

You have learned to use your channeled energies to affect the flow of combat, according to the teachings of your domain(s).

Prerequisites: 3rd level; channel energy class feature; access to at least one divine domain

Benefits: You are able to use Combat Channeling Effects according to the domain(s) you possess, as described in Secrets of Divine Channeling.

Note: Channeled combat effects are subject to Selective Channeling, as normal. Without Selective Channeling, the alternate effects of the channeled energy, affects all characters within thirty feet of the cleric, regardless of whether they are enemies or allies of the cleric.

Heart of Faith

You need no outward symbol to manifest your faith through.

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Prerequisites: Divine Spellcaster

Benefit: You have no need for a divine focus or holy symbol, either for casting divine spells or for channeling energy.

Major Domain Channeling

You have learned to use your channeled energies to further the doctrines of your faith, according to the teachings of your domain(s).

Prerequisites: 5th level, channel energy class feature, access to at least one divine domain, Combat Channeling

Benefits: You are able to use Major Channeling Effects according to the domain(s) you possess.

Note: Major channeling effects that affect all within range of your channeling are subject to Selective Channeling.

Trait: Minor Channeler (cleric trait): Having been trained extensively in channeling energy (positive or negative), you have learned to manifest this energy in small ways. You have access to the minor channeling effects of your clerical domains.

1d6 points of nonlethal damage + 6. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions).

Healer's Blessing (Su) At 6th level, all of Theodin's cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Rebuke Death (Sp) Theodin can touch a living creature as a standard action, healing it for 1d4+3 hit points. Theodin can only use this ability on a creature below o hit points. Theodin can use this ability seven times per day.

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Theodin oversees the temple of a small hamlet, tending to the needs of the farmers and townsfolk who comprise his congregation. He is an older gentleman, with a balding pate, a pot belly and a slight limp in his right leg. A capable brewer, healer, and diplomat, Theodin often serves as a local peacekeeper and negotiator when issues flare up between locals. He wants to see his flock thrive and grow, and so he endeavors to eliminate rivalries or vendettas and resolve problems as soon as they appear. In fact, devotion to his congregation drives his actions and lies at the root of his decisions to provide help beyond his community. This close-knit relationship with the followers of his faith means he knows a decent amount regarding the local region. He can often be found in the local tavern as much as the temple, where he keeps brawls from occurring, talks about brewing and grain with locals and hears any grievances.

Secret: Theodin was an adventurer, but his companions failed to stop the destruction of a small town at the hands of gnoll raiders, and it cost them all their lives. Apparently the lone survivor, he decided to return to his homeland and serve the people. The gnolls took captives, however, and some still survive, blaming him for their captivity.

Community Domain

Sensorial Imagery: Light green energy, and a faint warmth.

Minor Channeling Effect: Calming Channel:

You can, as a standard action, use one of your uses of channel energy to free a single individual within the range of your channeling from the grip of fear. Provided the target does not have more HD than twice the number of dice you can channel (1d6 equals up to 2 HD, 2d6 equals up to 4 HD, etc.), they lose any panicked, frightened or shaken condition.

Combat Channeling Effect: Channeled Blessing:

You can, as a standard action, use one of your uses of channel energy to infuse all those within the range of your channeling with a bonus on attack rolls and on saving throws against fear. The effect is a sacred (or profane) bonus equal to half the number of dice you normally roll when channeling, rounded up, and lasting a number of rounds equal to the number of dice you normally roll (2d6 equals +1 bonus for 2 rounds, 3d6 equals +2 bonus for 3 rounds, 5d6 equals +3 bonus for 5 rounds, etc.). The effect stacks with bless, but not with itself.

Major Channeling Effect: Gird the Mind:

You can, as a standard action, use one of your uses of channel energy to strengthen the willpower of those within range. Using your channeling in this way provides affected creatures with two benefits. Firstly, each creature affected gains a sacred (or profane) bonus to Will saves equal to the number of dice you would normally roll when channeling and lasting for a number of rounds equal to the bonus (3d6 equals +3 bonus lasting three rounds, 4d6 equals +4 bonus lasting four rounds, etc.). Secondly, any creature under the effect of an affect subject to Will saves, is allowed a new Will save to negate the effect (example: a charmed creature would be allowed a new Will save to overcome the charm).

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Major Channeling Effect: Blessing of Health:

You can, as a standard action, use one of your uses of channel energy to infuse all those around you with divine health. When channeling in this way, dice are rolled as normal, and wounds are healed as normal, but any excess hit points are gained as temporary hit-points for a number of rounds equal to the number of dice you would normally roll when channeling (3d6 equals 3 rounds, etc.). This effect does stack with itself, but a target can never have their hit-points more than doubled through this effect.

Healing Domain

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Sensorial Imagery: A pale yellow energy, streaked with green, a faint warmth, and a momentary suppression of odors.

Minor Channeling Effect: Twin Hearts:

You can, as a swift action, use one of your uses of channel energy to create a bond between you and one creature, thus improving your ability to understand that creature, both physiologically and psychologically. The creature cannot be outside of the range of your channeling ability, though it can be hostile. When you use your channeling ability in this way, you may add a sacred (or profane) bonus to a single Heal or Sense Motive check equal to the number of dice you would normally roll when channeling energy (1d6 would equal a +1 bonus, 2d6 would equal a +2 bonus, etc.). The use of the channeling use must be declared before any dice are rolled.

Combat Channeling Effect: Breath of Healing:

You can, as a standard action, employ one of your uses of channel energy to infuse all weapons within the range of your channeling with healing energy. When these weapons strike, instead of doing damage, they provide divine healing equal to the amount of healing you would normally provide through your channeling. (Example: a cleric that would normally heal 3d6 points of damage through channeling positive energy would infuse weapons with the ability to heal 3d6 points of damage.) This healing charge lasts for a number of rounds equal to the number of dice that would be rolled and is discharged as soon as the weapon strikes a target. Those wishing to negate this ability may do so with a successful Will save.

Major Channeling Effect: Healer's Embrace:

You can, as a standard action, use one of your uses of channel energy to completely heal a single humanoid or monstrous humanoid within the range of your channeling. The creature cannot possess more HD than an amount equal to double the number of dice you would normally roll when channeling (3d6 would heal up to a 6 HD creature, 4d6 would heal up to an 8 HD creature, etc.). The target is healed of all injuries

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including poison and disease, but not of any magical or supernatural afflictions, such as petrification or ghoulinduced paralysis.

Major Channeling Effect: Cloak of Health:

You can, as a standard action, utilize one of your uses of channel energy to render all those within the range of your channeling resistant to poisons and diseases for a number of rounds equal to the number of dice you normally roll when channeling energy (3d6 equals 3 rounds, etc.). Those affected by this effect gain a sacred (or profane) bonus to saves against poisons and diseases equal to the number of dice you would normally roll when channeling (3d6 equals +3 bonus, 4d6 equals +4 bonus, etc.). If a creature with this effect fails a save related to either a poison or a disease in a round, he may make a new save each round for the duration of the effect.

Toll Collectors

A self-important functionary, Johannes happily provides free passage to the adventurers across a bridge, or through a tunnel, perhaps through a gated pass. Nominally in charge of a small garrison, this bureaucrat likely passes the cost of the party's admission on to a larger group or a wealthy traveler. He is also willing to allow the group to camp or rest at the structure for no fee—a service which usually costs a modest sum per person and animal.

Johannes's position as an effective gatekeeper means he knows a great deal about the traffic coming and going through the area, and can provide characters a bonus to Knowledge (local) or (nobility) checks. He might also be able to identify known monsters in the area, providing habits, information about known tricks or abilities and suspected areas where the beasts might lair.

Jocals

Craftsmen

An independent local tradesman or immigrant, Julian can offer masterwork items at reduced costs or temporary loan, share local rumors and insights, as well as tell lesser known legends. His stories can provide bonuses to Diplomacy, Knowledge (arcana), (local), or (nobility) and he can personally assist or perform Appraise and Craft checks for characters. Julian is also willing to exchange small sums of rare or foreign coins for local currency without charging a fee.

The heart of many neighborhood communities, small craftsmen like Julian can arrange for the characters to gain introductions to caravan leaders, guild members, beat guards, priesthood members, or possibly even criminals. This allows for one-time access to the possible boons of the introduced character and perhaps the opportunity to establish a more lasting relationship.

XV

Elder or Leader

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Revered by the community and trusted for his judgment, Nicola can rally the population together quickly for a task, such as erecting defenses, building a residence or storefront, constructing a shrine, or repairing an existing building. While not terribly capable combatants, in extreme circumstances, they would also answer a call to arms, rather than flee to safety.

Nicola can use his position to arrange secure shelter for characters and mundane mounts, tell stories and relate current regional news. His esteem can provide a bonus to a character's Leadership score, and his extensive contacts mean he can easily provide bonuses to Diplomacy or Knowledge (geography) and (local) checks made in the region.

Farmers

Like his father and his father's father, Eddren has farmed this area and tended to the land since he was a boy. His knowledge of the region is expansive and he can provide nearly firsthand accounts of important events which might have occurred. He can also offer potential replenishment of supplies, access to mundane mounts—like riding horses or mules, as well as simple gear or a relatively safe haven, free of pick pockets or prying eyes.

A farmer's business is farming, not cutting stone or losing what livestock he has. Given these concerns, it's unsurprising that Eddren can identify local ruins (a good source of dressed stone for walls and buildings), caves (good to hide in or to use for cold storage), and where local monsters are usually found (which keeps his rare commodity safe).

Ranchers

A middle-class merchant or relatively wealthy landowner, Ramjesh can trade in mundane gear worth up to 1,000 gp, providing access to good mounts or trained falcons, exotic animal trainers, even armorers or other craftsmen. His ranch or manor can act as a safe haven, allowing the party to rest without concerns about attacks or theft.

By virtue of regular transhumance with his herds, Ramjesh or his men know uncommon routes through the area, what monsters lair in which regions, and what the best places and methods are for camping, scouting or tracking in the region. This can translate into bonuses to Knowledge (local), (nature), and Survival checks made in the surrounding lands.

Travelers

Government messenger

A sanctioned and qualified messenger for the local authorities, Uriah can arrange horse relays for parties seeking to cover great distances in a short period of time, without fear of losing their personal mounts or

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being denied a place to stay. Their own animals follow to the proper destination one to two weeks later.

As a courier for the government, Uriah can provide unique insights into local lords, hazards or rumored monsters, springs and quality inns, even shortcuts or hiding places-all of which translate into bonuses for Knowledge (geography), (local), (nature), (nobility) or Survival checks made along his regular delivery route. He is completely willing to deliver characters' messages himself, so long as the destination does not put him in danger.

Military patrol

Part of the local garrison, Sergeant Dragomir can mobilize his small group of friends or his unit to escort the characters to one local destination, or more easily, convince them to assist in one battle. If involved in combat, they only ask for a single share to be divided amongst them all.

Dragomir can assist with establishing and helping out with guard duty at camp on trip across occupied term. Based on his experiences with the group, he might provide introductions to officers, noncommissioned leaders, or even simple troops. If treated well, these men are willing to become a part of a character's group of followers after their term of service expires.

Pilgrim

Dhulsa leads a chain of pilgrims en route to the Temple of Flowers, a peaceful cult seeking to spread across the land. In gratitude for the adventurers' assistance, Dhulsa arranges access to the temple for the characters-where they can find both a wide array of inexpensive spellcasting services and a wide variety of random personal goods donated by new membersavailable for purchase.

A popular and respected member of the Temple community, Dhulsa can arrange access to boons for Priesthood, Caravan Leader, Temple Priest, or Awakened Creature NPCs. His recommendation could also grant the characters access to incantations generally reserved for devout members of the cult-but how will nonbelievers react if they observe the characters performing the incantation?

Residents

Simple travelers en route to a local fair, funeral, or wedding, these common folk are more than happy to have the adventurers stay and partake in the meal or activities. They facilitate introductions to any other familiar attendee at the destination, expanding the characters' reputation with stories of their skill and bravery. They willingly offer whatever hospitality they can muster anytime the characters arrive or visit, insisting on caring for mounts, cooking hot meals, or performing small repairs to mundane gear.

Often, a cleric serving a town in a more rural environment needs to shepherd his resources and ensure there are enough small magics available to handle daily operations and potential emergencies. Grateful locals can vouch for adventurers at the temple, ensuring the characters gain access to spellcasting, possibly potions or a safe place to stay. Likewise, they can speak with town craftsmen, and acquire a small discount on goods for the characters as they refresh their supplies.

Trade caravan

Master Demetri can provide the characters with immediate access to goods up to 1,000 gp in value. However, when given a description and a 10% deposit, he can acquire anything in a period of 1 week per 3,000 gp value. He always allows the characters to travel with the caravan and pays them a more generous rate than other guards-putting them in positions of trust and authority, which might increase their Leadership score or provide them easy access to a variety of followers.

Over the course of his travels, Demetri is exposed to a great deal of information. He can provide twice the normal bonus to Knowledge (geography), (local), (nature), (nobility) checks, but generally only regarding places and people outside the immediate area. He can also provide details regarding any ruins, monsters, or brigands in the area, but generally only speaking with details about their rumored abilities.

Frontier

Explorers

Rough and capable, Kincaid often heads into the unknown with a motley group and returns to tell the tale. He can inform the party about the location and state of various ruins, natural or supernatural threats and hazards, potential and existing shelters, as well as any passes or shortcuts and their current condition.

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Kincaid is more than happy to offer his service as a guide or emissary, trade for any unusual goods or items he has, assist in the acquisition of rare spells, or provide training with exotic or unusual gear. He is an excellent mentor, cohort or instructor for the group, able to grant the group access to skills, traits or incantations they might not otherwise find.

Kincaid Gellairson CR 9

(9,600 XP)

Male jotunnar (giant) CN taskshaper 10 Init +1; Senses low-light vision; Perception +12

(1)etense

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield) hp 73 (10d8+28) **Fort** +9, **Ref** +8, **Will** +4

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Offense

Speed 30 ft.

Melee +1 keen bastard sword +10/+5 (1d10+3/17-20x2) or unarmed strike +9 (1d4+2)

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Special Attacks Ability Shift (touch of change) +10 (DC 18)

Ranged composite longbow +8/+3 (1d8+2/x3)

Statistics

Str 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 16 **Base Atk** +7; **CMB** +8; **CMD** 19

Feats Alertness, Iron Will, Power Attack, Improved Unarmed Strike, Weapon Focus (unarmed strike)

Skills Diplomacy +16, Disguise +9, Handle Animal +12, Intimidate +9, Knowledge (Local) +10, Knowledge (Nature) +10, Perception +12, Sense Motive +12, Stealth +10, Survival +10; Racial Bonus +2 Craft, +2 Intimidate, +2 Sense Motive

Languages Common, Giant

SQ Ability Shift, Advanced Shapes, Change Shape, Mimicry, Moment of Change, Perfect Copy, Shaped Capacity

Gear +1 keen bastard sword, +1 glamered breastplate, +1 buckler, adventurer's kit, 50 gp.

Special Abilities

Mimicry (Ex) Kincaid is proficient in all weapons, armor, and shields. Additionally, he can use any spell trigger or spell completion item as if the spells were on his spell list. His caster level is equal to his class level.

Moment of Change (Su) Each day, Kincaid has a pool of 13 moments of change. Once a round, as a free action, he can expend a moment of change to do any one of the following things:

• Imprint Feat: For one round, exchange one feat currently possessed for another feat. Kincaid must personally witness this feat to imprint it, and has 13 feats currently imprinted. A suggested list includes: Ability Focus (touch of change), Additional Traits, Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Grapple, Improved Iron Will, Lunge, Mounted Combat, Point Blank Shot, Shield Focus, and Throw Anything. Successfully imprinting a feat he has personally witnessed requires a successful Perception check (DC 15, +1 per 10 ft. of distance from the creature performing the feat). Kincaid must still meet all the prerequisites for the imprinted feat.

• Imprint Skill: Exchange the ranks of any one Str- or Dex-based skill for one skill check.

• Modified Advantage: Gain a +1 bonus to any single d20 roll.

Ability Shift (Su) Kincaid may use these ability shift effects twice per day in any combination. Use of this ability is considered an immediate action (hence you cannot use the ability twice in the same round):

• Dynamic Form Kincaid's speed for each movement mode he possesses gains a + 30 ft. enhancement bonus and his fly maneuverability improves by one-step for one hour per level. In addition, during this time, he



gains a circumstance bonus to Acrobatics, Climb, Fly and Swim checks equal to his class level (maximum +15).

• Touch of Change Kincaid can baleful polymorph (DC 18; CL 10) any living creature he touches. Although this is an immediate action, its use in combat still requires a touch attack.

Advanced Shapes Kincaid may add the following advanced shaped capacities to his choices when using the shaped capacity ability.

• **Regeneration (Ex)** Kincaid gains regeneration 5 (acid or fire) for 10 minutes.

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Change Shape (Su) Kincaid has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of his own physical qualities. This ability functions as an *alter self* spell, (he adjusts his ability scores based on his size as per the spell) with a caster level equal to his class level. This ability emulates additional spells: *beast shape I, beast shape II, elemental body I, beast shape III, elemental body II, and plant shape I.*

Perfect Copy (Su) When Kincaid uses *change shape*, he can assume the appearance of specific individuals.

Shaped Capacity Capacities require Kincaid to spend moments of change, which he may do only once per round.

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• **Impersonate** Using his ability to emulate the thoughts of creatures that he has touched, Kincaid can impersonate other living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus granting a +5 competence bonus to Disguise checks. He can use this ability at will, but must have touched the creature to be impersonated at some point and then spend a moment of change before using the ability. The impersonated creature gains no sense Kincaid is impersonating him.

• Imprint Class Ability Kincaid can use any class ability which could be possessed by a character equal to half his class level which could be performed as a single action (this does not include spellcasting or bonus feats). If Kincaid has not personally witnessed this class ability during gameplay, he can only select from a list of 13 class abilities from the Pathfinder® Roleplaying *Game Core Rulebook*TM, which the GM may select. A suggested list includes: Bloodline (Abyssal), Bardic Performance, Channel Energy (good), Divine Health, Evasion, Favored Enemy (Humans), Lay on Hands, Rage (Clear Mind), Trackless Step, Track, Trapfinding, Uncanny Dodge, Woodland Stride. Successfully imprinting a class Kincaid personally witnesses requires a successful perception check (DC 15 +1 per 10 ft. of distance from the creature using the class ability).

• **Improved Imprint Skill** Exchange the ranks of any one skill for another for one skill check.

• **Instant Armor** Kincaid gains a natural armor bonus to AC equal to one-third his taskshaper class level for one minute per class level; if he is using the total defense maneuver, this bonus increases to his full class level.

• **Shaped Resistance** Kincaid has resistance 20 against a specific energy type of your choice.

A roaming explorer of the mountainous frontier, Kincaid has ventured into the wilderness and back to the burgeoning border towns for as long as anyone can remember and moving on when too much "civilization" begins to show up. At nearly 7-foot tall he is a towering, broad-shouldered, but lean, man with a full blonde beard and a thick braid of mead-colored hair. Kincaid seems to have a knack for almost any endeavor he puts his mind to completing, and it makes him quite popular among locals looking to find a particular animal, lost item, outlaw, plant, or route through the wilderness. Kincaid is torn between his desire to find more jotunnar, like himself, and participating in the human society which raised him. He is generally an amicable, but rough individual, with his jotun blood often showing through with excess celebration and mannerismsthough this behavior tends to be common in a frontier environment, so no one minds too much. Kincaid's abilities to infiltrate locations or gather information are a well-kept secret, but he is often rumored to know far more than a drifter should, and what he doesn't know, he seems capable of learning quickly. This talent is surprising, given his obvious and strong giant heritage, which he displays prominently.

Secret: He was raised by human parents after being discovered by his adoptive father in a half-collapsed cabin. There were no other bodies and Kincaid has no

idea who his true family is, though he rigorously searches the region for any clues and does not hide his jotunnar blood.

Merchants

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Often arriving with little more than a smile and a heavily-laden, reinforced wagon, Radko can trade for exotic goods, luxuries, and weapons long before they might arrive in more cosmopolitan markets. His wideranging travels mean he can act as a resource for rare, unusual languages and often gives a purchasing discount to adventurers who buy from him on the road saving him the trip cross country.

With trade contacts in such distant, fringe locations, Radko can deliver messages and act as an unassuming, trusted courier—one unlikely to be harassed by local populations. He can also bring news from those places, giving characters a chance to act on information before the rest of the world becomes aware of dangerous, diplomatically awkward or lucrative situations.

Nomads

Often renowned for their hospitality, nomadic tribes can provide directions or even guides to mystic sites, rumored monster lairs, or ancient ruins more often shunned by the common members of the group. They may know stories associated with how the ruins came to be, or why sacred sites are considered so—providing bonuses to Knowledge (arcana), (history), or (religion) checks regarding their customs and region.

Harsh environments, untamed wilderness and unusual customs—such as headhunting, spirit-communing, or animal-based fighting styles make the warrior elites of a nomadic tribe excellent escorts and capable instructors, potentially teaching characters survival techniques, specific tribal feats, or providing access to incantations, exotic weapons, unique spells and uncommon magical items. **ドッパフォレッシュ ビッパフィアン ビンシュ エビー・シュ ビー・シュー**

Settlers

Homesteads and freeholds on the frontier are the realm of brave and ingenious individuals looking to forge a new life. Speaking for the rest of the community, Lakshmi can offer the characters shelter from storms and extreme temperatures, or a safe haven for mounts while exploring, perhaps even a place to rest and recover between forays against monsters or savage raiders.

Distant communities must be fairly self-reliant, often composed of an eclectic mix of individuals, and this can make them a repository of knowledge on a broad base of useful topics. The community can provide a bonus on any skill with half a day's notice. The people here have limited supplies but often build or find what they need. Craftsmen can provide all but the most exotic items, but may need twice the usual time to create them.

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Nautical

Nautical boons focus on resources, information, and transportation. The lack of specialists and materials found on the open seas is certainly a consideration, but nautical boons should still have some focus on establishing relationships. Out on the waves, the reach of the law is often no farther than one can swing a sword. It is close to being on another world entirely, and so the level gratitude speaks to the moral character of the person granting the boon. Bonuses to skill checks provided by such boons should scale to the campaign's level, like urban boons, but might only be half as large, or require additional time spent to fully utilize the bonus. Beyond level 12, such bonuses should be combined, representing coalitions of crews, captains and officials joining together in unlikely alliances when assisting such renowned characters.

Crewmembers

Ordinarily a group of rough and salty men, these sailors are willing to perform a number of unsavory activities for the characters—though they want no accompaniment while about their business. They could shanghai someone for the party, or reveal the location of black markets, pit fights, or secret gambling houses.

Experienced at estimating the value of an item and knowing the importance of keeping your wealth compact and easy to transport, the crew would be willing to trade trinkets, sell or purchase loot for the group, help locate or sell special items, and assist with learning specific information about a particular topic.

Harbor Master

Naechor is a devotee of greed and efficiency, and works in a potentially rough docks district. He realizes the value in a friendly group of adventurers. Naechor happily provides warnings regarding official inspections, tips about departing smugglers, law enforcement raids or pirate ambushes. He can do so easily, since he operates in a position to observe the coming and going of vessels in the harbor.

As harbormaster, Naechor can offer reduced dock fees, information about who has arrived and from where, as well as details regarding different cargos entering city. This knowledge can help characters track potential criminals or insurgents, gain a market advantage, or prepare an ambush of their own.

Navigator

Torsten offers the group information allowing them to take advantage of faster routes across the waters plotting currents, identifying hazards, and noting the general regions where monsters are known to lair, hunt, or ambush vessels. If these creatures have known weaknesses or preferred bribes, he can supply that information.

As an experienced sailor and navigator, Torsten can provide stories about mythic islands said to have buried treasure or lost civilizations. He can teach navigational tricks to help keep a ship on course, show the characters how to gain a bonus when trying to foretell the impending weather or handle a ship in a storm.

Forsten CR 3 (800 XP)

Male human NG adept 2/expert 3 Init +4; Senses Perception +12

Defense

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AC 14, touch 10, flat-footed 14 (+4 armor) hp 20 (2d6+3d8) Fort +3, Ref +3, Will +8

Offense

Speed 30 ft. Melee Mwk shortsword +2 (1d6+1/19-20x2) Spells (Cl 2; Concentration +4) orisons – guidance, mending, purify food and drink 1st – cure light wounds, endure elements

Statistics

Str 8 Dex 10, Con 11, Int 12, Wis 15, Cha 10 Base Atk +3; CMB +3; CMD 13 Feats Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Profession (Navigator)) Skills Diplomacy +5, Knowledge (history) +9, Knowledge (nature) +9, Perception +10, Profession (Navigator) +12, Survival +10, Swim +5 Languages Common

SQ Familiar (Seagull; +3 on Survival checks) **Gear** masterwork shortsword, masterwork chain shirt, masterwork navigator's tools, 150 gp リシリトウフス スペ ムシッス メメン やス スヒやつ ド イルウ う

Torsten's served on half a dozen vessels as a navigator, changing employments amicably when the destinations didn't agree with him or the requirements of his personal life demanded. He's short man, sometimes mistaken for a very tall dwarf, with a round sun-beaten face, a floppy, short-brimmed hat and thick, calloused hands. Torsten is a good and reputable navigator, known for keeping ships safe from storms and often arriving ahead of time. A lifelong bachelor and seaman, he doesn't like the politics and social considerations of life ashore, but tolerates them. He seems to spend very little of his pay, saving it for a retirement overlooking the coast and only purchasing a few items of masterwork quality. His varied and eclectic service to so many captains means he has no trouble finding work or passage to his choice of destination, and his reputation ensures a fair price-if there's a price at all. Torsten's never seen without chewing the mouthpiece of his scrimshaw pipe, whether or not there's pipeweed in it.

Secret: Torsten has a daughter he fathered with a famous female captain, years ago. Neither parent lives with her, but she's cared for by an aunt and governess in a home funded by both.

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Pirates

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Pirate crews are notorious for their lovalties, pride and rivalries, and are more than happy to provide the characters with detailed information regarding the complements and armaments of rival ships, the tactics of and patrolling regions of national navies or freebooters, and the routes and schedules taken by shipping companies.

Savvy characters know that crews can also offer information about the habits and skills of particular pirate captains, speak about locations rumored to be haunted and the spirits that claim them, as well as sailing hazards and the skills necessary to evade them. Far-ranging, pirates often know a great deal about the seaside defenses of many ports and the best places to buy a drink or find companionship. Their familiarity with a large number of cities makes them guite knowledgeable regarding the best places to find or sell particular goods.

Because of their aggressive acquisition policies, pirates often find themselves in possession of very strange and unusual treasure. Combined with a seaman's usual superstitions and distrust of magic, and pirates can be a welcome source of interesting loot available for purchase at rather reasonable prices-just as long as the characters are content not to ask too many questions.

Ship's Captain

A free captain of the trading cog, the Golden Dream, Henry is a rough man willing to provide groups with information about various ports, free transport to destinations along his usual routes and reduced costs for passage beyond—unless he can find a way to profit along the way. He will trade goods or pursue special commissions for a reduced or no fee.

As a merchant captain, Henry can make introductions with trade factors, explorers, local leaders, merchants, possibly even pirates. The shipmaster knows of safe havens for vessels and small groups, capable of providing shelter from weather or possibly concealment from pursuit. A veteran of the seas, Captain Henry has heard a number of secret, firsthand tales regarding lost treasures, ship graveyards, and marauding creatures.

Wilderness

The boons available from wilderness contacts revolve around lost information, like hidden routes, monsters' lairs and fantastic locations. These boons rarely establish relationships, since creatures and individuals able to survive alone in an otherwise hostile environment require great trust to be established before reciprocating. In the wilderness, often the only person you can truly trust is yourself, meaning boons have much more value. Bonuses to skill checks provided by such boons should scale to the campaign's level, like urban boons, but might be less for more uncommon skills and might only be available once. Beyond level 12, such bonuses could be combined, but sparingly, representing the reluctance of different communities to join together even when assisting such renowned characters.

Awakened Creature

A sentient creature who walks amongst the wild beasts, Thuvial Brighteyes repays kindnesses by revealing game trails which might speed travel or ensure a stealthy arrival, guiding groups along secret route unknown to most travelers, or revealing lost battlefields and the arms and armor that might be simply waiting for someone to collect.

As an awakened animal, Brighteyes maintains relationships with the other creatures of the region and can provide a trusted introduction to local fae. Thuvial's recommendation may mean the difference between a hostile reception and the opportunity to request greater assistance. Additionally, Brighteves offers the means to utilize the eyes and ears of the region's creaturesthough their understanding of complex concepts is limited.

Thuvial Brighteyes



XP 1,200

Giant Advanced Awakened Deer

N Large magical beast (augmented animal) Init +3; Senses Scent; Perception +15

Defense

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, -1 size)

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hp 42 (4d10+20) Fort +9, Ref +7, Will +5

Offense

Speed 40 ft. **Melee** Hoof +9 (1d6+5) or gore +9 (1d8+5) Space 10ft.; Reach 5ft. Tactics Deer attack with their hooves or antlers. When defending his herd, Thuvial attacks by charging an opponent and butting with his horns (gore).

Statistics

Str 20, Dex 17, Con 20 Int 15, Wis 18, Cha 13 Base Atk +4; CMB +10; CMD 23 Feats Dodge^B, Mobility^B, Run, Self-sufficient Skills Heal +7, Perception +15, Stealth +13 (17*), Survival +9, Swim +16; Racial Modifiers Deer have a +4 racial bonus on Perception, Stealth, and Swim checks. *In forested areas the Stealth bonus increases to +8. Languages Common SQ None

A tall, shaggy roan of a great buck, Thuvial carries himself like an elder statesman, concerned for the welfare of the forest and the creatures around him. His origin is shrouded in uncertainty, for the local woodsmen know he has wandered the trees for at least a generation, sometimes leading the lost back to civilization or chasing off wolves as they surrounded a poor unfortunate. He is aloof and avoids travelers, but has silently stalked poachers and nearly gored them to death as they prepared to shoot one of his herd. He is not an indiscriminate vigilante, though, and seems to understand a balance must be kept among the wild creatures. He is particularly protective of his direct descendants, and residents avoid hunting bucks that share his distinctive coloration, lest they find themselves regularly plagued by skunks and raccoons, revealed by birds and squirrels, and hounded by wolves. Those who ignore this not-so-subtle treatment find themselves opposed directly by the stag, his broad, sharp antlers slashing for them through the branches. Tireless and persistent, Thuvial knows the length and breadth of the forest, monitoring its borders and paths, doing what he can to protect his home.

Secret: Thuvial came to be when a druid was ambushed by marauding goblinoids. Bleeding out and dying, the druid cast awaken on Thuvial in an attempt to create an ally. The stag did defeat the attackers, but refused to go for help until the druid cast awaken again. Freed of the druid's influence with the second spell, the deer allowed the druid to die, and secreted the corpse in a secluded cleft. To this day, he has told no one and kept the body hidden.

Fae

The faerie of a particular location or region are a wealth of information, having observed and interacted with generations of mortal residents. When providing a boon, a fae creature might offer characters rare incantations,



reveal ancient ruins not yet explored, treasure troves untouched by thieves, knowledge of an arcane or mundane nature, or simply information about the hazards and threats in the local area.

Fae often maintain noble courts structured like the mortal examples in the area, and so a faerie creature might offer characters tokens of friendship with guaranteed access to these magical gatherings. However, it's also possible that such a token implies an alliance with a particular faction of the court-an affiliation which characters might not realize until it's too late. Fae also tend to know the awakened animals or unquiet spirits in an area and might offer introductions to creatures which might otherwise respond only with hostility.

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Ghost

The ghost of Lady Rypenes has haunted this area for generations, and knows a number of secret codes, ancient languages and tidbits of lost history which might help the characters. She can translate texts or identify the markings and heraldry of items which might otherwise require a trip to a distant scholar.

The ghost offers a circumstance bonus on esoteric knowledge and special Knowledge checks, even allowing retries when such actions might not be allowed. She knows otherwise hidden information regarding inhabitants of the area, explaining personalities, quirks, and secrets which might allow for ambushes or bonuses to negotiate. She might requires the group to undertake actions which would put her spirit to rest, like recovering and burying her bones, delivering a message, or ensuring a lost treasure is returned to her family's descendents.

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