Rite Publishing Presents

Agate Companion

A new Figurine of Wondrous Power for any character





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Agate Companion

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Dedication: To Robert N. Emerson: My Advocate, Adherent, Patron, Colleague, and Friend. Special Thanks to Bill Collins, Dennis Baker, and Ernesto I. Ramirez Gomez

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Price (item level): 10,000 gp (varies) Body slot: - (held) Caster level: 11th Aura: Moderate transmutation (DC 16) Activation: standard (command) or special Weight: 1 lb

DESCRIPTION:

You discover a small figurine of agate that is the spitting image of your animal companion.

(Or another animal that would be favored by the character.)

"I found the statuette of *Cempa*, my noble steed, in the treasure of a marked servant of wrath, while attempting to find a path through the ruins of a fallen kingdom. In fine runes written up its side was the word "gramfaernes." I recognized this as a figurine of wondrous power and its command word. I then spoke the word that I could never take back, not knowing that "gramfaernes" was the Old Common word for Wrath.

And so an abomination was brought upon Cempa and myself. Though this malediction granted Cempa great power, his nobility was diminished as he became subject to violent rages; attacking stable boys, breaking hitch posts, and once he even sought to kill a woman who slapped me. It has also taken a physical toll on him, scarring him horrifically though he hides his appearance when he feels the need.

I can say only that I was spared one horror by this fell curse. When the great barghest Barrukx captured us and fed upon Cempa, he was saved by the divine bane that is this agate figurine, which brought my beloved companion back to me.

I still mourn, though, for his lost nobility. "

LORE:

Characters with Bardic Knowledge or ranks in Knowledge (arcana) can learn more about the Companion of Wrath. When a character makes a successful check, the following lore is revealed, including the information from lower DCs. DC 15: Also called "Derbarnae" in dwarven (translates as "The Avenging Beast") and "Ghakar" (translates as "Cohort's Fury"). It is known to create an animal companion for those that speak

the command word and grant many of the benefits of a figurine of wondrous power to existing animal companions.

DC 20: This item makes an animal companion more powerful, often granting it greater intelligence, a stronger force of personality, thickening its hide, quickening its stride, its strikes cause more harm, and even grants it sight in total darkness.

DC 25: This item allows the animal companion to use a druidic magic allowing it to change shape. It often uses this ability so that it can travel where it needs to or hide its form when in an area it would not normally be allowed.

DC 30: Use of this item allows the companion to gain the benefits of magics affecting the person who is bonded to the companion.

DC 35: Unlike normal figurines of wondrous power this statuette is not ruined when destroyed as it eventually reforms and apparently cannot be lost unless a specific condition is met.

DC 40: Some scholars theorize that these items are created by echoes of power emanated by the currently imprisoned god of wrath that seeps into the poorly crafted figurines, others say they come from blasphemous research into the physical mark that is made by love of justice transformed into vengeance and spite, but all agree that this item is a curse that inflicts the animal companion with uncontrollable rages.

ABILITIES:

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Grants the user an animal companion with the companion of wrath template or grants the companion of wrath template to the user's animal companion.

Prerequisites: Craft Wondrous Item (animate object)

Cost to Create: 5,000 gp (400 xp)

Companion of Wrath Jemplate

Starting Statistics: Size a base animal companion; Speed +5 ft.; AC increases natural armor by +2; Attack increases all the companion's dice damage by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8. 2d6:

Ability Scores: +10 Charisma, Increases intelligence to a minimum of 3

Special Qualities: Gains darkvision, cursed figurine of wondrous power, humanoid companion, wrath of the unruly, beastshape II (at

will; caster level equal to animal companion class level) 4th-Level Advancement: +2 Charisma, **Special Qualities: -**

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Cursed Figurine of Wondrous Power: This appears to be a miniature statuette of a creature from the list of animal companions (or at the DM's discretion an exact duplicate of a PC's animal companion) made of agate and is an inch or so high. When the figurine is tossed down and the correct command word spoken or when the companion of wrath chooses to, it becomes a living creature of normal size. The creature normally serves its owner as an animal companion (see wrath of the unruly); the creature understands Common but does not speak.

If a cursed figurine of wondrous power is broken or destroyed in its statuette form, it reforms when the command word is spoken by its linked owner or when the companion of wrath chooses it to appear amongst the attended objects of its humanoid companion. If slain in its animal companion form, the figurine simply reverts to a statuette that cannot be used again for one hour.

A remove curse spell will not work until a specific condition has been met.

Humanoid Companion: A companion of wrath forces a bond with a creature in a manner similar to a druid, except the creature is bonded by the companion of wrath rather than the druid's nature's bond creating the link. If the affected creature already has an animal companion, the animal companion is transformed into a companion of wrath (no save). This animal, while still a loval companion that accompanies the humanoid companion on her adventures, is subject to the wrath of the unruly and its appearance changes so that its hide becomes matted and mottled while the skin stretches and thins so that its skull becomes visible. No ceremony releases either companion for their service. In all other ways it acts as a standard animal companion

Spell Mirror: The companion of wrath may choose to gain the benefit of any spell effect that is currently affecting its humanoid companion; use of this ability is not an action. For example a humanoid companion could drink a potion of water-breathing while wearing a ring of freedom of movement and while being part of a teleport spell and the companion of wrath would be teleported, be able to breathe water, and move normally underwater.

Wrath of the Unruly: A companion of wrath is recognizably impulsive and aggressive, and at times (DM's discretion) gives way to uncontrollable rages that result in assault or destruction of property, especially in response to perceived wrongdoings against itself or its humanoid companion. A successful Animal Handling or Wild Empathy check (DC 15+the companion of wrath's class level plus its charisma modifier) will stop one of these rages. Also, it prefers its natural form and refuses to use its beast shape to benefit its humanoid companion, primarily using it to change into forms so that it will not be assaulted in a city for example or to climb up a cliff wall to stay close to its humanoid companion. If its humanoid companion is injured, by anyone other than the animal companion add a +2 bonus to attack and damage, also the companion of wrath gains +2 temporary hit points per animal companion class level for one round per animal companion class level.

"Cempa" Horse

Large Animal Companion of Wrath Init +2; Senses darkvision, low-light vision, scent; Perception +10, Languages: Common (understands but cannot speak)

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DEFENSE AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural) **hp** 48 (6d8+18) Fort +8, Ref +9, Will +3 (devotion) **Immunities** evasion

OFFENSE **Spd** 55 ft. . Melee bite +10 melee (1d6+6), 2 hooves +5 melee (1d8+3): Base Atk +4, CMA +11, CMD 23 Space 10 ft.; Reach 5 ft. Special Atk: Combat Trained Spell-Like Ability; At-will Beastshape II (Cl 6l)

TACTICS

See Sir Manesar Kerslake

STATISTICS

Skills: -

Abilities: Str 22, Dex 15, Con 17, Int 2, Wis 12, Cha 18: Feats: Lightning Reflexes, Power Attack, Run

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SQ: cursed figurine of wondrous power, devotion, humanoid companion, link, share spells, tricks, wrath of the unruly

SPECIAL ABILITES

Cursed Figurine of Wondrous Power: Cempa can appear to be a miniature statuette of himself that is made of agate and is an inch or so high. When the figurine is tossed down and the command word spoken, or when the companion of wrath chooses to, it becomes a living creature of normal size. Cempa normally serves its owner as an animal companion (see wrath of the unruly).

If a *cursed figurine of wondrous power* is broken or destroyed in its statuette form, it reforms when the command word is spoken by its linked owner or when the Cempa chooses to appear amongst the attended objects of its humanoid companion. If slain in its animal companion form, the Cempa simply reverts to a statuette that cannot be used again for one hour.

A remove curse spell will not work until Sir Maneser Kerslake kills the servant of the god of wrath who created the agate companion and takes no pleasure in the act.

Devotion (Ex): Cempa gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Cempa is subjected to an attack that normally allows a Reflex save for half damage; it takes no damage if it makes a successful saving throw.

Humanoid Companion: Cempa forces a bond with a creature in a manner similar to a druid, except the creature is bonded by the companion of wrath rather than the druid's nature's bond creating the link. If the affected creature already has an animal companion, the animal companion is transformed into a companion of wrath (no save). Cempa, while still a loyal companion that accompanies the humanoid companion on her adventures, is subject to the wrath of the unruly and his appearance changes so that its hide becomes matted and mottled while the skin stretches and thins so that its skull becomes visible. No ceremony releases either companion for their service. In all other ways Cempa acts as a standard animal companion.



Link (Ex): His humanoid companion can handle Cempa as a free action, or push him as a move action, even if she doesn't have any ranks in the Handle Animal skill. The humanoid gains a +4 circumstance bonus on all Wild Empathy checks and Handle Animal checks made regarding Cempa.

Share Spells (Ex): The humanoid companion may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A humanoid companion may cast spells on her animal companion, even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that granted Cempa to its humanoid companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spell Mirror: Cempa may choose to gain the benefit of any spell effect that is currently affecting his humanoid companion; use of this ability is not an action. For example a humanoid companion could drink a potion of water-breathing while wearing a ring of freedom of movement and while being part of a teleport spell, and Cempa would be teleported, be able to breathe water, and move normally underwater.

Tricks:

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Attack: Cempa attacks all apparent enemies regardless of creature type. Sir Manesar may point to a particular creature that he wishes Cempa to attack and he will comply, if able.

Come: Cempa comes to Sir Manesar, even if it normally would not do so.

Defend: Cempa defends Sir Manesar (or is ready to defend him if no threat is present), even without any command being given. Alternatively,

the knight can command Cempa to defend another specific character.

Down: Cempa breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Guard: Cempa stays in place and prevents others from approaching.

Heel: Cempa follows the knight closely, even to places where it normally wouldn't go.

Seek: The animal moves into an area and looks around for anything that is obviously alive or animate.

Wrath of the Unruly: Cempa is recognizably impulsive and aggressive, and at times (DM's discretion) gives way to uncontrollable rages that result in assault or destruction of property, especially in response to perceived wrongdoings against itself or its humanoid companion. A successful Animal Handling or Wild Empathy check (DC 15+the companion of wrath's class level plus its charisma modifier) will stop one of these rages. It also prefers its natural form and refuses to use its beast shape to benefit its humanoid companion, primarily using it to change into forms so that it will not be assaulted in a city, for example, or to climb up a cliff wall to stay close to its humanoid companion. If its humanoid companion is injured, by anyone other than the animal companion, add a +2 bonus to attack and damage. Also the companion of wrath gains +2 temporary hit points per animal companion class level for one round per animal companion class level.

DESCRIPTION:

A dark and mottled stallion, whose skull is nearly visible with sharp vicious teeth, he is often mounted by a knight in silver gilded full plate.

Cempa is usually aware of danger before Sir Maneser, and enjoys outrunning almost every other horse. Cempa will attack anyone who harms Sir Maneser in the slightest fashion and cares only for vengeance upon transgressors, even at great risk to his own life and Sir Maneser. Though, when not subject to its curse, the stallion is often as helpful as his master and often seeks to help the helpless. Cempa has a dark reputation, due to the many folk it has injured, and most folks fear the beast. Cempa is often in disguise (beastshape) and will serve those who need its help as gifted tracker (scent) until Sir Maneser calls him to return to aid him



History: (Bardic Knowledge or Knowledge (Local or Nobility)) DC 15: Cempa is the divine mount of the knight errant known as Sir Manesar Kerslake.

Secret: (Bardic Knowledge or Gather Information) **DC 25:** "Cempa" has been cursed by the figurine of wondrous power known as the agate companion.

Sir Maneser Kerslake CR 6

Male Human Paladin 6 LG Medium Humanoid Init +0; Perception +1, Aura courage (10 ft., +4 fear saves), good Languages: Common

DEFENSE AC 19, touch 10, flat-footed 19 (+9 armor, +2 shield) **hp** 49 (6d10+12) Fort +8, Ref +5, Will +8 **Immunities** fear

OFFENSE Spd 20 ft. **Melee** +1 battle axe +9/+4 melee (1d12+4, 19-20), masterwork lance +9 melee $(1d8+2, x_3)$ Base Atk +6, CMB +8, CMD 18 Space 5 ft.; Reach 5 ft.

Special Atk channel positive energy (3d6, DC 16), lay on hands (6/day, 3d6), mercy (diseased, sickened), smite evil (2/day, +3 to hit, +6 damage), necklace of fireballs (II, 70'ranged, fireball, DC 14. 1-6d6, 2-4d6, 2-2d6) Spell-Like Abilities (CL 6th): At Will—detect evil

Paladin Spells Prepared (CL 3rd): 1st- divine favor, lesser restoration

TACTICS

Before Combat If possible Sir Maneser mounts "Cempa", casts divine favor (spell mirrors to *Cempa*), and will ready his lance; against honorable opponents he will announce his intent to attack them.

During Combat Sir Maneser will almost always attempt to attack with a spirited charge and ride by attack with his lance +12 melee (3d8+7)

Morale: Unwaveringly valorous, Sir Maneser only leaves the field of combat if there is no chance of victory, and only after all other allies have been able to leave the field.

STATISTICS

Abilities: Str 14, Dex 10, Con 14, Int 8, Wis 12, Cha 17;

Feats: Mounted Combat, Ride By Attack, Spirited Charge, Power Attack Skills: Handle Animal +12, Ride +9 SQ: -Possessions full plate, 200 gp

DESCRIPTION

A strong knight wielding a mighty battle axe, he is most often mounted on a powerful steed and is clad in silver-gilded full plate; he wears a full helm as well, hiding his appearance.

Sir Maneser takes great pride in his skill with horses and his horsemanship; he is often found teaching young stable hands. Sir Maneser is fiercely protective of his mount and will let no one, but himself, touch the beast. He is devoted to curing his steed of the curse it is under, while still performing the duties of a knight errant and he will often stop to assist others, even at the cost to his own quest. Sir Maneser is well-loved by almost everyone he meets, as knowledge of his kindness, courtesy, and valor have spread far and wide. Sir Maneser is known as a healer to many in these parts, especially with the care of animals, he can also give the name of every famous and not so famous mount alive.

History; Bardic Knowledge, Knowledge (Local or *Nobility*) **DC 15:** Sir Maneser Kerslake is a knight errant since the death of his lord last winter.

Secret; Bardic Knowledge or Gather Information **DC 25:** "Cempa" attacked and killed Sir Maneser's lord when the lord slapped the knight for refusing to execute a honorable foe; he left rather than put his steed to death.

Designer's Notes

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I have long enjoyed figurines of wondrous power, even before a certain black panther and dark elf teamed up, because they are less likely to be slain, and even if they are they can easily come back to serve you again. There is also a bit of the evocative in the idea that a small statuette can come to life growing into a mighty beast that will serve you on a great quest. We now have the Pathfinder Role-Playing Game where animal companions grow in power as you do, yet this does not hold true for figurines, so here is my attempt to combine the two and add a bit of a role-playing twist to the mix. I encourage GMs to twist the wrath of the unruly to any of the other sins : "Lust", "Gluttony", "Greed", "Sloth", "Envy", and "Pride" or perhaps if you're running an Evil Campaign the curse could be one of the Virtues.

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A special note on the use of the item, the idea here was to enhance the animal companion so that it could be useful in any environment and allow the creature to fit into small dungeons or reach the top of a cliff. Attempts by players to abuse the beastshape, immortality, and/or spell mirror should be met with the Wrath of the Unruly.

Additional Curse Escape Clauses:

- Break a magic mirror that has beheld both you and the companion of wrath's reflection.
- Swear an oath to someone, or something, 2. that you oppose to undertake one task.
- Kiss a lich's phylactery that you will never 3. destrov.
- The character needs to keep his calm and 4. stay his anger for one mooncycle (one month).
- Break the trust of someone who has 5. entrusted you with a secret, sharing it with the one person they asked you to never tell.

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The Agate Companion is a new Figurine of Wondrous Power for any character, the agate companion works perfectly for any character who has an existing animal companion and for those without. This mini-pdf includes a magic item, with detailed Lore for bardic knowledge, divinations and skill checks. It also includes a new creature template for animal companions, along with to example Npcs that could be used as plot hooks or adventure seeds. Designer's Notes are also included to give you a look behind the screeen.







By Steven D. Russell