

Pathfinder Society Pregenerated Characters

Advanced Player's Guide Edition

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Welcome to my Pathfinder Society pregenerated characters for the Pathfinder Roleplaying Game, *Advanced Player's Guide* version. This is the second in what seems to be becoming a series of Pathfinder Society campaign-legal first level characters. As with the previous document, the pregenerated characters presented herein are completely statted out (with a few small exceptions) and all but ready to play, including at least one character of each of the core races for each of the classes presented in the *Advanced Player's Guide*.

Reading the Sheets

By and large, I have formatted these character sheets along the lines that Paizo uses for their NPC and monster statblocks. There is a bit more information here, but anyone with any experience with Paizo's formatting should have no trouble reading the sheets. I have also done everything I can to keep all the information to a single page – none of the characters spill onto two pages, though I had to fiddle some with the formatting to make that work. For those who wish to transfer the sheets to a more traditional presentation, you will want to know that I have made it my policy to do as much of the math as possible for the player, so that, for instance, all the listed skill modifiers include all the relevant bonuses and penalties (racial, equipment, feat, etc.). The listed skills only include the skills the character is actually trained in, as well; if it's under the Skills section, then the character has a rank in it.

When generating the ability scores, I have typically used a 16, 14, 14, 12, 10, 8 array, allowing for several good scores but also including a penalty to keep things interesting. In several cases, however, I have deviated from this – if you wish to modify the ability scores and want to determine the starting point, I would suggest subtracting out the racial modifications (with humans and half-elves coming from the highest ability score and half-orcs generally coming from Strength) and working from there. In my conversions, however, I've generally just found it easier to start fresh, especially since I sometimes use racial bonuses to cover “dump stats,” which might leave a converted character with an unacceptably low score at times.

Though the previous pregenerated characters used only material from the core rulebook, I have designed these characters to take full advantage of the new rules from the *Advanced Player's Guide*. In order to make the use of this new material easier, I have marked new rules content with a specific tag, like so: “*crafter's fortune*^[APG],” allowing the reader to easily distinguish what new material has been included. In particular, character features I normally don't list on the sheet, such as racial abilities whose benefits appear elsewhere in the character sheet, I have noted specifically in order to indicate the change. Note that this does not extend to the rules for the classes themselves; I have assumed that the use of those rules is implied in the choice of the class itself.

Finally, I should note that all the characters have chosen their first level class as their favored class (though the half-elves have another one yet to choose), and the benefits are included in the stats already. (As it happens, none of these characters make use of the alternate favored class benefits presented in the *Advanced Player's Guide*, for the record.)

I hope you find these pregens useful in your games, either to help new players get started or just to inspire your own character ideas. And if you find any errors or have any questions, please email me at kakitashisumo@yahoo.com with your comments! I will update the PDF with errata as often as I can. Best of luck and happy gaming!

Adam Thomas-Brashier

Dwarf Alchemist 1

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 11, flat-footed 13

(armor +3, Dex +1)

hp 12 (1d8+4)

Fort +5 (+7 vs poison, +9 vs ingested poison), **Ref** +3, **Will** +0; +2 against spells, spell-like abilities, nausea, sickening

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee battleaxe +2 (1d8+3, 20/x3)

Ranged bomb +2 ranged touch (1d6+3 fire, 20/x2, plus splash) or alchemist's fire +2 ranged touch (1d6+3 fire, 20/x2, plus splash) or acid flask +2 ranged touch (1d6+3 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 6/day, hatred, mutagen, splash (DC 13)

Typical Extracts Prepared (CL 1st):

1st – *cure light wounds*, *enlarge person*

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 16 (+3), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 13 (17 vs bull rush or trip)

Feats Extra Bombs, Ironguts^[APG], Throw Anything

Skills Craft (alchemy) +7 (+8 when making alchemical items), Heal +4, Knowledge (nature) +7, Perception +4, Profession (brewer) +4, Spellcraft +7, Survival +4; armor check penalty -1.

Languages Common, Dwarf, plus 3 more

SQ alchemy, stonecunning, throw anything

Combat Gear flask of acid (3), flask of alchemist's fire (2), sunrod (2); **Other Gear** battleaxe, studded leather armor, backpack, belt pouch, bedroll, alchemist's kit, formula book, empty flasks (3), flint and steel, hemp rope (50 ft.), trail rations (6), waterskin, 6 gp, 8 sp, 1 cp

Formula Book 1st – *crafters' fortune*^[APG], *cure light wounds*, *endure elements*, *enlarge person*, *expeditious retreat*

Elf Alchemist 1

Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** -1 (+1 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee rapier +1 (1d6+1, 18-20/x2)

Ranged shortbow +2 (1d6, 20/x3) or

bomb +3 ranged touch (1d6+4 fire, 20/x2, plus splash) or

alchemist's fire +3 ranged touch (1d6+4 fire, 20/x2, plus splash) or

acid flask +3 ranged touch (1d6+4 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 7/day, mutagen, splash (DC 14)

Typical Extracts Prepared (CL 1st):

1st – *identify*, *shield*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 18 (+4), **Wis** 8 (-1), **Cha** 13 (+1)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Extra Bombs, Magical Aptitude, Throw Anything

Skills Appraise +8, Craft (alchemy) +8 (+9 when making alchemical items), Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (planes) +5, Perception +5, Spellcraft +10 (+12 for identifying magic items), Use Magic Device +7; armor check penalty -1.

Languages Common, Elf plus 4 more

SQ alchemy, elven magic, throw anything

Combat Gear acid flask (2), flask of alchemist's fire (1); **Other Gear** rapier, shortbow and 20 arrows, studded leather armor, backpack, alchemist's kit, formula book, belt pouch, rations (2), 7 gp.

Formula Book 1st – *comprehend languages*, *detect secret doors*, *expeditious retreat*, *identify*, *keen senses*^[APG], *shield*

Gnome Alchemist 1

Small humanoid (gnome)

Init +0; **Senses** low-light vision; Perception +1

DEFENSE

AC 13, touch 11, flat-footed 13

(armor +2, size +1)

hp 12 (1d8+4)

Fort +5, **Ref** +2, **Will** -1 (+1 vs illusions)

OFFENSE

Spd 20 ft.

Melee heavy mace +1 (1d6, 20/x2)

Ranged bomb +2 ranged touch (1d6+3 fire, 20/x2, plus splash) or alchemist's fire +2 ranged touch (1d6+3 fire, 20/x2, plus splash) or acid flask +2 ranged touch (1d6+3 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 6/day, mutagen, splash (DC 13)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Typical Extracts Prepared (CL 1st):

1st – *reduce person*, *shield*

STATISTICS

Str 10 (+0), **Dex** 10 (+0), **Con** 16 (+3), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** -1; **CMD** 9

Feats Extra Bombs, Skill Focus (Use Magic Device), Throw Anything

Skills Craft (alchemy) +9 (+7 for Day Job rolls, +10 when making alchemical items), Disable Device +5, Knowledge (arcana) +7, Knowledge (engineering) +5, Knowledge (nature) +7, Spellcraft +7, Use Magic Device +10.

Languages Common, Gnome, Sylvan, plus 3 more

SQ alchemy, master tinker^[APG], throw anything

Combat Gear acid flask (2), alchemist's fire (2); **Other Gear** heavy mace, leather armor, formula book, alchemist's kit, thieves' tools, 13 gp

Formula Book 1st – *cure light wounds*, *crafters' fortune*^[APG], *identify*, *reduce person*, *shield*

Half-elf Alchemist 1

Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12

(armor +2, Dex +3)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +2 (+4 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee sickle +3 (1d6+2, 20/x2)

Ranged bomb +4 ranged touch (1d6+2 fire, 20/x2, plus splash) or alchemist's fire +4 ranged touch (1d6+2 fire, 20/x2, plus splash) or acid flask +4 ranged touch (1d6+2 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 5/day, mutagen, splash (DC 12)

Typical Extracts Prepared (CL 1st):

1st – *expeditious retreat*, *disguise self*

STATISTICS

Str 14 (+2), **Dex** 16 (+3), **Con** 12 (+1), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 15

Feats Extra Bombs, Skill Focus (Stealth), Throw Anything, Weapon Finesse

Skills Acrobatics +4, Climb +3, Craft (alchemy) +6 (+7 when making alchemical items), Disable Device +7, Perception +8, Stealth +7.

Languages Common, Elf, plus 2 more

SQ alchemy, throw anything

Combat Gear acid flask (1), alchemist's fire (1), smokestick (2), sunrod (1); **Other Gear** sickle, leather armor, thieves' tools, alchemist's kit, formula book, flint and steel, 6 gp

Formula Book 1st – *detect secret doors*, *expeditious retreat*, *disguise self*, *jump*

Half-orc Alchemist 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14
(armor +3, Dex +1, natural +1)

hp 11 (1d8+3)

Fort +4, **Ref** +3, **Will** +0

OFFENSE

Spd 30 ft.

Melee greataxe +4 (1d12+6, 20/x3)

Ranged bomb +2 ranged touch (1d6+2 fire, 20/x2, plus splash) or alchemist's fire +2 ranged touch (1d6+2 fire, 20/x2, plus splash) or acid flask +2 ranged touch (1d6+2 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 5/day, mutagen, splash (DC 12)

Typical Extracts Prepared (CL 1st):

1st – *enlarge person*, *true strike*

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +0; **CMB** +4 (+6 sunder); **CMD** 15

Feats Extra Bombs, Ironhide^[APG], Throw Anything

Skills Craft (alchemy) +6 (+7 when making alchemical items), Intimidate +2, Knowledge (arcana) +6, Perception +4, Spellcraft +6, Survival +4; armor check penalty -1

Languages Common, Orc, plus 2 more

SQ alchemy, gatecrasher^[APG], throw anything

Combat Gear acid flask (2), alchemist's fire (2); **Other Gear** greataxe, studded leather armor, backpack, bedroll, belt pouch, grappling hook, formula book, alchemist's kit, silk rope (50 ft.), trail rations (8), waterskin, 9 sp

Formula Book 1st – *cure light wounds*, *enlarge person*, *stone fist*^[APG], *true strike*

Halfling Alchemist 1

Small humanoid (halfling)

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

DEFENSE

AC 18, touch 14, flat-footed 13

(armor +2, Dex +3, size +1)

hp 10 (1d8+2)

Fort +4, **Ref** +6, **Will** +1 (+3 vs fear)

OFFENSE

Spd 20 ft.

Melee quarterstaff +2 (1d4+1, 20/x2)

Ranged bomb +5 ranged touch (1d6+3 fire, 20/x2, plus splash) or alchemist's fire +5 ranged touch (1d6+3 fire, 20/x2, plus splash) or acid flask +5 ranged touch (1d6+3 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 6/day, mutagen, splash (DC 13)

Typical Extracts Prepared (CL 1st):

1st – *bomber's eye*^[APG], *reduce person*

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Extra Bombs, Point Blank Shot, Throw Anything

Skills Acrobatics +6 (+2 jumping), Craft (alchemy) +7 (+8 when making alchemical items), Knowledge (arcana) +7, Knowledge (engineering) +7, Perception +6, Spellcraft +7, Stealth +8

Languages Common, Halfling, plus 3 more

SQ alchemy, throw anything

Combat Gear acid flask (2), alchemist's fire (3), sunrod (2); **Other Gear** quarterstaff, leather armor, backpack, bedroll, belt pouch, alchemist's kit, formula book, flint and steel, rations (4), waterskin, 24 gp, 9 sp

Formula Book 1st – *bomber's eye*^[APG], *expeditious retreat*, *reduce person*, *true strike*, *shield*

Human Alchemist 1

Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 11 (1d8+3)

Fort +4, **Ref** +4, **Will** -1

OFFENSE

Spd 30 ft.

Melee morningstar +1 (1d8+1, 20/x2) or
dagger +1 (1d4+1, 19-20/x2)

Ranged bomb +3 ranged touch (1d6+4 fire, 20/x2, plus splash) or
alchemist's fire +3 ranged touch (1d6+4 fire, 20/x2, plus splash) or
acid flask +3 ranged touch (1d6+4 acid, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Special Attacks bomb 5/day, mutagen, splash (DC 14)

Typical Extracts Prepared (CL 1st):

1st – *bomber's eye*^[APG], *cure light wounds*, *enlarge person*, *identify*, *reduce person*, *shield*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 14 (+2), **Int** 18 (+4), **Wis** 8 (-1), **Cha** 10 (+0)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Extra Bombs, Magical Aptitude, Skill Focus (Craft [alchemy]), Throw Anything

Skills Craft (alchemy) +11 (+12 when making alchemical items), Disable Device +6, Heal +3, Knowledge (arcana) +8, Knowledge (engineering) +5, Knowledge (nature) +8, Perception +0, Spellcraft +10, Use Magical Device +6; armor check penalty -1.

Languages Common, plus 4 more

SQ alchemy, throw anything

Combat Gear acid flask (2), alchemist's fire (1), sunrod (2); **Other Gear** morningstar, dagger, leather armor, masterwork backpack^[APG], bedroll, alchemist's kit, formula book, flint and steel, rations (2), waterskin, 5 gp, 9 sp

Formula Book 1st – *bomber's eye*^[APG], *crafter's fortune*^[APG], *cure light wounds*, *identify*, *reduce person*, *shield*

Dwarf Cavalier 1 (Order of the Star)

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 18

(armor +5, Dex +1, shield +3)

hp 13 (1d10+3)

Fort +4 (+6 vs poison), **Ref** +1, **Will** +0; +2 against spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee battleaxe +4 (1d8+3, 20/x3)

Ranged javelin +2 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks challenge 1/day (+1), hatred, tactician 1/day (Shield Wall, 3 rounds)

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 8 (-1), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs bull rush or trip)

Feats Shield Focus, Shield Wall^[APG]

Skills Heal +4, Knowledge (religion) +3 (+4 own religion), Ride -1 (+5 mount); armor check penalty -6.

Languages Common, Dwarf

SQ mount, stonecunning

Combat Gear none; **Other Gear** battleaxe, javelin (3), scale mail, heavy wooden shield, backpack, belt pouch, bedroll, flint and steel, wooden holy symbol, rations (10), waterskin, 12 gp, 9 sp

Horse Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16

(armor +2, Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2

hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Light Armor Proficiency, Run

Skills Acrobatics +5 (+13 jumping

while unriden), Perception +5

SQ combat trained, link

Gear leather barding, hemp rope (50 ft), saddlebags, riding saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The horse mount knows one trick, and can learn up to 6 more.

Elf Cavalier 1 (Order of the Dragon)

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +3

DEFENSE

AC 16, touch 14, flat-footed 12

(armor +2, Dex +4)

hp 12 (1d10+2)

Fort +3, **Ref** +4, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee elven curve blade +5 (1d10+3, 18-20/x2)

Ranged shortbow +5 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks challenge 1/day (+1), tactician 1/day (Precise Strike, 3 rounds)

STATISTICS

Str 14 (+2), **Dex** 18 (+4), **Con** 12 (+1), **Int** 12 (+1), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +1; **CMB** +3; **CMD** 17

Feats Precise Strike^[APG], Weapon Finesse

Skills Acrobatics +5, Handle Animal +3 (+7 mount), Knowledge (nature) +3 (+4 in forests), Ride +8, Survival +6 (+7 aiding allies or in forests, +8 if both)

Languages Common, Elf, plus 1 more

SQ mount, woodcraft^[APG]

Combat Gear none; **Other Gear** elven curve blade, shortbow and 20 arrows, leather armor, backpack, bedroll, belt pouch, flint and steel, rations (4), waterskin, 5 gp, 9 sp

Horse Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14
(Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2
hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12,
Cha 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Light Armor Proficiency, Run

Skills Acrobatics +5 (+13 jumping
while unriden), Perception +5

SQ combat trained, link

Other Gear hemp rope (50 ft),
saddlebags, riding saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The horse animal
companion knows one trick, and can
learn up to 6 more.

Gnome Cavalier1 (Order of the Sword)

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 14 (1d10+4)

Fort +5, **Ref** +2, **Will** -1 (+1 vs illusions);

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee glaive +4 (1d8+3, 20/x3)

Ranged shortbow +4 (1d4, 20/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks challenge 1/day (+1), hatred, tactician 1/day (Paired Opportunists, 3 rounds)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 16 (+3), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 12 (+1)

Base Atk +1; **CMB** +2; **CMD** 14

Feats Mounted Combat, Paired Opportunists^[APG]

Skills Handle Animal +5 (+9 mount), Knowledge (nobility) +5, Knowledge (religion) +5, Ride +5 (+6 mount), Sense Motive +5 (+6 opposing Bluff); armor check penalty -1.

Languages Common, Gnome, Sylvan, plus 1 more

SQ mount

Combat Gear sunrod (2); **Other Gear** glaive, shortbow and 20 arrows, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (4), waterskin, 8 gp, 9 sp

Pony Mount

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +3, Dex +1, natural +2)

hp 11 (2d8+2)

Fort +4, **Ref** +4, **Will** +0

OFFENSE

Spd 40 ft. (30 ft. ridden)

Melee 2 hooves +2 (1d3+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11,

Cha 4

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

Feats Run, Light Armor Proficiency

Skills Acrobatics +5 (+9 jumping while unriden), Perception +5

SQ combat trained, link

Other Gear studded leather barding, hemp rope (50 ft), saddlebags, riding saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The pony mount knows one trick, and can learn up to 6 more.

Half-elf Cavalier 1 (Order of the Shield)

Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +5, Dex +1)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** +3 (+5 vs enchantments)

Immune *sleep*

OFFENSE

Spd 20 ft.

Melee greatclub +4 (1d10+4, 20/x2)

Ranged javelin +2 (1d6+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks challenge 1/day (+1), tactician 1/day (Coordinated Defense, 3 rounds)

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +1; **CMB** +4; **CMD** 15

Feats Coordinated Defense^[APG], Shared Insight^[APG], Skill Focus (Heal)

Skills Handle Animal +3 (+7 mount), Heal +10 (+11 healing others, +12 with kit), Knowledge (local) +4, Ride +1 (+5 mount); armor check penalty -4.

Languages Common, Elf

SQ mount

Combat Gear sunrod (2); **Other Gear** greatclub, javelin (3), scale mail, backpack, belt pouch, bedroll, flint and steel, rations (4), waterskin, healer's kit (10 uses), 4 gp, 9 sp

Horse Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14
(Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2
hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12,
Cha 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Light Armor Proficiency, Run

Skills Acrobatics +5 (+13 jumping
while unriden), Perception +5

SQ combat trained, link

Other Gear hemp rope (50 ft),
saddlebags, military saddle, bit and
bridle

SPECIAL ABILITIES

Tricks (Ex) The horse mount knows
one trick, and can learn up to 6 more.

Half-orc Cavalier 1 (Order of the Cockatrice)

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +5, Dex +1)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Spd 20 ft.

Melee greataxe +5 (1d12+6, 20/x3)

Ranged javelin +2 (1d6+4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks challenge 1/day (+1), tactician 1/day (Swap Places, 3 rounds)

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 8 (-1), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +1; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Swap Places^[APG]

Skills Handle Animal +8 (+12 mount), Intimidate +12, Ride +1 (+5 mount); armor check penalty -4.

Languages Common, Orc

SQ beastmaster^[APG], mount

Combat Gear none; **Other Gear** greataxe, javelin (3), scale mail, backpack, belt pouch, bedroll, flint and steel, rations (4), waterskin, 3 gp, 9 sp

Horse Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16

(armor +2, Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2 hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats

Light Armor Proficiency, Run

Skills Acrobatics +5 (+13 jumping

while unriden), Perception +5
SQ combat trained, link
Other Gear leather barding, hemp rope (50 ft), saddlebags, military saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The horse mount knows one trick, and can learn up to 6 more.

Halfling Cavalier 1 (Order of the Lion)

Small humanoid (halfling)

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

DEFENSE

AC 15, touch 12, flat-footed 14

(armor +3, Dex +1, size +1)

hp 12 (1d10+2)

Fort +4, **Ref** +2, **Will** +0 (+2 vs fear)

OFFENSE

Spd 20 ft.

Melee heavy flail +4 (1d8+3, 19-20/x2)

Ranged halfling sling staff +3 (1d6+2, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks challenge 1/day (+1), tactician 1/day (Coordinated Maneuvers, 3 rounds)

STATISTICS

Str 14 (+2), **Dex** 13 (+1), **Con** 13 (+1), **Int** 13 (+1), **Wis** 8 (-1), **Cha** 16 (+3)

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

Feats Combat Expertise, Coordinated Maneuvers^[APG]

Skills Bluff +7, Diplomacy +7, Handle Animal +9 (+13 mount), Knowledge (nobility) +5 (+6 own sovereign), Ride +6 (+7 mount); armor check penalty -1.

Languages Common, Halfling

SQ mount, outrider^[APG]

Combat Gear sunrod (2); **Other Gear** heavy flail, halfling sling staff and 20 bullets, studded leather armor, backpack, belt pouch, bedroll, flint and steel, rations (4), waterskin, 1 gp, 7 sp

Pony Mount

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +3, Dex +1, natural +2)

hp 11 (2d8+2)

Fort +4, **Ref** +4, **Will** +0

OFFENSE

Spd 40 ft. (30 ft. ridden)

Melee 2 hooves +2 (1d3+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

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

Feats Run, Light Armor Proficiency

Skills Acrobatics +5 (+9 jumping while unriden), Perception +5

SQ combat trained, link

Other Gear studded leather barding, hemp rope (50 ft), saddlebags, military saddle, bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The pony mount knows one trick, and can learn up to 6 more.

Human Cavalier 1 (Order of the Sword)

Medium humanoid (human)

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

DEFENSE

AC 18, touch 11, flat-footed 17
(armor +5, Dex +1, shield +2)

hp 13 (1d10+3)

Fort +4, **Ref** +1, **Will** -1

OFFENSE

Spd 20 ft.

Melee longsword +5 (1d8+4, 19-20/x2) or
lance +5 (1d8+4, 20/x3)

Ranged javelin +2 (1d6+4, 20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks challenge 1/day (+1), tactician 1/day (Shield Wall, 3 rounds)

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +1; **CMB** +5; **CMD** 16

Feats Mounted Combat, Ride-By Attack, Shield Wall^[APG]

Skills Diplomacy +6, Handle Animal +6 (+10 mount), Knowledge (nobility) +4, Sense Motive +3 (+4 opposing Bluff), Ride -1 (+5 mount); armor check penalty -6.

Languages Common

SQ mount

Combat Gear sunrod (2); **Other Gear** longsword, lance, javelin (3), scale mail, heavy steel shield, backpack, belt pouch, bedroll, flint and steel, rations (10), waterskin, 11 gp, 9 sp

Horse Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 14
(Dex +1, natural +4, size -1)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Spd 50 ft. (35 ft. ridden)

Melee bite +3 (1d4+2, 20/x2) and 2
hooves -2 (1d6+1, 20/x2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12,
Cha 6

Base Atk +1; **CMB** +5; **CMD** 16

Feats Light Armor Proficiency, Run

Skills Acrobatics +5 (+13 jumping
while unriden), Perception +5

SQ combat training, link

Other Gear hemp rope (50 ft),
saddlebags, military saddle, bit and
bridle

SPECIAL ABILITIES

Tricks (Ex) The horse mount knows
one trick, and can learn up to 6 more.

Dwarf Inquisitor of Gorum 1

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +5, Dex +1)

hp 11 (1d8+3)

Fort +5 (+7 vs poison), **Ref** +1, **Will** +5; +2 against spells and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee greatsword +3 (2d6+4, 19-20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, judgment 1/day, relentless^[APG], strength surge 6/day (+1)

Spells Known (CL 1st, touch +3, ranged touch +1, concentration +4):

1st (2/day) – *divine favor*, *wrath*^[APG]

0 – *bleed*, *detect magic*, *read magic*, *virtue*

Domain Resolve (Strength)^[APG]

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 16 (+3), **Int** 8 (-1), **Wis** 16 (+3), **Cha** 8 (-1)

Base Atk +0; **CMB** +3 (+5 bullrush or overrun); **CMD** 14

Feats Heavy Armor Proficiency

Skills Craft (armorsmithing) +3, Intimidate +4, Knowledge (dungeoneering) +3 (+6 to identify monsters), Knowledge (nature) +3 (+6 to identify monsters), Knowledge (religion) +3 (+6 to identify monsters), Sense Motive +8; armor check penalty -4.

Languages Common, Dwarf

SQ monster lore, stern gaze +1, stonecunning

Combat Gear none; **Other Gear** greatsword, light crossbow and 10 bolts, scale mail, backpack, belt pouch, bedroll, wooden holy symbol, flint and steel, hemp rope (50 ft.), rations (6), waterskin, 8 gp, 9 sp

Elf Inquisitor of Cayden Cailean 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 14, flat-footed 12

(armor +2, Dex +4)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 40 ft.

Melee rapier +4 (1d6+1, 19-20/x2) or

quarterstaff +1 (1d6+1, 20/x2)

Ranged longbow +4 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks judgment 1/day

Spells Known (CL 1st, touch +4, ranged touch +4, concentration +3):

1st (2/day) – *bless*, *burst bonds*^[APG]

0 – *detect magic*, *disrupt undead*, *read magic*, *sift*^[APG]

Domain Exploration (Travel)^[APG]

STATISTICS

Str 12 (+1), **Dex** 18 (+4), **Con** 12 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 10 (+0)

Base Atk +0; **CMB** +1; **CMD** 15

Feats Weapon Finesse

Skills Acrobatics +5 (+9 jumping), Diplomacy +4, Knowledge (local) +1, Knowledge (religion)

+4 (+6 to identify monsters), Perception +8, Stealth +8

Languages Common, Elf

SQ door sight 5/day, elven magic, monster lore, stern gaze +1

Combat Gear sunrod (2); **Other Gear** rapier, longbow and 20 arrows, quarterstaff, leather armor, backpack, belt pouch, flint and steel, wooden holy symbol, rations (4), waterskin, 33 gp

Gnome Inquisitor of Sarenrae 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 17

(armor +5, Dex +2, shield +1, size +1)

hp 13 (1d8+5)

Fort +4, **Ref** +2, **Will** +4 (+6 vs fear and despair)

OFFENSE

Spd 15 ft.

Melee scimitar +3 (1d4+2, 18-20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks judgment 1/day, fire bolt 5/day (ranged touch +3 [1d6+1 fire, 20/x2])

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *flare* (DC 11), *prestidigitation*, *produce flame*

Spells Known (CL 1st [2nd for fire spells], touch +3, ranged touch +3, concentration +3):

1st (2/day) – *cure light wounds*, *divine favor*

0 – *disrupt undead*, *detect magic*, *read magic*, *virtue*

Domain Fire

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 8 (-1), **Wis** 14 (+2), **Cha** 12 (+1)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Toughness

Skills Knowledge (arcana) +3 (+5 to identify monsters), Knowledge (nature) +3 (+5 to identify monsters), Knowledge (planes) +3 (+5 to identify monsters), Knowledge (religion) +5 (+7 to identify monsters), Perception +8; armor check penalty -6.

Languages Common, Gnome, Sylvan

SQ academician^[APG], eternal hope^[APG], monster lore, pyromaniac^[APG], stern gaze +1

Combat Gear sunrod (2); **Other Gear** scimitar, light crossbow and 10 bolts, scale mail, buckler, backpack, belt pouch, bedroll, wooden holy symbol, flint and steel, rations (6), waterskin, 16 gp, 9 sp

Half-elf Inquisitor of Gozreh 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13

(armor +3, Dex +2)

hp 11 (1d8+3)

Fort +4, **Ref** +4, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee trident +3 (1d8+3, 20/x2)

Ranged thrown trident +2 (1d8+3, 20/x2) or
light crossbow +2 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks judgment 1/day, storm burst 5/day (ranged touch +2 [1d6 nonlethal, 20/x2, plus buffeting])

Spells Known (CL 1st, touch +3, ranged touch +2, concentration +3):

1st (2/day) – *magic weapon*, *shield of faith*

0 – *detect magic*, *read magic*, *resistance*, *stabilize*

Domain Weather

STATISTICS

Str 16 (+3), **Dex** 12 (+2), **Con** 14 (+2), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +3; **CMD** 15

Feats Lightning Reflexes

Skills Intimidate +4, Knowledge (nature) +6 (+8 to identify monsters), Knowledge (religion) +6 (+8 to identify monsters), Perception +8, Profession (sailor) +6, Sense Motive +7, Survival +6, Swim +7; armor check penalty -2.

Languages Common, Elf, plus 2 more

SQ monster lore, stern gaze +1, water child^[APG]

Combat Gear sunrod (2); **Other Gear** trident, light crossbow and 10 bolts, studded leather armor, backpack, belt pouch, wooden holy symbol, flint and steel, rations (4), waterskin, 63 gp

Half-orc Inquisitor of Asmodeus 1

Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 14, touch 9, flat-footed 14

(armor +5, Dex -1)

hp 11 (1d8+3)

Fort +4, **Ref** -1, **Will** +4

OFFENSE

Spd 20 ft.

Melee cold iron heavy mace +4 (1d8+6, 20/x2)

Ranged light crossbow -1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks judgment 1/day, Hell's corruption 5/day

Spells Known (CL 1st, touch +4, ranged touch -1, concentration +3):

1st – *protection from chaos*, *true strike*

0 – *bleed* (DC 12), *brand*^[APG] (DC 12), *detect magic*, *read magic*

Domain Devil (Law)^[APG]

STATISTICS

Str 18 (+4), **Dex** 8 (-1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 12 (+1)

Base Atk +0; **CMB** +4; **CMD** 13

Feats Improved Initiative

Skills Bluff +5, Intimidate +8, Knowledge (arcana) +4 (+6 to identify monsters), Knowledge (planes) +4 (+6 to identify monsters), Knowledge (religion) +4 (+6 to identify monsters), Spellcraft +4; armor check penalty -4.

Languages Common, Orc

SQ monster lore, orc ferocity, stern gaze +1

Combat Gear none; **Other Gear** cold iron heavy mace, light crossbow and 10 bolts and 10 cold iron bolts, scale mail, backpack, belt pouch, bedroll, wooden unholy symbol, flint and steel, rations (6), waterskin, 29 gp, 9 sp

Halfling Inquisitor of Erastil 1

Small humanoid (halfling)

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13

(armor +2, Dex +3, size +1)

hp 9 (1d8+1)

Fort +3, **Ref** +4, **Will** +6 (+8 vs fear)

OFFENSE

Spd 20 ft.

Melee morningstar +2 (1d6+1, 20/x2)

Ranged composite longbow +4 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks calming touch 6/day (1d6+1), judgment 1/day

Spells Known (CL 1st, touch +2, ranged touch +4, concentration +4):

1st (2/day) – *magic weapon*, *shield of faith*

0 – *detect magic*, *read magic*, *resistance*, *stabilize*

Domain Family (Community)^[APG]

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 10 (+0), **Int** 12 (+1), **Wis** 16 (+3), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Point Blank Shot

Skills Acrobatics +6, Knowledge (local) +2, Knowledge (nature) +5 (+8 to identify monsters), Knowledge (religion) +5 (+8 to identify monsters), Spellcraft +8, Stealth +11, Survival +7

Languages Common, Halfling, plus 1 more

SQ monster lore, stern gaze +1

Combat Gear sunrod (2); **Other Gear** composite longbow and 20 arrows, morningstar, leather armor, backpack, belt pouch, wooden holy symbol, flint and steel, rations (4), waterskin, 24 gp

Human Inquisitor of Iomedae 1

Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17
(armor +5, Dex +1, shield +2)

hp 14 (1d8+6)

Fort +4, **Ref** +1, **Will** +4

OFFENSE

Spd 20 ft.

Melee longsword +4 (1d8+4, 19-20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks judgment 1/day

Spells Known (CL 1st, touch +4, ranged touch +1, concentration +3 [+7 casting defensively]):

1st (2/day) – *divine favor*, *protection from evil*

0 – *detect magic*, *disrupt undead*, *read magic*, *stabilize*

Domain Tactics (War)^[APG]

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +4; **CMD** 15

Feats Combat Casting, Toughness

Skills Intimidate +4, Knowledge (arcana) +4 (+6 to identify monsters), Knowledge (dungeoneering) +4 (+6 to identify monsters), Knowledge (nature) +4 (+6 to identify monsters), Knowledge (planes) +4 (+6 to identify monsters), Knowledge (religion) +4 (+6 to identify monsters), Perception +6; armor check penalty -6.

Languages Common

SQ seize the initiative 5/day, monster lore, stern gaze +1

Combat Gear sunrod (2); **Other Gear** longsword, light crossbow and 10 bolts, scale mail, heavy steel shield, backpack, belt pouch, bedroll, wooden holy symbol, flint and steel, silk rope (50 ft), rations (6), waterskin, 6 gp, 9 sp

Dwarf Oracle of Stone 1

Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 12, flat-footed 15

(armor +5, Dex +2)

hp 10 (1d8+2)

Fort +2 (+4 vs poison), **Ref** +2, **Will** +2; +2 against spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee warhammer +2 (1d8+3, 20/x3)

Ranged sling +2 (1d4+2, 20/x2) or
thrown Tiny rock +3 (2d4+3, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, rock throwing

Spells Known (CL 1st [2nd for earth spells], touch +2, ranged touch +2, concentration +3):

1st (4/day) – *cure light wounds*, *divine favor*, *shield of faith*

0 – *detect magic*, *detect poison*, *read magic*, *virtue*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 14 (+2), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +2; **CMD** 14 (18 vs bull rush or trip)

Feats Point Blank Shot

Skills Appraise +4 (+6 for items of stone or metal), Knowledge (dungeoneering) +1,
Knowledge (planes) +4, Knowledge (religion) +4, Spellcraft +4; armor check penalty -4.

Languages Common, Dwarf, Terran

SQ oracle's curse (tongues – Terran), stonemonger^[APG]

Combat Gear none; **Other Gear** warhammer, sling and 10 bullets, scale mail, backpack, belt pouch, bedroll, wooden holy symbol, spell component pouch, flint and steel, silk rope (50 ft.), rations (10), waterskin, 61 gp, 8 sp

Elf Oracle of the Heavens 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10

(Dex +3)

hp 9 (1d8+1)

Fort +1, **Ref** +3, **Will** +2 (+4 vs enchantments)

Defensive Abilities coat of many stars 1 hour/day (+4); **Immune** dazzling, light-based blindness

OFFENSE

Spd 30 ft.

Melee longsword +1 (1d8+1, 19-20/x2) or club +1 (1d6+1, 20/x2)

Ranged longbow +3 (1d8, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 2nd):

At will – *light*

Spells Known (CL 1st [2nd for light spells], touch +1, ranged touch +3, concentration +4):

1st (4/day) – *cure light wounds*, *divine favor*, *entropic shield*

0 – *detect magic*, *guidance*, *read magic*, *spark*^[APG]

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Skills Knowledge (arcana) +4, Knowledge (planes) +4, Perception +6, Spellcraft +4 (+6 identifying magic items), Survival +4.

Languages Aklo, Common, Elf

SQ lightbringer^[APG], oracle's curse (tongues – Aklo)

Combat Gear sunrod (2); **Other Gear** longsword, longbow and 20 arrows, club, backpack, belt pouch, wooden holy symbol, spell component pouch, bedroll, silk rope (50 ft.), trail rations (4), waterskin, 32 gp, 9 sp.

Gnome Oracle of Nature 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 13

(armor +2, Dex +2, size +1)

hp 9 (1d8+1)

Fort +1, **Ref** +2, **Will** +4 (+6 vs illusions)

Defensive Abilities warden of nature^[APG]

OFFENSE

Spd 15 ft.

Melee spear +2 (1d6+1, 20/x3)

Ranged sling +3 (1d3+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks warden of nature^[APG]

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Spells Known (CL 1st, touch +2, ranged touch +3, concentration +4):

1st (4/day) – *cure light wounds*, *endure elements*, *magic stone*

0 – *detect magic*, *purify food and drink*, *read magic*, *resistance*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 11

Feats Animal Affinity

Skills Handle Animal +9 (+13 mount), Knowledge (nature) +4, Ride +8 (+3 riding bareback),

Spellcraft +4, Survival +6.

Languages Common, Gnome, Sylvan

SQ oracle's curse (lame)

Combat Gear sunrod (2); **Other Gear** spear, sling and 10 bullets, leather armor, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, rations (4), waterskin, 120 gp, 8 sp

Wolf Bonded Mount

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12
(Dex +2, natural +2)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Spd 50 ft.

Melee bite +2 (1d6+1, 20/x2, plus trip)

Space 5 ft.; **Reach** 5 ft.

Special Attacks trip

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Survival)

Skills Stealth +6, Survival +5

SQ link, share spells

Gear bit and bridle

SPECIAL ABILITIES

Tricks (Ex) The wolf bonded mount knows 1 trick, and can learn up to 6 more.

Trip (Ex) A wolf that hits with a bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, the wolf cannot be tripped in return.

Gnome Oracle of Waves 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; **Perception** +2

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +2, Dex +2, shield +1, size +1)

hp 10 (1d8+2)

Fort +1, **Ref** +2, **Will** +2 (+4 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee shortspear +2 (1d4+1, 20/x2)

Ranged thrown shortspear +3 (1d4-1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 14), *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Spells Known (CL 1st, touch +2, ranged touch +3, concentration +5):

1st (4/day) – *bane* (DC 15), *bless*, *cure light wounds*

0 – *bleed* (DC 14), *create water*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *read magic*

STATISTICS

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 18 (+4)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Eschew Materials

Skills Knowledge (religion) +4, Profession (sailor) +6 (+4 for Day Job rolls), Survival +1, Swim +4; armor check penalty -1.

Languages Common, Gnome, Sylvan

SQ fluid travel 1 hr./day, oracle's curse (haunted)

Combat Gear sunrod (2); **Other Gear** shortspear (3), leather armor, light wooden shield, backpack, bedroll, wooden holy symbol, rations (2), waterskin, 124 gp, 9 sp.

Half-elf Oracle of Wind 1

Medium humanoid (elf, human)

Init -1; **Senses** low-light vision; Perception +3

DEFENSE

AC 14, touch 13, flat-footed 11

(Dex +3, shield +1)

hp 10 (1d8+2)

Fort +1, **Ref** +3, **Will** +2 (+4 vs enchantments)

Defensive Abilities air barrier 1 hour/day (+4); **Immune** *sleep*

OFFENSE

Spd 30 ft.

Melee sickle +3 (1d6+1, 20/x2) or

light mace +3 (1d6+1, 20/x2)

Ranged light crossbow +3 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Spells Known (CL 1st, touch +3, ranged touch +3, concentration +3):

1st (4/day) – *cure light wounds*, *obscuring mist*, *shield of faith*

0 – *detect magic*, *guidance*, *light*, *read magic*

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 13 (+1), **Int** 14 (+2), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +1; **CMD** 14

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +6, Disable Device +3, Knowledge (religion) +6, Perception +3 (-1 opposed checks), Spellcraft +6, Stealth +9, armor check penalty -1.

Languages Common, Elf, plus 2 more

SQ oracle's curse (deaf)

Combat Gear sunrod (2); **Other Gear** sickle, light mace, light crossbow and 20 bolts, buckler, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, thieves' tools, silk rope (50 ft.), rations (4), waterskin, 30 gp, 9 sp

Half-orc Oracle of Battle 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15

(armor +5, Dex +1)

hp 11 (1d8+3)

Fort +3 (+7 vs disease), **Ref** +2, **Will** +3

Defensive Abilities sacred tattoo^[APG]

OFFENSE

Spd 20 ft.

Melee falchion +5 (2d4+6, 18-20/x2)

Ranged javelin +1 (1d6+4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks weapon mastery (falchion)

Spells Known (CL 1st, touch +4, ranged touch +1):

1st (4/day) – *cure light wounds*, *divine favor*, *magic weapon*

0 – *bleed* (DC 12), *guidance*, *read magic*, *virtue*

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 8 (-1), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +4; **CMD** 15

Feats Intimidating Prowess, Weapon Focus (falchion)

Skills Climb +1, Intimidate +12, Survival +1; armor check penalty -4.

Languages Common, Orc

SQ oracle's curse (wasting)

Combat Gear none; **Other Gear** falchion, javelin (4), scale armor, backpack, bedroll, belt pouch, spell component pouch, wooden holy symbol, flint and steel, rations (6), waterskin, 2 gp, 9 sp

Halfling Oracle of Flame 1

Small humanoid (halfling)

Init +3; **Senses** Perception +1

DEFENSE

AC 17, touch 15, flat-footed 13

(armor +2, Dex +3, dodge +1, size +1)

hp 9 (1d8+1)

Fort +2, **Ref** +4, **Will** +2 (+4 vs fear)

OFFENSE

Spd 30 ft.

Melee quarterstaff +2 (1d4+1, 20/x2)

Ranged sling +4 (1d3+1, 20/x2) or

dart +4 (1d3+1, 20/x2) or

alchemist's fire +4 ranged touch (1d6 fire, 20/x2, plus splash)

Space 5 ft.; **Reach** 5 ft.

Spells Known (CL 1st, touch +2, ranged touch +4, concentration +5):

1st (4/day) – *cause fear* (DC 15), *cure light wounds*, *endure elements*

0 – *detect magic*, *light*, *read magic*, *resistance*

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Dodge

Skills Acrobatics +9, Climb +7, Knowledge (religion) +4, Perform (dance) +8, Spellcraft +4.

Languages Common, Halfling, Ignan

SQ cinder dance, oracle's curse (tongues – Ignan)

Combat Gear flask of alchemist's fire (4), sunrod (2); **Other Gear** quarterstaff, dart (4), sling and 10 bullets, leather armor, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, flint and steel, rations (6), waterskin, 39 gp, 8 sp

Halfling Oracle of Life 1

Small humanoid (halfling)

Init +3; **Senses** Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11

(Dex +3, size +1)

hp 10 (1d8+2)

Fort +2 (+6 vs disease), **Ref** +4, **Will** +5 (+7 vs fear)

OFFENSE

Spd 30 ft.

Melee unarmed strike -1 (1d4-2, 20/x2)

Ranged sling +4 (1d3-2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks channel positive energy 5/day (1d6, DC 14), energy body 1 round/day

Spells Known (CL 1st, touch -1, ranged touch +4, concentration +5):

1st (4/day) – *cure light wounds*, *sanctuary* (DC 15), *shield of faith*

0 – *detect magic*, *light*, *read magic*, *stabilize*

STATISTICS

Str 6 (-2), **Dex** 16 (+3), **Con** 12 (+1), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 18 (+4)

Base Atk +0; **CMB** -3; **CMD** 10

Feats Extra Revelation^[APG]

Skills Heal +6 (+8 with kit), Knowledge (religion) +4, Knowledge (nature) +4, Survival +6.

Languages Common, Halfling

SQ oracle's curse (wasting)

Combat Gear sunrod (2); **Other Gear** sling and 10 bullets, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, healer's kit (10 uses), rations (2), waterskin, 90 gp, 8 sp

Human Oracle of Bones 1
Medium humanoid (human)
Init +3; **Senses** Perception +0

DEFENSE

AC 16, touch 9, flat-footed 16
(armor +5, Dex -1, shield +2)
hp 11 (1d8+11)
Fort +2, **Ref** -1, **Will** +2

OFFENSE

Spd 20 ft.
Melee morningstar +2 (1d8+2, 20/x2) or
shortspear +2 (1d6+2, 20/x2)
Ranged shortspear -1 (1d6+2, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks channel negative energy 7/day (DC 14)
Spells Known (CL 1st, touch +2, ranged touch -1, concentration +5):
1st (4/day) – *cause fear* (DC 16), *hide from undead* (DC 15), *inflict light wounds* (DC 16)
0 – *bleed* (DC 15), *detect magic*, *ghost sound* (DC 14), *mage hand*, *read magic*, *virtue*

STATISTICS

Str 14 (+2), **Dex** 8 (-1), **Con** 14 (+2), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 18 (+4)
Base Atk +0; **CMB** +2; **CMD** 11
Feats Command Undead, Improved Initiative, Spell Focus (Necromancy)
Skills Bluff +8, Heal +4, Intimidate +8, Knowledge (religion) +5, Spellcraft +5; armor check penalty -6.
Languages Common, plus 1 more
SQ oracle's curse (haunted)
Combat Gear flask of holy water, sunrod (2); **Other Gear** morningstar, shortspear, scale armor, heavy steel shield, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, flint and steel, silk rope (50 ft.), rations (6), waterskin, 17 gp, 9 sp.

Human Oracle of Lore 1

Medium humanoid (human)

Init +0; **Senses** clouded sight, darkvision 30 ft., Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15
(armor +5)

hp 9 (1d8+1)

Fort +1, **Ref** +0, **Will** +4

OFFENSE

Spd 20 ft.

Melee quarterstaff -1 (1d6-1, 20/x2)

Ranged light crossbow +0 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Spells Known (CL 1st, touch -1, ranged touch +0, concentration +4 [+8 casting defensively]):

1st (4/day) – *bless*, *cure light wounds*, *summon monster I*

0 – *detect magic*, *detect poison*, *guidance*, *read magic*

STATISTICS

Str 8 (-1), **Dex** 10 (+0), **Con** 12 (+1), **Int** 16 (+3), **Wis** 14 (+2), **Cha** 16 (+3)

Base Atk +0; **CMB** -1; **CMD** 9

Feats Awareness, Combat Casting

Skills Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (nature) +7, Knowledge (planes) +7, Knowledge (religion) +7, Sense Motive +8, Spellcraft +7; armor check penalty -4.

Languages Common, plus 3 more

SQ focused trance 3/day, oracle's curse (clouded sight)

Combat Gear none; **Other Gear** quarterstaff, light crossbow and 10 bolts, scale mail, backpack, bedroll, belt pouch, wooden holy symbol, spell component pouch, sheets of parchment (40), vial of ink (2), inkpen (2), flint and steel, rations (4), waterskin, 26 gp, 7 sp.

Dwarf Summoner 1

Medium humanoid (dwarf)

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

DEFENSE

AC 15, touch 12, flat-footed 14

(armor +3, Dex +2)

hp 14 (1d8+6)

Fort +3 (+5 vs poison), **Ref** +2, **Will** +2; +2 against spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee warhammer +0 (1d8, 20/x2)

Ranged heavy crossbow +2 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

Spell-Like Abilities (CL 1st):

5/day – *summon monster I* (1 min./level)

Spells Known (CL 1st, touch +0, ranged touch +2, concentration +3):

1st (2/day) – *enlarge person*, *lesser rejuvenate eidolon*^[APG]

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

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 16 (+3), **Int** 12 (+1), **Wis** 10 (+0), **Cha** 14 (+2)

Base Atk +0; **CMB** +0; **CMD** 12 (16 vs bull rush or trip)

Feats Toughness

Skills Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Knowledge (planes) +5, Spellcraft +5; armor check penalty -3.

Languages Common, Dwarf, plus 1 more

SQ life link, stonecunning

Combat Gear none; **Other Gear** warhammer, heavy crossbow and 10 bolts, studded leather armor, backpack, bedroll, belt pouch, spell component pouch, flint and steel, rations (6), waterskin, 48 gp, 9 sp.

Biped Eidolon

Medium outsider

Init +1; **Senses** darkvision

60 ft.; Perception +4

DEFENSE

AC 15, touch 11, ff 14

(Dex +1, natural +4)

hp 6 (1d10+1)

Fort +3, **Ref** +1, **Will** +2

Resist acid 5

OFFENSE

Spd 30 ft.

Melee slam +5 (1d8+4,
20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 16 (+3), **Dex** 12 (+1),
Con 13 (+1), **Int** 7 (-2), **Wis**
10 (+0), **Cha** 11 (+0)

Base Atk +1; **CMB** +4;

CMD 15

Feats Weapon Focus (slam)

Skills Climb +7, Knowledge
(dungeoneering) +2,

Knowledge (planes) +2,
Perception +4

Languages as summoner

SQ link, share spells

Evolutions limbs (arms),

limbs (legs), slam, improved
natural armor, resistance

Elf Summoner 1

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 13, flat-footed 12

(armor +2, Dex +3)

hp 10 (1d8+2)

Fort +1, **Ref** +3, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee longsword +1 (1d8+1, 19-20/x2)

Ranged shortbow +3 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 1st):

6/day – *summon monster I* (1 min./level)

Spells Known (CL 1st, touch +1, ranged touch +3, concentration +4):

1st (2/day) – *enlarge person, shield*

0 – *acid splash, detect magic, mage hand, read magic*

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Skills Knowledge (arcana) +5, Knowledge (planes) +5, Spellcraft +5 (+7 identifying magical items).

Languages Common, Elf, plus 1 more

SQ elven magic, life link

Combat Gear sunrod (2); **Other Gear** longsword, shortbow and 20 arrows, leather armor, backpack, bedroll, belt pouch, spell component pouch, flint and steel, rations (2), waterskin, 9 sp.

Biped Eidolon

Medium outsider

Init +3; **Senses**

darkvision 60 ft.;

Perception +4

(Dex +1, natural +4)

hp 6 (1d10+1)

Fort +3, **Ref** +1,

Will +2

Melee elven curve

blade +4 (1d10+4,

18-20) or

elven curve blade

+0 (1d10+4, 18-

20/x2) and 2 claws -

1 (1d4+1, 20/x2)

Space 5 ft.; **Reach**

5 ft.

Str 16 (+3), **Dex** 12

(+1), **Con** 13 (+1),

Int 7 (-2), **Wis** 10

(+0), **Cha** 11 (+0)

Base Atk +1; **CMB**

+4; **CMD** 15

Feats Exotic

Weapon Proficiency

(elven curve blade)

Skills Climb +7,

Knowledge (planes)

+2, Perception +4,

Survival +4

Languages as

summoner

SQ link, share

spells

Evolutions claws,

improved natural

armor, limbs (arms,

2), limbs (legs)

DEFENSE

AC 13, touch 11,

flat-footed 14

OFFENSE

Spd 30 ft.

STATISTICS

Gnome Summoner 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 14

(armor +3, Dex +2, size +1)

hp 9 (1d8+1)

Fort +1, **Ref** +2, **Will** +1; +2 vs language-dependent spells and glyphs

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee longspear +3 (1d6+3, 20/x3) or

morningstar +3 (1d6+3, 20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks hatred

Spell-Like Abilities (CL 1st):

1/day – *arcane mark*, *comprehend languages*, *message*, *read magic*

6/day – *summon monster I* (1 min./level)

Spells Known (CL 1st, touch +3, ranged touch +3, concentration +4):

1st (2/day) – *expeditious retreat*, *magic fang*

0 – *daze* (DC 13), *detect magic*, *guidance*, *light*

STATISTICS

Str 14 (+2), **Dex** 14 (+2), **Con** 12 (+1), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +1; **CMD** 13

Feats Mounted Combat

Skills Knowledge (arcana) +5, Knowledge (planes) +5, Ride +5, Spellcraft +5; armor check penalty -1.

Languages Common, Gnome, Sylvan, plus 1 more

SQ life link, magical linguist^[APG]

Combat Gear sunrod (2); **Other Gear** longspear, morningstar, light crossbow and 10 bolts, studded leather armor, backpack, bedroll, belt pouch, spell component pouch, flint and steel, rations (6), waterskin, 2 gp, 9 sp.

Serpentine Eidolon

Medium outsider

Init +2; **Senses** darkvision

60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12

(Dex +3, natural +2)

hp 6 (1d10+1)

Fort +1, **Ref** +5, **Will** +4

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +2 (1d6+1, 20/x2) and tail slap -3 (1d6, 20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 13 (+1), **Int** 7 (-2), **Wis** 10 (+0), **Cha** 11 (+0)
Base Atk +1; **CMB** +2; **CMD** 15

Feats Iron Will

Skills Intimidate +4, Knowledge (arcana) +2,

Knowledge (planes) +2, Perception +4

Languages as summoner
SQ link, share spells
Evolutions bite, climb, limbs (legs), mount, reach (bite), tail, tail slap
Gear exotic military saddle, bit and bridle

Half-elf Summoner 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12

(armor +2, Dex +2)

hp 10 (1d8+2)

Fort +2, **Ref** +2, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4, 19-20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 1st):

7/day – *summon monster I*

Spells Known (CL 1st, touch +0, ranged touch +2, concentration +5):

1st (2/day) – *daze monster* (DC 16), *grease*

0 – *acid splash*, *daze* (DC 15), *detect magic*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 14 (+2), **Int** 12 (+1), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Skill Focus (Intimidate), Spell Focus (enchantment)

Skills Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (planes) +5, Spellcraft +5.

Languages Common, Elf, plus 1 more

SQ life link

Combat Gear sunrod; **Other Gear** dagger, light crossbow and 10 bolts, leather armor, backpack, belt pouch, spell component pouch, flint and steel, rations (2), waterskin, 90 gp.

Quadruped Eidolon

Medium outsider

Init +2; **Senses**

darkvision 60 ft.;

Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12

(Dex +2, natural +2)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +0

Resist acid 5

OFFENSE

Spd 40 ft.

Melee bite +3 (1d6+2, 20/x2) and 2 tentacles -2 (1d4+1)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 14 (+2), **Dex** 14 (+2),

Con 13 (+1), **Int** 7 (-2),

Wis 10 (+0), **Cha** 11 (+0)

Base Atk +1; **CMB** +3;

CMD 15

Feats Persuasive

Skills Diplomacy +6,

Intimidate +6, Linguistics

+2, Knowledge (planes)
+2

Languages as summoner,
plus 1 more

SQ link, share spells

Evolutions bite, limbs
(legs, 2), resistance (acid),
tentacles (2)

Half-orc Summoner 1

Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 11, flat-footed 13

(armor +3, Dex +1)

hp 11 (1d8+3)

Fort +2, **Ref** +1, **Will** +1

OFFENSE

Spd 30 ft.

Melee greataxe +4 (1d12+6, 20/x3)

Ranged heavy crossbow +1 (1d10, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 1st):

5/day – *summon monster I* (1 min./level)

Spells Known (CL 1st, touch +4, ranged touch +1, concentration +3):

1st (2/day) – *enlarge person*, *shield*

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

STATISTICS

Str 18 (+4), **Dex** 12 (+1), **Con** 14 (+2), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +0; **CMB** +4; **CMD** 15

Feats Arcane Strike

Skills Intimidate +5, Knowledge (planes) +4; armor check penalty -1.

Languages Common, Orc

SQ life link, orc ferocity

Combat Gear none; **Other Gear** greataxe, heavy crossbow and 10 bolts, studded leather armor, backpack, bedroll, belt pouch, spell component pouch, flint and steel, hemp rope (50 ft.), rations (10), waterskin, 43 gp, 9 sp.

Biped Eidolon

Medium outsider

Init +1; **Senses**

darkvision 60 ft.;

Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12

(Dex +1, natural +2)

hp 9 (1d10+4)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Spd 30 ft.

Melee 2 claws +5 (1d6+4, 20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 18 (+4), **Dex** 12 (+1),

Con 13 (+1), **Int** 7 (-2),

Wis 10 (+0), **Cha** 11 (+0)

Base Atk +1; **CMB** +5;

CMD 17

Feats Toughness

Skills Acrobatics +5,

Intimidate +4,

Knowledge (planes) +2,

Spellcraft +2

Languages as summoner

SQ link, share spells

Evolutions ability

increase (Str), claws,

improved natural attack

(claws), limbs (arms),

limbs (legs)

Halfling Summoner 1
Small humanoid (halfling)
Init +4; **Senses** Perception +3

DEFENSE

AC 17, touch 15, flat-footed 13
(armor +2, Dex +4, size +1)
hp 8 (1d8)
Fort +0, **Ref** +4, **Will** +1

OFFENSE

Spd 20 ft.
Melee quarterstaff +1 (1d4, 20/x2) or
dagger +1 (1d3, 19-20/x2)
Ranged light crossbow +5 (1d6, 19-20/x2) or
thrown dagger +5 (1d6, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Spell-Like Abilities (CL 1st):
6/day – *summon monster I* (1 min./level)
Spells Known (CL 1st [2nd for movement spells], touch +1, ranged touch +5, concentration +4):
1st (2/day) – *expeditious retreat*, *unfetter*^[APG]
0 – *detect magic*, *guidance*, *light*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 18 (+4), **Con** 10 (+0), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 16 (+3)
Base Atk +0; **CMB** -1; **CMD** 13
Feats Skill Focus (Perception)
Skills Disable Device +5, Knowledge (planes) +6, Perception +3, Stealth +9, Spellcraft +6.
Languages Common, Halfling, plus 2 more
SQ life link, swift as shadows^[APG], wanderlust^[APG]
Combat Gear none; **Other Gear** quarterstaff, dagger, light crossbow and 10 bolts, leather armor, backpack, bedroll, belt pouch, thieves' tools, spell component pouch, rations (2), waterskin, 76 gp, 9 sp.

Serpentine Eidolon
Small outsider
Init +4; **Senses** darkvision
60 ft., scent; Perception +12

DEFENSE

AC 17, touch 15, ff 13
(Dex +4, natural +2, size +1)

hp 5 (1d10)
Fort +0, **Ref** +6, **Will** +2

OFFENSE

Spd 20 ft., climb 20 ft.
Melee bite +5 (1d4-1,
20/x2) and tail slap +0 (1d4-
1, 20/x2)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 8 (-1), **Dex** 18 (+4), **Con**
11 (+0), **Int** 7 (-2), **Wis** 10
(+0), **Cha** 11 (+0)
Base Atk +1; **CMB** -1;
CMD 13
Feats Weapon Finesse

Skills Climb +11,
Perception +12, Stealth +20,
Knowledge (planes) +2
Languages as summoner
SQ link, share spells
Evolutions bite, climb,
skilled (Perception), skilled
(Stealth), scent, tail, tail slap

Human Summoner 1

Medium humanoid (human)

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

DEFENSE

AC 14, touch 11, flat-footed 13

(armor +3, Dex +1)

hp 11 (1d8+3)

Fort +2, **Ref** +1, **Will** +1

OFFENSE

Spd 20 ft.

Melee quarterstaff +0 (1d6, 20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 1st):

7/day – *summon monster I* (1 min./level)

Spells Known (CL 1st, touch +0, ranged touch +1, concentration +5):

1st (2/day) – *lesser rejuvenate eidolon*^[APG], *magic fang*

0 – *acid splash*, *detect magic*, *guidance*, *read magic*

STATISTICS

Str 10 (+0), **Dex** 12 (+1), **Con** 14 (+2), **Int** 14 (+2), **Wis** 8 (-1), **Cha** 18 (+4)

Base Atk +0; **CMB** +0; **CMD** 11

Feats Augment Summoning, Spell Focus (conjuration)

Skills Knowledge (arcana) +6, Knowledge (planes) +6, Linguistics +6, Spellcraft +6, Use Magic Device +8; armor check penalty -3.

Languages Common, plus 3 more

SQ life link

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, studded leather armor, backpack, bedroll, belt pouch, spell component pouch, flint and steel, silk rope (50 ft.), rations (10), waterskin, 59 gp, 9 sp.

Quadruped Eidolon

Medium outsider

Init +2; **Senses** darkvision

60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12

(Dex +2, natural +2)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Spd 40 ft.

Melee bite +4 (1d8+3, 20/x2) and 2 claws +3 (1d4+2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 14 (+2), **Dex** 14 (+2),

Con 13 (+1), **Int** 7 (-2),

Wis 10 (+0), **Cha** 11 (+0)

Base Atk +1; **CMB** +3;

CMD 15

Feats Weapon Focus (bite)

Skills Acrobatics +6 (+10 jumping), Climb +6,

Knowledge (planes) +2, Perception +4.

Languages as summoner

SQ link, share spells

Evolutions bite (2), claws, improved damage (bite), limbs (legs, 2)

Dwarf Witch 1

Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +0 (+2 when familiar is within 5 feet)

DEFENSE

AC 12, touch 11, flat-footed 11

(Dex +1, natural +1)

hp 10 (1d6+4)

Fort +3 (+5 vs poison), **Ref** +1, **Will** +2; +2 against spells and spell-like abilities

Defensive Abilities defensive training, stability

OFFENSE

Spd 20 ft.

Melee heavy pick +2 (1d6+3, 20/x4)

Ranged sling +1 (1d4+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +4):

1st – *enlarge person*, *mage armor*

0 – *detect magic*, *resistance*, *stabilize*

Patron Strength

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 16 (+3), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 8 (-1)

Base Atk +0; **CMB** +2 (+4 grapple); **CMD** 13 (17 vs bull rush or trip)

Feats Alertness (when familiar is within 5 feet), Ironhide^[APG]

Skills Craft (stonemasonry) +7, Intimidate +3, Knowledge (arcana) +7, Knowledge (engineering) +4, Spellcraft +7.

Languages Common, Dwarf, plus 3 more

SQ familiar (crab), stonecunning, ward hex +2

Combat Gear none; **Other Gear** heavy pick, sling and 20 stones, backpack, bedroll, belt pouch, spell component pouch, silk rope (50 ft), grappling hook, flint and steel, rations (10), waterskin, 116 gp, 7 sp

Familiar Spells Stored 0 – all; 1st – *cure light wounds*, *enlarge person*, *identify*, *inflict light wounds*, *mage armor*, *summon monster I*

Crab Familiar

N Tiny magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

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

hp 5 (1 HD)

Fort +3, **Ref** +5, **Will** +2

Defensive Abilities improved evasion

OFFENSE

Spd 30 ft., swim 20 ft.

Melee 2 claws +5 (1d2-2, 20/x2, plus grab)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks constrict (1d2-2)

STATISTICS

Str 7, **Dex** 17, **Con** 12, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1 (+3 grapple); **CMD** 9 (13 vs. trip)

Feats Skill Focus (Perception)

Skills Craft (stonemasonry) -1, Intimidate -3, Knowledge (arcana) -1, Knowledge (engineering) -1, Spellcraft -1
SQ empathic link, share spells, water dependency

Elf Witch

Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5 (+7 when familiar is within 5 feet)

DEFENSE

AC 13, touch 13, flat-footed 10

(Dex +3)

hp 8 (1d6+2)

Fort +1, **Ref** +5, **Will** +3 (+5 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6, 20/x2)

Ranged sling +3 (1d4, 20/x2) or splash weapon +3 ranged touch (varies)

Space 5 ft.; **Reach** 5 ft.

Special Attacks evil eye (DC 14, 4 rounds)

Typical Spells Prepared (CL 1st, touch +0, ranged touch +3, concentration +5):

1st – *burning hands* (DC 16), *ray of enfeeblement* (DC 15)

0 – *detect magic*, *read magic*, *spark*^[APG]

Patron Elements

STATISTICS

Str 10 (+0), **Dex** 16 (+3), **Con** 12 (+1), **Int** 18 (+4), **Wis** 12 (+1), **Cha** 8 (-1)

Base Atk +0; **CMB** +0; **CMD** 13

Feats Alertness (when familiar is within 5 feet), Spell Focus (evocation)

Skills Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (planes) +8, Perception +5 (+7 when familiar is within 5 feet), Spellcraft +8 (+10 identifying magic items), Survival +2

Languages Common, Elf, plus 4 more

SQ elven magic, familiar (fox)

Combat Gear acid flask (4), alchemist's fire (2), liquid ice^[APG]; **Other Gear** quarterstaff, sling and 10 bullets, backpack, bedroll, belt pouch, spell component pouch, rations (4), waterskin, 18 gp, 8 sp.

Familiar Spells Stored 0 – all; 1st – *burning hands*, *chill touch*, *identify*, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *unseen servant*

Fox Familiar

N Tiny magical beast

Init +3; **Senses** low-light vision, scent; Perception +8

hp 4 (1 HD)

Fort +2, **Ref** +5, **Will** +3

Defensive Abilities improved evasion

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 9, **Dex** 17, **Con** 11, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 10 (14 vs. trip)

Feats Skill Focus (Perception)

Skills Knowledge (arcana) -1, Knowledge (nature) -1, Knowledge (planes) -1, Perception +5, Spellcraft -1, Survival +2 (+6 tracking by scent)
SQ empathic link, share spells, store spells

DEFENSE

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

OFFENSE

Spd 40 ft.
Melee bite +5 (1d3-1, 20/x2)

Elf Witch 1

Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +4 (+6 when familiar is within 5 feet)

DEFENSE

AC 10, touch 10, flat-footed 10

(Dex +0)

hp 8 (1d6+2)

Fort +3, **Ref** +0, **Will** +4 (+6 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4, 19-20/x2) or

quarterstaff +0 (1d6, 20/x2)

Ranged shortbow +0 (1d6, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks healing hex

Typical Spells Prepared (CL 1st, touch +0, ranged touch +0, concentration +5):

1st – *cure light wounds*, *mage armor*

0 – *detect magic*, *detect poison*, *stabilize*

Patron Endurance

STATISTICS

Str 10 (+0), **Dex** 10 (+0), **Con** 12 (+1), **Int** 18 (+4), **Wis** 14 (+2), **Cha** 12 (+1)

Base Atk +0; **CMB** +0; **CMD** 10

Feats Alertness (when familiar is within 5 feet), Improved Initiative

Skills Heal +6 (+8 with kit), Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +5, Spellcraft +8 (+10 identifying magic items).

Languages Common, Elf, plus 5 more

SQ elven magic

Combat Gear bloodblock^[APG], sunrod (2); **Other Gear** dagger, quarterstaff, shortbow and 20 arrows, backpack, belt pouch, spell component pouch, healer's kit (10 uses), rations (4), waterskin, 6 gp.

Familiar Spells Stored 0 – all; 1st – *command*, *cure light wounds*, *enlarge person*, *mage armor*, *ray of enfeeblement*, *sleep*, *unseen servant*

Rat Familiar

N Tiny magical beast

Init +6; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 14, touch 14, flat-footed 12
(Dex +2, size +2)

hp 4 (1 HD)

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

Defensive Abilities improved evasion

OFFENSE

Spd 15 ft., climb 15 ft., swim 15 ft.

Melee bite +4 (1d3-4, 20/x2)

Space 2 1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 11, **Int** 6,
Wis 13, **Cha** 2

Base Atk +0; **CMB** +0; **CMD** 6
(10 vs. trip)

Feats Improved Initiative

Skills Heal +5, Knowledge (arcana) -1, Knowledge (nature) -1, Knowledge (planes) -1, Linguistics -1, Perception +5, Spellcraft -1
SQ empathic link, share spells, store spells

Gnome Witch 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +4 (+6 when familiar is within 5 feet)

DEFENSE

AC 13, touch 13, flat-footed 11

(Dex +2, size +1)

hp 7 (1d6+1)

Fort +1, **Ref** +2, **Will** +4 (+6 vs illusions)

Defensive Abilities defensive training

OFFENSE

Spd 20 ft.

Melee dagger +1 (1d4, 19-20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks hatred, slumber hex (DC 13)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 11), *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +1, ranged touch +3, concentration +4):

1st – *charm person* (DC 15), *hypnotism* (DC 15)

0 – *daze* (DC 14), *detect magic*, *read magic*

Patron Deception

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 10 (+0), **Int** 16 (+3), **Wis** 14 (+2), **Cha** 12 (+1)

Base Atk +0; **CMB** -1; **CMD** 11

Feats Alertness (when familiar is within 5 feet), Spell Focus (enchantment)

Skills Bluff +8, Craft (alchemy) +9 (+7 for Day Job rolls), Knowledge (arcana) +7, Spellcraft +7,

Use Magic Device +5

Languages Common, Gnome, Sylvan, plus 3 more

SQ familiar (viper)

Combat Gear sunrod (2); **Other Gear** dagger, light crossbow and 10 bolts, masterwork

backpack^[APG], bedroll, belt pouch, spell component pouch, flint and steel, rations (4), waterskin, 47

gp, 9 sp

Familiar Spells Stored 0 – all; 1st – *beguiling gift*^[APG], *charm person*, *command*, *hypnotism*, *mage armor*, *mask dweomer*^[APG]

Viper Familiar

N Tiny magical beast

Init +7; **Senses** low-light

vision, scent; Perception +9

DEFENSE

AC 16, touch 15, ff 13

(Dex +3, natural +1, size +2)

hp 3 (1 HD)

Fort +1, **Ref** +5, **Will** +3

Defensive Abilities

improved evasion

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2-2, 20/x2, plus poison)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks poison (DC 9, 1d2 Con/6 rounds, cure 1 save)

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 6,

Wis 13, **Cha** 2

Base Atk +0; **CMB** +1;

CMD 8 (can't be tripped)

Feats Improved Initiative

Skills Bluff -3, Craft

(alchemy) -1, Knowledge

(arcana) -1, Perception +9,

Spellcraft -1, Use Magic

Device -3

SQ empathic link, share

spells, store spells

Gnome Witch 1

Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +1 (+3 when familiar is within 5 feet)

DEFENSE

AC 13, touch 13, flat-footed 11

(Dex +2, size +1)

hp 7 (1d6+1)

Fort +1, **Ref** +2, **Will** +1 (+3 vs illusions)

OFFENSE

Spd 20 ft.

Melee dagger +1 (1d4, 19-20/x2)

Ranged light crossbow +3 (1d6, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks disguise hex (1 hour/day)

Spell-Like Abilities (CL 1st):

1/day – *dancing lights* (DC 13), *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Typical Spells Prepared (CL 1st, touch +1, ranged touch +3, concentration +4):

1st – *obscuring mist*, *sleep* (DC 14)

0 – *detect magic*, *message*, *read magic*

Patron Shadow

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness (when familiar is within 5 feet), Go Unnoticed^[APG]

Skills Bluff +5, Diplomacy +5, Disguise +4, Knowledge (arcana) +7, Spellcraft +7, Stealth +10.

Languages Common, Gnome, Sylvan, plus 3 more

SQ familiar (centipede), gift of tongues^[APG]

Combat Gear sunrod (2); **Other Gear** dagger, light crossbow and 10 bolts, masterwork

backpack^[APG], bedroll, belt pouch, spell component pouch, flint and steel, rations (4), waterskin, 47 gp, 9 sp

Familiar Spells Stored 0 – all; 1st – *cure light wounds*, *detect secret doors*, *mask dweomer*^[APG], *obscuring mist*, *sleep*, *summon monster I*

Centipede Familiar

N Tiny magical beast

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 12 (Dex +4, size +2)

hp 3 (1 HD)

Fort +2, **Ref** +7, **Will** +2

Defensive Abilities improved evasion

OFFENSE

Spd 40 ft., climb 40 ft.

Melee bite +6 (1d3-5, 20/x2, plus poison)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks poison (DC 12, 1d3 Dex/6 rounds, cure 1 save)

STATISTICS

Str 1, **Dex** 19, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +2; **CMD** 7 (can't be tripped)

Feats Skill Focus (Perception)

Skills Bluff -3, Diplomacy -3, Disguise -3, Knowledge (arcana) -1, Perception +7, Spellcraft -1, Stealth +24

SQ empathic link, share spells, store spells

Half-elf Witch 1

Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; **Perception** +1 (+3 when familiar is within 5 feet)

DEFENSE

AC 12, touch 12, flat-footed 10

(Dex +2)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +1 (+3 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee dagger +0 (1d4, 19-20/x2)

Ranged light crossbow +2 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks charm hex (DC 13, 3 rounds)

Typical Spells Prepared (CL 1st, touch +0, ranged touch +2, concentration +4):

1st – *charm person* (DC 14), *mage armor*

0 – *detect magic*, *read magic*, *stabilize*

Patron Trickery

STATISTICS

Str 10 (+0), **Dex** 14 (+2), **Con** 12 (+1), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 16 (+3)

Base Atk +0; **CMB** +0; **CMD** 12

Feats Alertness (when familiar is within 5 feet), Persuasive, Skill Focus (Diplomacy)

Skills Diplomacy +9, Knowledge (arcana) +7, Sense Motive +0 (+2 when familiar is within 5 feet), Spellcraft +7, Stealth +6.

Languages Common, Elf, plus 3 more

SQ familiar (cat)

Combat Gear sunrod (2); **Other Gear** dagger, light crossbow and 10 bolts, masterwork backpack^[APG], bedroll, belt pouch, spell component pouch, flint and steel, rations (4), waterskin, 47 gp, 9 sp

Familiar Spells Stored 0 – all; 1st – *charm person*, *comprehend languages*, *identify*, *mage armor*, *mount*, *sleep*

Cat Familiar

N Tiny magical beast

Init +2; **Senses** low-light vision, scent;

Perception +8

DEFENSE

AC 14, touch 14, flat-footed 12

(Dex +2, size +2)

hp 4 (1 HD)

Fort +1, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

OFFENSE

Spd 30 ft.

Melee 2 claws +4 (1d2-4, 20/x2) and bite +4 (1d3-4, 20/x2)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Skill Focus (Perception)

Skills Diplomacy -1, Knowledge (arcana) -1, Perception +5, Sense Motive +2, Spellcraft -1, Stealth +18

SQ empathic link, share spells, store spells

Half-elf Witch 1

Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; **Perception** +4 (+6 when familiar is within 5 feet)

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 8 (1d6+2)

Fort +2, **Ref** +1, **Will** +5 (+7 vs enchantments)

Immune *sleep*

OFFENSE

Spd 30 ft.

Melee dagger +2 (1d4+2, 19-20/x2) or

spear +2 (1d8+3, 20/x3)

Ranged thrown spear +1 (1d8+2, 20/x3)

Space 5 ft.; **Reach** 5 ft.

Typical Spells Prepared (CL 1st, touch +2, ranged touch +1, concentration +4):

1st – *obscuring mist*, *summon monster I*

0 – *detect magic*, *detect poison*, *putrefy food and water*^[APG]

Patron Water

STATISTICS

Str 14 (+2), **Dex** 12 (+1), **Con** 14 (+2), **Int** 16 (+3), **Wis** 14 (+2), **Cha** 8 (-1)

Base Atk +0; **CMB** +2; **CMD** 13

Feats Alertness (when familiar is within 5 feet), Cosmopolitan^[APG]

Skills Knowledge (local) +7, Knowledge (geography) +7, Knowledge (nature) +7, Profession (sailor) +6, Spellcraft +7, Swim +10

Languages Common, Elf, plus 5 more

SQ familiar (octopus), tongues hex (1 min./day), water child^[APG]

Combat Gear sunrod (2); **Other Gear** dagger, spear, backpack, bedroll, belt pouch, spell component pouch, flint and steel, fishing net, astrolabe, rations (4), waterskin, 20 gp, 9 sp.

Familiar Spells Stored 0 – all; 1st – *cause fear*, *cure light wounds*, *dancing lantern*^[APG], *ill omen*^[APG], *obscuring mist*, *summon monster I*

Octopus Familiar

N Tiny magical beast (aquatic)

Init +7; **Senses** low-light vision;

Perception +1

DEFENSE

AC 17, touch 17, flat-footed 12

(Dex +5, size +2)

hp 4 (1 HD)

Fort +2, **Ref** +7, **Will** +3

Defensive Abilities improved evasion, ink cloud

OFFENSE

Spd 20 ft., swim 30 ft., jet 200 ft.

Melee bite +7 (1d2-1, 20/x2, plus poison) and tentacles +5 (grab)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 21, **Con** 10, **Int** 6, **Wis** 13, **Cha** 3

Base Atk +0; **CMB** +3 (+7 grapple); **CMD** 12 (can't be tripped)

Feats Multiattack

Skills Knowledge (local) -1, Knowledge (geography) -1, Knowledge (nature) -1, Profession (sailor) +2, Spellcraft -1, Stealth +26, Swim +19

SQ empathic link, share spells, store spells

Half-orc Witch 1

Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; Perception -1 (+1 when familiar is within 5 feet)

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 8 (1d6+2)

Fort +2, **Ref** +1, **Will** +1

OFFENSE

Spd 30 ft.

Melee longspear +3 (1d8+4, 20/x3) or

bite +3 (1d4+4, 20/x2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks blight hex (DC 13)

Spells Prepared (CL 1st, touch +3, ranged touch +1, concentration +4):

1st – *enlarge person*, *mount*

0 – *detect magic*, *resistance*, *stabilize*

Patron Animal

STATISTICS

Str 16 (+3), **Dex** 12 (+1), **Con** 14 (+2), **Int** 16 (+3), **Wis** 8 (-1), **Cha** 10 (+0)

Base Atk +0; **CMB** +3; **CMD** 14

Feats Alertness (when familiar is within 5 feet), Razortusk^[APG]

Skills Handle Animal +3, Intimidate +3, Knowledge (arcana) +7, Knowledge (nature) +7,

Survival +0, Spellcraft +7

Languages Common, Orc, plus 3 more

SQ beastmaster^[APG], familiar (scorpion)

Combat Gear none; **Other Gear** longspear, backpack, bedroll, spell component pouch, flint and steel, silk rope (50 ft.), rations (10), waterskin, 120 gp, 9 sp.

Familiar Spells Stored 0 – all; 1st – *burning hands*, *cure light wounds*, *enlarge person*, *inflict light wounds*, *mount*, *obscuring mist*

Scorpion Familiar

N Tiny magical beast

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 20, touch 15, flat-footed 17

(Dex +3, natural +5, size +2)

hp 4 (1 HD)

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

Defensive Abilities improved evasion

OFFENSE

Spd 50 ft.

Melee 2 claws +5 (1d2-4, 20/x2, plus grab) and sting +5 (1d2-4, 20.x2, plus poison)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks constrict (1d2-4), poison (DC 12, 1d2 Str/6 rounds, cure 1 save)

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1 (+5 grapple); **CMD** 7 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Handle Animal -3, Intimidate -3,

Knowledge (arcana) -1, Knowledge

(nature) -1, Survival +1, Spellcraft -1

SQ empathic link, share spells, store spells

Halfling Witch 1

Small humanoid (halfling)

Init +1; **Senses** Perception +4 (+6 when familiar is within 5 feet)

DEFENSE

AC 13, touch 13, flat-footed 11

(Dex +2, size +1)

hp 9 (1d6+3)

Fort +3, **Ref** +2, **Will** +5 (+7 vs fear)

OFFENSE

Spd 20 ft.

Melee unarmed strike -1 (1d2-2 nonlethal, 20/x2)

Ranged sling +2 (1d3-2, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks fortune hex, misfortune hex (DC 13)

Spells Prepared (CL 1st, touch -1, ranged touch +2, concentration +4):

1st – *cure light wounds*, *ill omen*^[APG] (DC 14)

0 – *detect magic*, *guidance*, *read magic*

Patron Wisdom

STATISTICS

Str 6 (-2), **Dex** 12 (+1), **Con** 14 (+2), **Int** 16 (+3), **Wis** 14 (+2), **Cha** 14 (+2)

Base Atk +0; **CMB** -3; **CMD** 8

Feats Alertness (when familiar is within 5 feet), Extra Hex^[APG]

Skills Bluff +3, Knowledge (arcana) +7, Profession (fortune-teller) +6 (+8 using fortune-teller's deck), Sense Motive +3 (+5 when familiar is within 5 feet), Spellcraft +7.

Languages Common, Halfling, plus 3 more

SQ familiar (owl)

Combat Gear none; **Other Gear** sling and 10 bullets, masterwork backpack^[APG], bedroll, belt pouch, spell component pouch, masterwork fortune-teller's deck^[APG], flint and steel, rations (2), waterskin, 40 gp, 8 sp.

Familiar Spells Stored 0 – all; 1st – *beguiling gift*^[APG], *charm person*, *cure light wounds*, *hypnotism*, *identify*, *ill omen*^[APG]

Owl Familiar

N Tiny magical beast

Init +3; **Senses** low-light vision;

Perception +13

DEFENSE

AC 15, touch 15, flat-footed 12

(Dex +3, size +2)

hp 5 (1 HD)

Fort +2, **Ref** +5, **Will** +4

Defensive Abilities improved evasion

OFFENSE

Spd 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4-2, 20/x2)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 6, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 9

Feats Skill Focus (Perception)

Skills Bluff -1, Knowledge (arcana) -1,

Profession (fortune-teller) +3,

Perception +13, Spellcraft -1

SQ empathic link, share spells, store spells

Halfling Witch 1

Small humanoid (halfling)

Init +3; **Senses** Perception +2 (+4 when familiar is within 5 feet)

DEFENSE

AC 15, touch 15, flat-footed 11

(Dex +3, dodge +1, size +1)

hp 8 (1d6+2)

Fort +1, **Ref** +3, **Will** +2

OFFENSE

Spd 20 ft.

Melee shortspear +2 (1d4+1, 20/x2)

Ranged thrown shortspear +4 (1d4+1, 20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks flight hex

Spell-Like Abilities (CL 1st):

At will – *feather fall*

Spells Prepared (CL 1st [2nd for movement spells], touch +2, ranged touch +4, concentration +4):

1st – *mage armor*, *mount*

0 – *dancing lights*, *detect magic*, *guidance*

Patron Agility

STATISTICS

Str 12 (+1), **Dex** 16 (+3), **Con** 12 (+1), **Int** 16 (+3), **Wis** 10 (+0), **Cha** 10 (+0)

Base Atk +0; **CMB** +0; **CMD** 14

Feats Alertness (when familiar is within 5 feet), Dodge

Skills Acrobatics +6 (+2 jumping), Knowledge (arcana) +7, Knowledge (geography) +5,

Spellcraft +7, Survival +3.

Languages Common, Halfling, plus 3 more

SQ familiar (bat), wanderlust^[APG]

Combat Gear gear used in combat; **Other Gear** spear (3), masterwork backpack^[APG], bedroll, belt pouch, spell component pouch, flint and steel, rations (6), waterskin, 85 gp, 9 sp.

Familiar Spells Stored 0 – all; 1st – *comprehend languages*, *cure light wounds*, *dancing lantern*^[APG], *mage armor*, *mount*, *unseen servant*

Bat Familiar

N Diminutive magical beast

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +9

(Dex +2, size +4)

hp 4 (1 HD)

Fort +0, **Ref** +4, **Will** +4

Defensive Abilities improved evasion

Spd 5 ft., fly 40 ft. (good)

Melee bite +6 (1d3-5, 20/x2)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 15, **Con** 6, **Int** 6, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** -2; **CMD** 3

Feats Skill Focus (Perception)

Skills Acrobatics +6, Fly +16,

Knowledge (arcana) -1,

Knowledge (geography) -1,

Spellcraft -1, Survival +3

SQ empathic link, share spells, store spells

DEFENSE

AC 16, touch 16, flat-footed 14

Human Witch 1

Medium humanoid (human)

Init +1; **Senses** Perception +0 (+2 when familiar is within 5 feet)

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +1

OFFENSE

Spd 30 ft.

Melee quarterstaff +0 (1d6, 20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks disguise hex (1 hour/day)

Spells Prepared (CL 1st, touch +0, ranged touch +1, concentration +5):

1st – *enlarge person*, *reduce person* (DC 16)

0 – *detect magic*, *guidance*, *stabilize*

Patron Transformation

STATISTICS

Str 10 (+0), **Dex** 12 (+1), **Con** 14 (+2), **Int** 18 (+4), **Wis** 8 (-1), **Cha** 14 (+2)

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness (when familiar is within 5 feet), Spell Focus (transmutation), Tenacious Transmutation^[APG]

Skills Disguise +3, Heal +3, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (planes) +8, Perception +0, Spellcraft +8.

Languages Common, plus 4 more

SQ familiar (raven)

Combat Gear sunrod (2); **Other Gear** quarterstaff, light crossbow and 10 bolts, masterwork backpack^[APG], bedroll, belt pouch, spell component pouch, rations (4), waterskin, 50 gp, 9 sp.

Familiar Spells Stored 0 – all; 1st – *cure light wounds*, *enlarge person*, *inflict light wounds*, *mage armor*, *ray of enfeeblement*, *reduce person*, *unseen servant*

Raven Familiar

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 12

(Dex +2, size +2)

hp 4 (1 HD)

Fort +1, **Ref** +4, **Will** +4

Defensive Abilities improved evasion

OFFENSE

Spd 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3-4, 20/x2)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception)

Skills Disguise -1, Heal +3, Knowledge (arcana) -1, Knowledge (nature) -1, Perception +6, Spellcraft -1, Stealth +21

Languages Common

SQ empathic link, share spells

Human Witch 1

Medium humanoid (human)

Init +1; **Senses** Perception +2 (+4 when familiar is within 5 feet)

DEFENSE

AC 11, touch 11, flat-footed 10

(Dex +1)

hp 11 (1d6+2 plus 3)

Fort +2, **Ref** +1, **Will** +4

OFFENSE

Spd 30 ft.

Melee dagger -1 (1d4-1, 19-20/x2)

Ranged light crossbow +1 (1d8, 19-20/x2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks cackle hex, evil eye hex (DC 14), misfortune hex (DC 14)

Spells Prepared (CL 1st, touch -1, ranged touch +1, concentration +5):

1st – *cause fear* (DC 15), *ill omen*^[APG] (DC 15)

0 – *bleed* (DC 14), *detect magic*, *putrefy food and drink*

Patron Plague

STATISTICS

Str 8 (-1), **Dex** 12 (+1), **Con** 14 (+2), **Int** 18 (+4), **Wis** 14 (+2), **Cha** 10 (+0)

Base Atk +0; **CMB** -1; **CMD** 10

Feats Alertness (when familiar is within 5 feet), Extra Hex^[APG], Extra Hex^[APG]

Skills Heal +6, Intimidate +4, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (religion) +5, Linguistics +5, Spellcraft +8.

Languages Common, plus 5 more

SQ familiar (toad)

Combat Gear sunrod (2); **Other Gear** dagger, light crossbow and 10 bolts, masterwork backpack^[APG], bedroll, belt pouch, spell component pouch, flint and steel, rations (4), waterskin, 47 gp, 9 sp

Familiar Spells Stored 0 – all; 1st – *cause fear*, *chill touch*, *command*, *ill omen*^[APG], *inflict light wounds*, *obscuring mist*, *ray of enfeeblement*

Toad Familiar

N Diminutive magical beast

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14

(Dex +1, size +4)

hp 5 (1 HD)

Fort +0, **Ref** +3, **Will** +4

Defensive Abilities improved evasion

OFFENSE

Spd 5 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 12, **Con** 6, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +0; **CMB** -3; **CMD** 2 (6 vs. trip)

Feats Skill Focus (Perception)

Skills Heal +5, Intimidate -2, Knowledge

(arcana) -1, Knowledge (nature) -1,

Knowledge (religion) -1, Linguistics -1,

Perception +5, Spellcraft -1, Stealth +21

SQ empathic link, share spells, store spell