

## Bein Brennil

Female kitsune sorcerer 7 (crossblooded)

CG Medium humanoid (kitsune, shapechanger)

**Init** +3; **Senses** familiar's alertness, low-light vision; **Perception** +1

**Languages** Common, Sylvan, Tengu

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### DEFENSE

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**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); *mage armor*

**hp** 40 (7 HD)

**Fort** +5, **Ref** +7, **Will** +6

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** adamantine morningstar +3 (1d8–1) and bite –3 (1d4–1)

**Ranged** light crossbow +6 (1d8/19-20)

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

**Spell-like Abilities** (CL 7<sup>th</sup>; Concentration +13)

3/day – *dancing lights*

**Spells Known** (CL 7<sup>th</sup>; Concentration +13)

3<sup>rd</sup> (5/day) – *deep slumber*<sup>B</sup>, *reckless infatuation*<sup>UM</sup>

2<sup>nd</sup> (8/day) – *hideous laughter*<sup>B</sup>, *oppressive boredom*<sup>UM</sup>, *unnatural lust*<sup>UM</sup>

1<sup>st</sup> (8/day) – *charm person*, *entangle*<sup>B</sup>, *mage armor*, *magic missile*, *shield*

0 (at will) – *flare*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*

**Bloodline** crossblooded (arcane, fey)

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### STATISTICS

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**Abilities** Str 8 (–1), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 22 (+6)

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Eschew Materials<sup>B</sup>, Evolved Familiar (skilled: intimidate), Greater Spell Focus (enchantment), Heighten Spell, Improved Familiar, Spell Focus (enchantment<sup>B</sup>)

**Skills** Bluff +16, Diplomacy +13, Intimidate +16, Handle Animal +8, Knowledge (nature) +3

**SQ** arcane bond (lyrakien familiar), bloodline arcana (+1 DC for metamagic spells that increase spell level, +2 DC for compulsion spells), change shape (specific human form, alter self), gregarious, woodland stride

**Combat Gear** crossbow bolts (20), *potions (cure light wounds 3)*; **Other Gear** *cloak of resistance* +2, *hat of disguise*, *headband of alluring charisma* +2, light crossbow, *ring of sacred mistletoe*, tender (5gp)

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 14 lb. 3 oz. (excluding tender)

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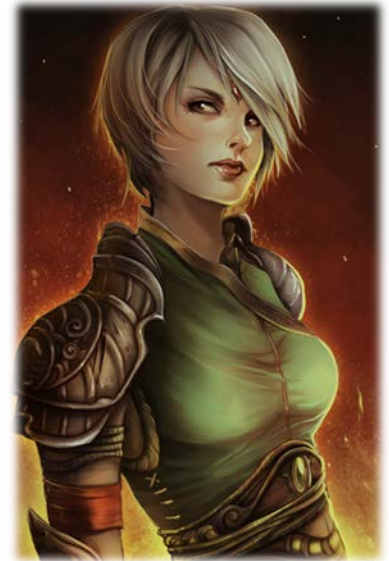
### SPECIAL ABILITIES

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**Gregarious (Ex)** Whenever you successfully use Diplomacy to win over an individual, that creature takes a –2 penalty to resist any of your Charisma-based skill checks for the next 24 hours.

**Kitsune Magic (Ex/Sp)** You add +1 to the DC of any saving throws against enchantment spells that you cast. You also gain an additional +2 bonus to the DC due to your favored class bonuses.

**Woodland Stride (Ex)** You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you (though not even those can stop you with your *ring of sacred mistletoe*).



## Tithin

Female lyrakien familiar

CG Tiny outsider (azata, chaotic, extraplanar, good)

**Init** +4; **Senses** darkvision 60-ft., *detect evil*, *detect magic*; Perception +9

**Languages** Celestial, Draconic, Infernal; truespeech

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### DEFENSE

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**AC** 24, touch 16, flat-footed 20 (+4 armor, +4 Dex, +4 natural, +2 size); *mage armor*

**hp** 20 (7 HD)

**Fort** +3, **Ref** +7, **Will** +8

**Defensive Abilities** improved evasion; **DR** 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

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### OFFENSE

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**Speed** 30 ft. (6 squares), fly 80 ft. (perfect)

**Melee** slam +2 (1d2–3)

**Ranged** by weapon +9

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells, starlight blast

**Spell-like Abilities** (CL 3<sup>rd</sup>; Concentration +8)

Constant – *detect evil*, *detect magic*, *freedom of movement*

At will – *dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)

1/day – *cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)

1/week – *commune* (6 questions, CL 12<sup>th</sup>)

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### STATISTICS

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**Abilities** Str 5 (–3), Dex 19 (+4), Con 12 (+1), Int 14 (+2), Wis 17 (+3), Cha 20 (+5)

**Base Atk** +3; **CMB** +5; **CMD** 12

**Feats** Persuasive, Skill Focus (intimidate)

**Skills** Acrobatics +10, Bluff +18, Diplomacy +20, Fly +16, Intimidate +28, Knowledge (nature) +8, Perception +9, Perform (sing) +14, Spellcraft +5, Stealth +18

**SQ** alertness, empathic link, familiar traits, share spells, traveler's friend

**Gear** *circlet of persuasion*

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 14 lb. 3 oz. (excluding tender)

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### SPECIAL ABILITIES

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**Starlight Blast (Su)** As a standard action once every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 12 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

**Traveler's Friend (Su)** The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.

