

Hesbra Dehlonna

Female gnome shaman 6

CG Small humanoid (gnome)

Init +2; **Senses** familiar's alertness, low-light vision; **Perception** +5

Languages Common, Elven, Gnome, Sylvan

DEFENSE

AC 20, touch 12, flat-footed 19 (+7 armor, +1 Dex, +1 natural, +1 size)

hp 62 (6 HD)

Fort +5, **Ref** +4, **Will** +8; +2 vs. illusions

OFFENSE

Speed 15 ft. (3 squares), 20 ft. without armor

Melee spear +3 (1d6–1/×3)

Ranged spear +6 (1d6–1/×3)

Special Attacks channel positive energy 4/day (DC 16, 3d6), hexes (cauldron, enhanced cures, fetish, healing), storm burst (6/day)

Spell-Like Abilities (CL 6th; Concentration +9)

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Shaman Spells Prepared (CL 6th; Concentration +9)

3rd (4/day) – *call lightning*, *deep slumber*, *stinking cloud*, *neutralize poison*^S, *speak with plants*^S

2nd (5/day) – *barkskin*^S, *false life*, *lesser restoration*^S, *life pact*^{ACG}, *sickening entanglement*^{ACG}, *tree shape*

1st (5/day) – *charm animal*^S, *cure light wounds* (2), *detect undead*^S, *stone shield*^{ARG} (2)

0 (4/day) – *create water*, *dancing lights*, *detect magic*, *guidance*

S Spirit Magic Spell; **Spirit** life; **Wandering Spirit** nature

STATISTICS

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

Base Atk +4; **CMB** +2; **CMD** 13

Feats Brew Potion^B, Craft Wondrous Item^B, Extra Hex (2), Master Alchemist

Skills Craft (alchemy) +18, Heal +12, Knowledge (nature) +10, Profession (gardener) +5, Spellcraft +10, Survival +12; **Check Penalty** –6; **Racial Modifiers** +2 Craft (alchemy), Perception, and Profession (gardener)

SQ gnome magic, spirit animal (armadillo), spirit magic, wandering hex (currently life link), warden of nature, weapon familiarity

Combat Gear alchemical weapons (acid 3, alchemist's fire 3, bottled lightning 3, liquid ice 3, tanglefoot bags 3, thunderstones 3), alchemical tools (alchemical glue 2, sunrods 3, tindertwigs 3), *feather tokens* (anchor, bird 2, campsite 2, catapult, fan, floating feather 2, lance, ram, siege tower, sky hook 2, swan boat 2, tar and feathers 2, tree 2, whip 2), *unique feather tokens* (as one each of all the patches from a robe of useful items plus one additional door, window, and pit), *potions/oils* (alter self 2, barkskin 2, bear's endurance, bull's strength, cure light wounds 4, darkness, daylight, endure elements, fly, hide from animals, lesser restoration 2, magic weapons, resist energy: fire, speak with dead, warp wood, water breathing); **Other Gear** +2 horn lamellar armor, surgeon's kit, spear, tender (6sp, 7cp)

Encumbrance light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 60 lb.; **Weight Carried** 57 lb. 4 oz. (excluding tender)

SPECIAL ABILITIES

Channel Energy (Su) Four times per day you may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to harm undead creatures in the area (3d6 damage, Will DC 16 half) or to heal the living (3d6 healing).

Gnome Magic You add +1 to the DC of any saving throws against illusion spells that you cast. If you have a Charisma score of 11 or higher you also gain the following spell-like abilities: 1/day—*dancing lights*,



ghost sound, prestidigitation, and speak with animals. The caster level for these effects is equal to your character level. The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Spirit Magic You can spontaneously cast a limited number of spells per day beyond those you prepared ahead of time. You have one spell slot per day of each shaman spell level you can cast, not including orisons. You can choose these spells from the list of spells granted by your spirits at the time you cast them. You can enhance these spells using any metamagic feat that you know, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

Storm Burst (Su) As a standard action, you can cause a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, suffering a 20% miss chance for 1 round plus 1 round for every 4 shaman levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Warden of Nature You gain a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them because of your special training against such creatures.

Weapon Familiarity You treat any weapon with the word "gnome" in its name as a martial weapon.

Armando

Armadillo Familiar

N Tiny outsider (native)

Init +2; **Senses** scent; **Perception** +8

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 28 (6 HD); fast healing 1

Fort +2, **Ref** +4, **Will** +6

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., burrow 5 ft.

Melee claw +3 (1d2–3) or
by spell +3 touch (as the spell)

Space 2½ ft., **Reach** 0 ft.

Special Attacks deliver touch spells

STATISTICS

Abilities Str 4 (–3), Dex 15 (+2), Con 11 (+0), Int 8 (–1), Wis 12 (+1), Cha 9 (–1)

Base Atk +4; **CMB** +4; **CMD** 11 (13 vs. overrun/trip)

Feats Skill Focus (Perception)

Skills Craft (alchemy) +5, Heal +7, Knowledge (nature) +5, Perception +8, Spellcraft +5, Survival +7, Swim +1; **Racial Modifiers** +4 Swim

SQ alertness, empathic link, familiar traits, share spells, speak with master

SPECIAL ABILITIES

Natural Diver (Ex) Armadillos can hold their breath underwater for up to 6 minutes. Their dense armor naturally causes them to sink; they can inflate their stomachs to counter this, accounting for their racial bonus on Swim checks.

Protective Ball (Ex) Some armadillos can roll up into a ball, increasing their natural armor bonus to +3 but decreasing their speed to 0.

