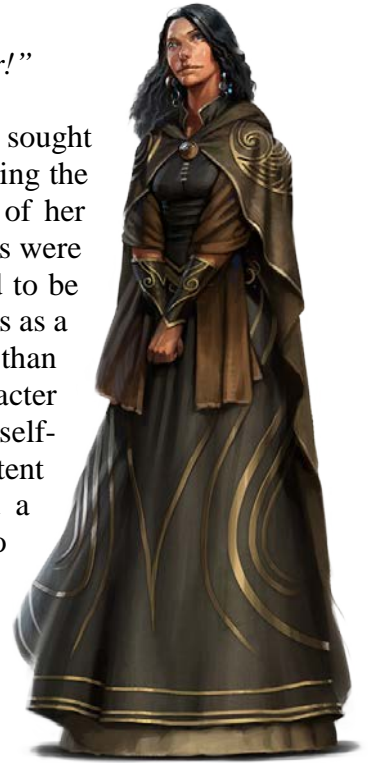


## Hama the Wandering Witch

*"I am the Body Snatcher. The Mind Bender. The Master of Curses. Know my power!"*

Formerly a simple herbalist who lived a comfortable life as a respected (and much sought after) member of her village, everything changed for Hama when she started showing the first symptoms of motor neuron disease. The tragic disease slowly stripped her of her independence, ultimately leaving her permanently paralyzed and mute. Local clerics were unable to stave off the advancement of the disease, much less cure it, as it proved to be genetic in nature (it is literally part of Hama's natural state). She suffered for months as a scant handful of people gave her token assistance, allowing her to do little more than survive—worse yet, many of the villagers she once loved showed their true character during this time, and were abusive and cruel to her. Through a driving need for self-sufficiency and desperate for a means of escape, she was able to unlock her latent sorcerer's powers through sheer force of will. To those around her, it seemed a miraculous recovery. In truth, however, her newfound powers allowed her to continue functioning in everyday life by possessing the stolen bodies of others with her animated shadow (almost exclusively targeting those who had tormented her). She kept her powers a secret, using magic to conceal her helpless true form and to make her host victims look like herself. In time, she grew drunk on her power and began to take on young lovers via her magical enchantments, some of whom were already spoken for. When her fellow villagers found out about her magical influences, they branded her as an evil, manipulative witch and exiled her on pain of death—never realizing the true extent of her powers.



Over the course of the following year, many of the villagers began to disappear. Hama had begun her revenge. The village leaders deduced that Hama was behind the disappearances and they sent a small band of young hunters to her forest hovel to kill her. She ambushed the young hunters and used her abilities to bend them to her will. They returned to their village a week later and promptly began to slaughter their friends and families. By the time the hunters were killed, Hama had made good her escape from the region. The surviving villagers never truly recovered from Hama's wrath. To this day, few still living know of Hama's disease, her continued paralysis, or of her ability to possess the bodies of others.

Now alone in the world with a crippling physical condition and nothing but her sorcery with which to aid her, Hama now frequently surrounds herself with powerful pawns for protection. She has since begun traveling the world in her ox-drawn wagon, posing as a harmless old crone and tradeswoman in search of profit. It is her hope that she will one day remove her condition, find the power to stay young and beautiful forever, and obtain more power in its own right. On occasion, she still sends her former village a reminder of her seething rage. Her vengeance has since become a terrifying bedtime story told to young children to keep them wary of strangers.

# Hama

Female human sorcerer 12

NE Medium humanoid

**Init** +4; **Senses** familiar's alertness; Perception +2

**Languages** Common, Infernal, Sylvan

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## DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dexterity); *mage armor*

**hp** 104 plus *false life* (12 HD)

**Fort** +12, **Ref** +12, **Will** +14

**Weaknesses** paralyzed

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## OFFENSE

**Speed** 30 ft. (6 squares), fly 40 ft. (good); *overland flight*

**Melee** +2 *longspear* +9/+4 (1d8+3 plus poison/×3) via *shadow weapon*

**Ranged** mwk sling +11/+6 (1d4+1 plus poison)

**Sorcerer Spells Known** (CL 12<sup>th</sup>; Concentration +24)

6<sup>th</sup> (4/day) – *major curse*<sup>VS UM</sup>

5<sup>th</sup> (7/day) – *baleful polymorph*<sup>VS</sup>, *dominate person*<sup>VS B</sup>, *feeblemind*<sup>VS</sup>, *magic jar*<sup>VSF</sup>, *overland flight*<sup>VS B</sup>

4<sup>th</sup> (8/day) – *bestow curse*<sup>VS</sup>, *dimension door*<sup>VB</sup>, *greater invisibility*<sup>VS</sup>, *remove curse*<sup>VS</sup>, *shadow projection*<sup>S APG</sup>, *summon monster IV*<sup>VSF</sup>

3<sup>rd</sup> (8/day) – *anthropomorphic animal*<sup>VS UM</sup>, *dispel magic*<sup>VS B</sup>, *gaseous form*<sup>S</sup>, *greater magic aura*<sup>VSF UI</sup>, *haste*<sup>VS</sup>, *lightning bolt*<sup>VS B</sup>, *suggestion*<sup>V</sup>, *tongues*<sup>V</sup>

2<sup>nd</sup> (8/day) – *alter self*<sup>VS</sup>, *blindness/deafness*<sup>V</sup>, *detect thoughts*<sup>VSF</sup>, *false life*<sup>VS</sup>, *misdirection*<sup>VS</sup>, *miserable pity*<sup>VS UM</sup>, *invisibility*<sup>VS B</sup>, *see invisibility*<sup>VS B</sup>, *shatter*<sup>VS</sup>

1<sup>st</sup> (9/day) – *charm person*<sup>VS</sup>, *feather fall*<sup>V</sup>, *identify*<sup>VS B</sup>, *mage armor*<sup>VSF B</sup>, *magic aura*<sup>VSF</sup>, *magic missile*<sup>VS B</sup>, *shield*<sup>VS B</sup>, *shadow weapon*<sup>VS UM</sup>, *silent image*<sup>VSF</sup>, *sow thought*<sup>VS ARG</sup>, *true strike*<sup>VF B</sup>, *unseen servant*<sup>VS</sup>, *ventriloquism*<sup>VF</sup>

0 (at will) – *bleed*<sup>VS</sup>, *dancing lights*<sup>VS</sup>, *daze*<sup>VS</sup>, *detect magic*<sup>VS</sup>, *detect poison*<sup>VS</sup>, *ghost sound*<sup>VS</sup>, *mage hand*<sup>VS</sup>, *mending*<sup>VS</sup>, *message*<sup>VSF</sup>, *open/close*<sup>VSF</sup>, *prestidigitation*<sup>VS</sup>, *read magic*<sup>VSF</sup>

**Bloodline** arcane; **Key**<sup>V</sup> verbal component, <sup>S</sup> somatic component, <sup>F</sup> focus component, <sup>B</sup> bonus bloodline spell

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## STATISTICS

**Abilities** Str 13 (+1), Dex 18 (+4), Con 18 (+4), Int 14 (+2), Wis 15 (+2), Cha 28 (+12)

**Base Atk** +6; **CMB** +7; **CMD** 21

**Feats** Craft Wondrous Item, Cunning Caster, Deceitful, Eschew Materials<sup>B</sup>, Improved Familiar, Penetrating Possession, Silent Spell<sup>B</sup>, Spirit Vision, Still Spell<sup>B</sup>

**Skills** Bluff +31, Craft (alchemy) +10, Diplomacy +27, Disguise +14 (+24 with *alter self*), Handle Animal +12, Intimidate +12, Knowledge (arcana) +6, Knowledge (nature) +6, Perform (any) +12, Profession (herbalist) +6, Spellcraft +17, Use Magic Device +19; **Circumstantial Bonuses** +4 on Charisma-based checks to appear friendly, harmless, helpless, or otherwise in need of assistance or deserving of proper respect for someone of her apparent age (+8 bonus against children)

**SQ** arcane bond (consular imp familiar), bloodline arcane (+1 DC for metamagic spells that increase spell level), new arcana (4<sup>th</sup>), metamagic adept (3/day), silver tongued

**Combat Gear** *feather tokens* (tree 6), poisons (dragon bile 9, oil of taggit 30), sling bullets (10); **Other Gear** *belt of physical perfection* +6, *cloak of immolation* (cursed item, appears to be a *cloak of resistance* +1), *circlet of persuasion*\*, *greater hat of disguise*, *Hama's locket of guarded souls* (functions as an *iron circlet of guarded souls*, but uses the neck slot; contains Hama's true body; see below), *headband of alluring charisma* +6\*, *helm of opposite alignment* (cursed item, appears to be a *hat of disguise*), masterwork longspear (sharpened), masterwork sling, mastodon (trained for heavy labor), *Osirian spirit jars*, oxen (4), *pages of spell knowledge*\* (*dominate person*, *lightning bolt*, *mage armor*, *magic missile*, *see invisibility*, *shield*, *true strike*), *quick runner's shirt*, *robe of infinite twine* (with concealing pocket), *safecamp wagon*, *shawl of the crone* (doubles as a *cloak of resistance* +4), *sleeves of many garments*,



tender (99sp), *traveler's any-tool*, whetstone; **Downtime Assets** capital (goods 100), Hama's Apothecary (see below)

**Encumbrance** light 50 lb., medium 100 lb., heavy 150 lb.; **Weight Carried** 28 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Bloodline Arcana** Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**Metamagic Adept (Ex)** Three times per day you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell.

**Ongoing Spells** You have used the *magic aura* and *greater magic aura* spells and your *concealing pocket* to prevent all your magical gear and ongoing spells from radiating magic. Additionally, *misdirection* and an insurmountable *nondetection* effect further befuddles any attempts to divine truths about you, your familiar, or your gear. You frequently use *magic jar* to possess your pet mastodon and your *greater hat of disguise* to resume humanoid form while doing so. Your paralyzed body (as well as any equipment marked above with an asterisk) has been subjected to a minimus containment *binding* spell (CL 15<sup>th</sup>) temporarily halting the advancement of your degenerative disease. Your body has been bound to your *arcane locked* locket (superior lock, DC 50 to open, CL 3<sup>rd</sup>), for safekeeping. Should it ever be opened or destroyed, your true body is freed (Spooky possesses the only known key).

**Paralyzed** Due to an incurable genetic disease, you have been left completely paralyzed. You cannot move, speak, or take any physical action. You are rooted to the spot, frozen and helpless. You may still take purely mental actions, such as casting a spell with no components, and friends can still move your limbs or carry you about. The above stats do not reflect this condition. This disease is not transmittable to others.

**Poisons** You carry a variety of poisons, which you often apply to your gloved hand or a victim's drink:

Dragon bile—contact; *save* Fort DC 26, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* none.

Oil of taggit—ingested; *save* Fort DC 15, *onset* 1 minute, *effect* unconsciousness for 1d3 hours, *cure* 1 save.

**Silver Tongued** When you use Diplomacy to shift a creature's attitude, it can shift up to three steps up rather than just two.

**Trade Goods** Though you appear poor, you are quite self-sufficient, keeping your wagon always well-stocked. You can secure any nonmagical item worth 25gp or less from your belongings in your wagon in 1d10 minutes. You need only track purchases of meals or taxes in excess of 100gp. You must pay 1,000gp each month towards keeping your wagon stocked as your cost of living for each month (the first month of which has already been paid). Additionally, you possess 1,000gp of various trade goods within your wagon which can be used for trade (represented above as earned capital).

**Hama** (human/mastodon form; as above, except as follows...)

Female mastodon sorcerer 12

NE Medium animal

**Init** +6; **Senses** familiar's alertness; Perception +2

**Languages** Common, Infernal, Sylvan

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## DEFENSE

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**AC** 20, touch 16, flat-footed 14 (+4 armor, +6 Dex); *mage armor*

**hp** 145 plus *false life* (12 HD)

**Fort** +14, **Ref** +14, **Will** +14

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## OFFENSE

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**Melee** +2 *longspear* +20/+15 (1d8+20 plus poison/×3) via *shadow weapon*

**Ranged** mwk sling +13/+8 (1d4+12 plus poison)



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## STATISTICS

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**Abilities** Str 34 (+12), Dex 22 (+6), Con 23 (+6), Int 14 (+2), Wis 15 (+2), Cha 28 (+12)

**Base Atk** +6; **CMB** +18; **CMD** 34

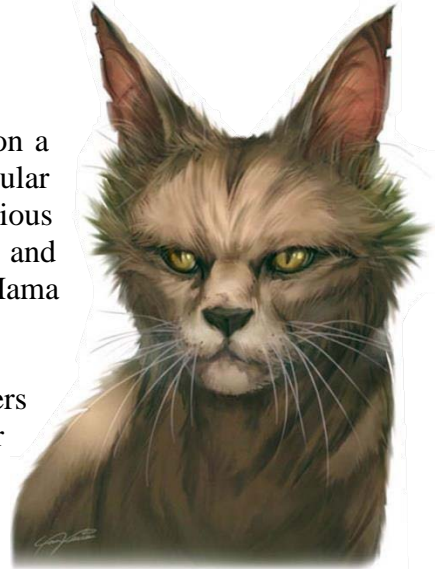
**Encumbrance** light 932 lb., medium 1,864 lb., heavy 2,800 lb.; **Weight Carried** 28 lb. (excluding tender)

## Spooky the Cat

*“You could not hope to pronounce my true name.”*

Hama’s former cat familiar, Pooky, was sacrificed in a dark ritual to summon a powerful consular imp who holds the secret knowledge of lichdom. The consular imp took the form of Pooky, though his near palpable aura of evil remains obvious to some unless concealed by magic. The new “Pooky” was so intimidating and unnerving to most, that he quickly earned the nickname Spooky (which even Hama calls him on occasion).

Spooky is a vile creature that goes out of its way to make the lives of others (except Hama) miserable. He has been known to mark strangers or their supplies, contaminate or steal food, take heavy objects to high heights and drop them atop passerby, attack small pets and children, stare at easily spooked people menacingly, and generally occupy his free time by being as mischievous as possible. Hama is fiercely protective of her familiar and always takes Spooky’s side when approached about her cat’s troublesome behavior. Spooky never misbehaves in front of Hama unless specifically ordered to do so by Hama herself.



Due to the nature of his arrangement with Hama, he never deliberately brings her to any harm. Instead, he works towards guiding her down a path of corruption and evil by tempting her with the promise of immortality (which Hama falsely believes will allow her to regain her mobility and preserve the natural youth and beauty she once had—a misconception Spooky continues to exploit to his own ends). He hopes that by aiding her along her path to power, she will prove to be a wondrous instrument of corruption, destruction, and misery in the realm of mortals. To that end, Spooky also carries several healing potions with him at all times, should Hama have need of them. Should Hama prove a promising instrument of evil, he has every intention of giving her the secrets of lichdom so that she may remain a pawn of evil for a great many centuries to come. The pain, anguish, and rage that will surely arise out of witnessing her hideous new undead form after the unholy transformation ritual is completed will not only make her easier to control, but it is also something that Spooky hopes to relish for many centuries to come.



## Spooky

Male consular imp familiar

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see in darkness*;  
Perception +7

**Languages** Common, Infernal, Sylvan; empathic link, telepathy 50 ft.

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### DEFENSE

**AC** 22, touch 16, flat-footed 18 (+3 Dex, +1 dodge, +6 natural, +2 size)

**hp** 52 (12 HD)

**Fort** +4, **Ref** +7, **Will** +9

**Defensive Abilities** improved evasion; **Immune** fire, poison; **Resist** acid 10, cold 10;  
**SR** 17

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### OFFENSE

**Speed** 20 ft. (4 squares), fly 50 ft. (perfect)

**Melee** sting +10 (1d4 plus poison) or  
by spell +10 touch (as the spell)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

**Spell-like Abilities** (CL 6<sup>th</sup> except where noted)

Constant – *detect good*, *detect magic*

At will – *invisibility* (self only)

1/day – *augury*, *suggestion* (Will DC 15 negates)

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

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### STATISTICS

**Abilities** Str 10 (+0), Dex 17 (+3), Con 10 (+0), Int 13 (+1), Wis 12 (+1), Cha 14 (+2)

**Base Atk** +6; **CMB** +4; **CMD** 18

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +17, Diplomacy +17, Craft (alchemy) +9, Fly +21, Knowledge (arcana) +7,  
Knowledge (nature) +2, Knowledge (planes) +7, Perception +7, Profession (herbalist) +2, Sense Motive  
+4, Spellcraft +16, Stealth +14, Use Magic Device +6

**SQ** alertness, change shape (boar, giant spider, or any small or tiny animal; *beast shape II*), empathic link,  
familiar traits, share spells, speak with master

**Combat Gear** *potions of cure light wounds* (8); **Other Gear** locket key, pouch

**Encumbrance** light 24 lb. 12 oz., medium 49 lb. 8 oz., heavy 75 lb.; **Weight Carried** 8 oz.

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### SPECIAL ABILITIES

**Alertness (Ex)** While your familiar is within arm's reach, you gain the Alertness feat.

**Change Shape (Su)** This ability functions as a *polymorph* spell, the type of which is listed above, but Spooky does not adjust his ability scores (although he does gain any other abilities of the creature he mimics).

**Deliver Touch Spells (Su)** If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

**Empathic Link (Su)** Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

**Improved Evasion (Ex)** When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.



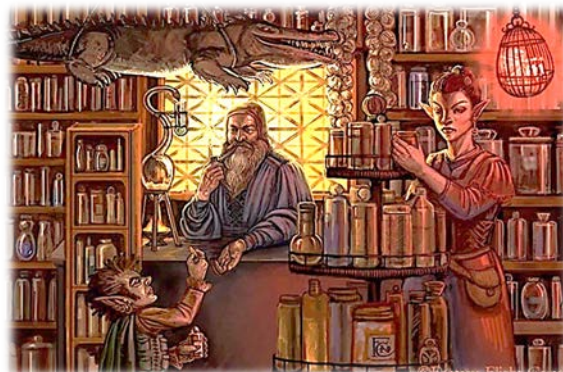
**Share Spells** You may cast a spell with a target of “You” on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of the familiar’s type (magical beast).

**Speak With Master (Ex)** You and your familiar may communicate verbally, using a private language no one else understands.

**Telepathy (Su)** Spooky can mentally communicate with any other creature within 50 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

## Hama’s Apothecary

Hama’s Apothecary is a large three-story building among several other shops and businesses. Behind the humble storefront lies the faded grandeur of a decaying manor built a century ago. The first and second floors’ exterior walls are clay brick 1½ feet thick, and the third floor walls are timber 6 inches thick (all requiring a DC 25 Climb check to scale). Stone tiles 1 inch thick cover the roof, and unless noted otherwise, the windows are shuttered and nailed shut (hardness 5, hp 15, Break DC 18). The building has one large chimney, which narrows at the top to an opening 1 foot square, as well as a large greenhouse, both of which are protected by reinforced iron grilles (hardness 10, hp 30, Break DC 25).



### Benefits of Hama’s Apothecary:

- Counts as an alchemist’s lab.
- Residents, guests, employees, and others who frequent the building gain a +2 bonus on Fortitude saves to resist contracting a disease while in the same settlement.
- By spending an hour conversing with guests in a social manner, the host of the sitting room gains a +1 bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks to influence or learn about those guests for the next 24 hours.
- Automatically generates 39gp & 2sp (or 16gp & 8sp with manager), 35 goods, 14 influence, or 21 magic each week, on its own, after expenses.

HAMA’S APOTHECARY

Rooms/Teams	Gold	Goods	Influence	Labor	Magic
Alchemy Lab (furnished)	+15	+15	-	-	+15
Bedroom	+3	-	+3	-	-
Greenhouse	+12	+12	+12	-	-
Kitchen	+4	+4	-	-	-
Lavatory	-	-	-	-	-
Office	-	-	-	-	-
Sitting Room	-	-	+4	-	-
Storage	+2	-	-	-	-
Storefront (furnished)	+10	+10	-	-	+10
<b>Totals</b>	<b>+46</b>	<b>+41</b>	<b>+19</b>	<b>+0</b>	<b>+25</b>

Manager: 1 master smith (3<sup>rd</sup>-level alchemist), +8 skill modifier (always takes 10), 4gp/day  
 Manager is rarely used, but kept on call for when Hama is away traveling.