

Kufu Barru

Male old gnome witch 8 (beast-bonded)

NG Small humanoid (gnome)

Init –2; **Senses** familiar's alertness, low-light vision; Perception +4

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –2 Dex, +1 size); *mage armor*

hp 56 plus *false life* (8 HD)

Fort +2, **Ref** +0, **Will** +8; +2 vs. illusions

Defensive Abilities warden of nature (+2 dodge bonus to AC vs. aberrations, oozes, and vermin)

OFFENSE

Speed 15 ft. (3 squares), 20 ft. when unencumbered

Melee by weapon +5

Ranged by weapon +5

Special Attacks +1 on attack rolls against aberrations, oozes, and vermin

Gnome Spell-Like Abilities (CL 8th; Concentration +14)

At-will – familiar form (8 minutes/day)

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

Witch Spells Prepared (CL 8th; Concentration +15)

4th (3/day) – *confusion*, *summon monster IV*, *summon nature's ally IV*

3rd (5/day) – *deep slumber*, *dominate animal*, *stinking cloud* (2)

2nd (5/day) – *blindness/deafness* (2), ~~*false life*~~, *see invisibility*, *speak with animals*

1st (6/day) – *charm person*, *command*, *enlarge person*, ~~*mage armor*~~, *mount*, *unseen servant*

0 (at will) – *guidance*, *light*, *mending*, *message*

Witch Patron animals

STATISTICS

Abilities Str 2 (–4), Dex 7 (–2), Con 11 (+0), Int 24 (+7), Wis 14 (+2), Cha 22 (+6)

Base Atk +4; **CMB** –1; **CMD** 8

Feats Brew Potion^B, Extra Hex, Improved Familiar, Master Alchemist, Telepathic Link

Skills Craft (alchemy) +33, Handle Animal +14, Heal +13, Knowledge (arcana) +18, Knowledge (geography) +15, Knowledge (nature) +18, Perception +4 (+6 with familiar), Spellcraft +18, Stealth –1, Survival +13, Use Magic Device +17; **Check Penalty** –3; Racial Modifiers +2 Craft (alchemy), +2 Perception

SQ hexes (cackle, cauldron, evil eye), weapon familiarity, witch's familiar (silvanshee)

Combat Gear alchemical ingredients (300gp worth), antiplague (9), antitoxin (9), bloodblock (9), iron pellet grenades (9), poisons (burnt othur fumes 3, dragon bile 3, oil of taggit 30), *potions* (*cure light wounds* 10, *cure serious wounds* 5, *enlarge person* 20, *heroism* 5, *mage armor* 5), soothe syrup (9), tanglefoot bags (9), thunderstones (9), twitch tonic (3), *wand of entangle* (10 charges); **Other Gear** alchemist's lab, *cauldron of brewing*, *headband of mental superiority* +2 (heal), *heavyload belt*, masterwork backpack, *muleback cords*, silvanshee familiar (see below), spell component pouch, tender (38gp)

Familiar Spells 4th—*confusion*, *cure serious wounds*, *divination*, *summon monster IV*, *summon nature's ally IV*^B; 3rd—*deep slumber*, *dominate animal*^B, *heroism*, *speak with dead*, *stinking cloud*; 2nd—*blindness/deafness*, *cure moderate wounds*, *false life*, *see invisibility*, *speak with animals*^B; 1st—*charm animals*^B, *charm person*, *command*, *comprehend languages*, *cure light wounds*, *detect secret doors*, *enlarge person*, *hypnotism*, *identify*, *mage armor*, *mount*, *unseen servant*; 0—all

Encumbrance light 85 lb. 8 oz., medium 171 lb., heavy 258 lb. 12 oz.; **Weight Carried** 109 lb. 12 oz. (excluding tender)



SPECIAL ABILITIES

Cackle (Su) You can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by you has the duration of that hex extended by 1 round.

Cauldron (Ex) You receive Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

Enhanced Familiar (Su) For the purposes of determining your familiar's powers and abilities, you treat your familiar as if you were one level higher than your actual witch level.

Evil Eye (Su) You can cause doubt to creep into the mind of a foe within 30 feet that you can see. The target takes a –4 penalty on one of the following (your choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + your Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect.

Familiar Form (Sp) You may take the shape of your familiar (or a giant version of your familiar or a similar kind of animal) as if using *beast shape II*. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. You can remain in animal form for a number of minutes per day equal to your witch level.

Poisons You carry a variety of poisons, primarily for use with your poisoner's glove:

Burnt othur fumes—inhaled; *save* Fort DC 18, *frequency* 1/round for 6 rounds, *effect* 1 Con drain/1d3 Con, *cure* 2 consecutive saves.

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.

Transfer Feats (Ex) Whenever you are capable of learning a new feat, you may choose to instead have your familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If your familiar is lost or dies, you can reclaim the feat slots and select new feats for yourself, or apply the slots toward your new familiar.

Jeknys

Male silvanshee familiar

NG Tiny outsider (agathion, extraplanar, good)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

Languages Celestial, Draconic, Infernal; speak with animals, truespeech

DEFENSE

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 32 (8 HD)

Fort +5, **Ref** +6, **Will** +8

Defensive Abilities improved evasion; **DR** 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 13

OFFENSE

Speed 30 ft. (6 squares), fly 90 ft. (good)

Melee bite +6 (1d4–4) and 2 claws +6 (1d2–4) or by spell +8 touch (as the spell)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Spell-like Abilities (CL 2nd except where noted)

Constant – *know direction*, *speak with animals*

At will – *dancing lights*, *prestidigitation*, *stabilize*

1/day – *dimension door* (self plus 5 lb. of objects only)

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



STATISTICS

Abilities Str 3 (–4), Dex 15 (+2), Con 12 (+1), Int 10 (+0), Wis 12 (+1), Cha 13 (+1)

Base Atk +4; **CMB** +4; **CMD** 10 (14 vs. trip)

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Climb +7, Craft (alchemy) +8, Fly +6, Handle Animal +9, Heal +9, Knowledge (arcana) +11, Knowledge (geography) +11, Knowledge (nature) +11, Knowledge (planes) +5, Perception +10, Spellcraft +8, Stealth +19, Survival +9, Use Magic Device +9; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

SQ alertness, cat's luck, empathic link, familiar traits, flight, lay on hands (4d6, 5/day), share spells, speak with master, spectral mist

Combat Gear *potions of cure light wounds* (10); **Other Gear** mini pouch

Encumbrance light 7 lb. 8 oz., medium 15 lb., heavy 22 lb. 8 oz.; **Weight Carried** 10 oz.

SPECIAL ABILITIES

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

Cat's Luck (Su) A silvanshee adds its Charisma modifier as a luck bonus on all its saving throws. Once per day as a standard action, it can also grant this bonus to one ally within 30 feet for 10 minutes.

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.

Heroic Strength (Su) Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for 1 minute.

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

Share Spells Any spell you cast on yourself also affects your familiar if he is within 5 feet at the time of casting. If the spell is continuous, it stops affecting your familiar if he moves farther than 5 feet away. Your familiar may accept such spells even if he would normally be an invalid target.

Spectral Mist (Su) A silvanshee can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a *gaseous form* spell, except the silvanshee retains its own DR and supernatural abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.