

Lweoh Estalc

Make human conjurer 11

N Medium humanoid

Init +2; **Senses** familiar's alertness; Perception +11

Languages Aquan, Auran, Common, Ignan, Terran

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex); *mage armor*

hp 72 (11 HD)

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

OFFENSE

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

Melee mwk cold iron dagger +8 (1d4+2/19-20)

Ranged acid dart +7 touch (1d6+5 acid)

Spell-like Abilities (CL 11th; Concentration +15)

7/day – acid dart

Spells Prepared (CL 11th; Concentration +15)

6th (3/day) – ~~guards and wards~~, *summon monster VI* (2)

5th (4/day) – ~~overland flight~~, *summon monster V* (2), *teleport*

4th (5/day) – *black tentacles*, *summon monster IV* (2), *wall of fire*, *wall of ice*

3rd (7/day) – *fly*, *haste* (2), *shrink item*, *slow* (2), *stinking cloud*

2nd (7/day) – *invisibility* (2), *resist energy* (2), *rope trick*, *web* (2)

1st (7/day) – *color spray*, *feather fall*, *grease*, ~~*mage armor*~~ (3), *shield*

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

Arcane School conjuration; **Opposition Schools** divination, necromancy

STATISTICS

Abilities Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 24 (+7), Wis 10 (+0), Cha 14 (+2)

Base Atk +5; **CMB** +7; **CMD** 19

Feats Augment Summoning, Craft Construct^B, Craft Magic Arms and Armor^B, Craft Wondrous Item, Improved Familiar, Racial Heritage (tengu^B), Scribe Scroll^B, Spell Focus (conjuration), Tengu Raven Form, Tengu Wings

Skills Craft (alchemy) +18, Craft (stonemasonry) +18, Fly +16 (+21 w/*overland flight*), Knowledge (arcana) +18, Knowledge (engineering) +18, Knowledge (planes) +18, Perception +11 (+15 with familiar), Profession (engineer) +14, Sense Motive +11 (+15 with familiar), Spellcraft +18

Favored Class (wizard)SQ arcane bond (fire elemental familiar), dimensional steps (330 ft./day), summoner's charm

Gear *blessed book* (hidden away in a *secret chest*), chest with *arcane locked* superior lock (DC 50, kept on ethereal plane), *cloak of resistance* +1, *headband of vast intelligence* +6 (craft: stonemasonry, knowledge: engineering, profession: engineer), masterwork cold iron dagger, moving castle (colossal animated object, see below), *secret chest* focus, tender (46gp, 1,000gp in *secret chest*)

Spellbook all core wizard spells of 5th-level and lower plus *guards and wards* and *summon monster VI*

Encumbrance light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 2 lb. 8 oz. (excluding tender)

SPECIAL ABILITIES

Acid Dart (Sp) As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Dimensional Steps (Sp) You can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.



Summoner's Charm (Su) Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to ½ your wizard level (minimum 1).

Ember

Fire elemental familiar (valet)

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

Languages Ignan; empathic link, speak with master

DEFENSE

AC 26, touch 13, flat-footed 24 (+4 armor, +1 Dex, +1 dodge, +9 natural, +1 size); *mage armor*

hp 36 (11 HD)

Fort +3, **Ref** +5, **Will** +4

Defensive Abilities improved evasion; **Immune** elemental traits, fire; **SR** 16

Weaknesses vulnerability to cold

OFFENSE

Speed fly 50 ft.

Melee slam +4 (1d4 plus burn)

Ranged by weapon +4

Valet Spell-like Abilities (CL 11th; Concentration +11)
1/hour – *prestidigitation*

Special Attacks burn (1d4, DC 11), deliver touch spells

STATISTICS

Abilities Str 10 (+0), Dex 13 (+1), Con 10 (+0), Int 11 (+0), Wis 11 (+0), Cha 11 (+0)

Base Atk +5; **CMB** +4 (or +5 with Weapon Finesse); **CMD** 16

Feats Cooperative Crafting^B (only with master), Craft Construct^B, Craft Magic Arms and Armor^B, Craft Wondrous Item^B (only with master), Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Craft (alchemy) +14, Escape Artist +5, Fly +10, Intimidate +4, Knowledge (arcana) +11, Knowledge (engineering) +11, Knowledge (planes) +14, Perception +4, Profession (engineer) +14, Spellcraft +11

SQ able assistant, empathic link, familiar traits, share spells, teammate

Encumbrance light 24 lb. 12 oz., medium 49 lb. 8 oz., heavy 75 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Able Assistant (Ex) A valet's master treats the valet as if it possessed the Cooperative Crafting feat and shared all Craft skills and item creation feats he possesses.

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

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. When delivering a harmless touch spell to a willing creature, a valet can also move before and after delivering the spell, as long as its total movement does not exceed its speed.

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 he makes a successful saving throw and half damage even if the saving throw fails.

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.



Teammate (Ex) A valet is considered to have all the teamwork feats its master has.

Lweoh's Keep

Lweoh's keep is a magically animated construct creature capable of flying from one town to another. In all other ways, it remains an elaborate fortified keep complete with the following features: two armories, three bedrooms, two bunks, one cell, one courtyard, one crypt, four defensive walls, one drawbridge, one escape route, one garden, one gatehouse, one gauntlet, one kitchen, one lavatory, one office, one sitting room, one stall, and two storage spaces. Lweoh protects his home from intruders with a constant *guards and wards* effect.



Moving Castle

Colossal Animated Object (castle)

N Colossal construct

Init –2; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

Languages understands and obeys creator and lawful inhabitants

DEFENSE

AC 23, touch 0, flat-footed 23 (–2 Dex, +4 armor, +19 natural, –8 size); *mage armor*

hp 151 (13 HD)

Fort +4, **Ref** +2, **Will** –1

Defensive Abilities *guards and wards*, hardness 10; **Immune** construct traits, critical hits, precision damage

OFFENSE

Speed 30 ft. (6 squares), fly 30 ft. (clumsy), swim 30 ft.

Melee slam +24 (4d6+28)

Space 30 ft.; **Reach** 30 ft.

Special Attacks trample (4d6+28, DC 35)

STATISTICS

Abilities Str 49, Dex 6, Con –, Int –, Wis 1, Cha 1

Base Atk +13; **CMB** +40; **CMD** 48

Skills Fly –18, Stealth –18

SQ construction points (6 points: fly, metal construction, swim, trample), very large

SPECIAL ABILITIES

Trample (Ex) As a full-round action, a moving castle can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the moving castle does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the moving castle's slam damage + 1½ times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling castle and receive a Reflex save to take half damage. The save DC against a moving castle's trample attack is 10 + ½ moving castle's HD + moving castle's Str modifier (the exact DC is given above). A moving castle can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Very Large A moving castle is essentially an extremely large mobile object. As such it is immune to critical hits, has a hardness rating, takes reduced damage from energy attacks (or no damage from ineffectual attacks), and has different hit point totals for different sections. For example, a door may be broken down, a window smashed, or even an entire wall collapsed without any harm to the moving castle. For damage to be dealt directly to the moving castle's hit point total, the moving castle as a whole must be deliberately targeted, rather than its individual components. Once the moving castle reaches 0 hit points, it is effectively destroyed: it is no longer animated and reverts to a mundane castle (albeit a damaged

one) resting in its current position. If swimming it may begin to sink, if flying it may crash to the ground, either of which may be hazardous to castle occupants. For the purposes of completely obliterating the castle itself (not just de-animating it), treat the moving castle as having 10,800 hit points. Attacking an object within the moving castle is treated just like targeting any normal unattended object (see the smashing an object rules). Attacking an object on the castle's exterior (such as to collapse a balcony), however, requires a successful sunder attempt against the moving castle itself (see the sunder combat maneuver). Additionally, a moving castle is so large, that a great number of beings may live comfortably inside of it, even while it is moving or fighting. Such inhabitants may prove dangerous in their own right, granting the moving castle additional forms of attack or defense.

CONSTRUCTION

Price 67,390gp; **CL** 11th; **Requirements** Craft Construct, *animate objects*, *permanency*; **Skill** Spellcraft or Craft (stonemasonry); **Cost** 37,390gp