

Cúran

Female elf oracle 8

NG Medium humanoid (elf)

Init +0; **Senses** darkvision 60 ft., light sensitivity; Perception +15

Languages Common, Elven

DEFENSE

AC 26, touch 14, flat-footed 22 (+8 armor, +4 Dex, +4 shield)

hp 58 (8 HD)

Fort +5, **Ref** +4, **Will** +10

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 menacing longsword +10/+5 (1d8+4/19-20) or
+1 menacing longsword +16/+11 (1d8+4/19-20) with Outflank

Ranged composite longbow +7/+2 (1d8+3/×3)

Special Attacks revelations (moonlit script, primal companion, prophetic armor)

Spell-like Abilities (CL 8th, Concentration +12)

1/day – *dream*

Oracle Spells Known (CL 8th, Concentration +12)

4th (4/day) – *blessing of fervor*^{APG}, *cure critical wounds*^B, *moonstruck*^{B APG}

3rd (6/day) – *archon's aura*^{UM}, *cure serious wounds*^B, *magic circle against evil*, *rage*^B

2nd (7/day) – *bull's strength*, *cure moderate wounds*^B, *dust of twilight*^{B APG}, *levitate*, *minor image*, *shield other*^F, *whispering lore*^{ARG}

1st (7/day) – *cure light wounds*^B, *deadeye's lore*^{UC}, *deathwatch*, *divine favor*, *fumbletongue*^{B UM}, *path of glory*^{ACG}, *shield of faith*

0 (at will) – *create water*, *detect magic*, *ghost sound*, *guidance*, *light*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *spark*^{APG}

Mystery lunar

STATISTICS

Abilities Str 16 (+3), Dex 10 (+0), Con 12 (+1), Int 10 (+0), Wis 14 (+2), Cha 18 (+4)

Base Atk +6; **CMB** +9; **CMD** 19

Feats Divine Protection, Evolved Companion (unnatural aura), Outflank, Spirit's Gift (typically bones)

Skills Handle Animal +12 (+16 with animal companion), Knowledge (nature) +8, Knowledge (religion) +8, Perception +15, Survival +13; **Armor Check Penalty** –2; **Racial Bonuses** +2 Perception, +2 Spellcraft to identify magical items

SQ dreamspeaker, oracle's curse: haunted

Combat Gear durable arrows (20), *wand of cure light wounds* (10 charges); **Other Gear** +1 menacing longsword, +2 elven chain, +2 heavy darkwood shield, *cloak of resistance* +2, masterwork composite longbow (+3 strength bonus), tender (13gp)

Encumbrance light 58 lb., medium 116 lb., heavy 175 lb.; **Weight Carried** 30 lb. 1 oz. (excluding tender)

SPECIAL ABILITIES

Dreamspeaker You add +1 to the saving throw DCs of spells of the divination school and sleep effects that you cast. In addition, you may use *dream* once per day as a spell-like ability (caster level is equal to your character level).

Moonlit Script (Su) Once per night while you sleep, your hands produce mysterious writing that pertains to the future. The prophetic writing manifest as an *augury* or *divination* spell with 90% effectiveness, or as a casting of *commune* with no material component required.

Oracle's Curse: Haunted Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *ghost sound*, *levitate*, *mage hand* and *minor image* to your list of spells known.



Primal Companion (Ex) You gain the service of a faithful animal of the night. You can select from a bear, boar, crocodile, shark, tiger, or wolf. This animal functions as a druid's animal companion, using your oracle level as your effective druid level (+1 level due to your favored class bonus).

Prophetic Armor (Ex) You may use your Charisma modifier (instead of your Dexterity modifier) as part of your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma, instead.

Starlight

Wolf Animal Companion (totem guide)

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +12

Languages beast speech

DEFENSE

AC 26, touch 12, flat-footed 23 (+4 armor, +3 Dex, +10 natural, -1 size)

hp 84 (8 HD)

Fort +11, **Ref** +9, **Will** +3; +4 vs. enchantment spells and effects

Defensive Abilities *blur* (from Spirit's Gift)

OFFENSE

Speed 50 ft. (10 squares)

Melee bite +12/+7 (2d6+16 plus trip) with Power Attack

Space 10 ft.; **Reach** 5 ft.

Special Attacks multiattack, trip (bite)

STATISTICS

Abilities Str 25 (+7), Dex 16 (+3), Con 20 (+5), Int 2 (-4), Wis 12 (+1), Cha 6 (-2)

Base Atk +6; **CMB** +14; **CMD** 27

Feats Eldritch Claws^B, Furious Focus, Improved Natural Attack (bite), Outflank, Power Attack

Skills Perception +12

SQ beast speech (canines), link, share spells, spiritual guidance, tricks (advanced attack, come, defend, detect, down, guard, heel, stay, watch), unnatural aura

Gear +2 *mithral shirt barding*, *beast-bond brand* (10 charges)

Encumbrance light 798 lb., medium 1,599 lb., heavy 2,400 lb.; **Weight Carried** 20 lb.

SPECIAL ABILITIES

Beast Speech (Ex) A totem guide can speak with its master as though the two shared a common language, and it can speak with other animals of its species (or, at the GM's discretion, other creatures with similar types).

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spirit Animal: Bones Your animal companion gives off a ghostly glow and seems nearly transparent. The animal is often under the constant effect of *blur*, with a caster level equal to your oracle level.

Spiritual Guidance (Sp) A totem guide can use *guidance* as a spell-like ability at will as a full-round action, targeting itself or its master. In addition, a totem guide's master can spontaneously cast the following spells while adjacent to the totem guide by sacrificing a spell slot of equal or higher level: *detect animals or plants* (1st), *augury* (2nd), *helping hand* (3rd), *divination* (4th), *commune with nature* (5th), and *find the path* (6th). The totem guide serves as a divine focus for these spells, but costly material components must



still be provided.

Unnatural Aura (Su) Your animal companion is obviously of unnatural origin. Normal animals do not willingly approach your animal companion unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.