

7-03 The Bronze House Reprisal

Subtier 5-6

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A. Smuggler's Camp

CHAUNCEY BRIGGS CR 6

Human fighter 4/rogue 3

CN Medium humanoid

Init +4; **Senses** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 (7 HD; 4d10+3d8+18)

Fort +8, **Ref** +9, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *spiked chain* +12/+7 (2d4+4) or sap +10/+5 (1d6+1 nonlethal)

Ranged mwk composite longbow +11/+6 (1d8+1/x3)

Special Attacks sneak attack +2d6

TACTICS

During Combat Chauncey prefers to maintain his distance and trip his opponents, attacking when they stand up.

Morale When reduced to 20 hp or fewer, or on his second round of combat if there are still three or more conscious PCs, Chauncey flees or surrenders.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +10 (+14 when tripping, +16 w/ spiked chain); **CMD** 21 (23 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Exotic Weapon Proficiency (spiked chain), **Improved Feint**, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Acrobatics +14, Appraise +5, Bluff +12, Climb +5, Disable Device +11, Disguise +14,

Escape Artist +10, Intimidate +4, Perception +7 (+8 to find traps), Ride +9, Sleight of Hand +8, Stealth +14, Swim +5

Languages Common, Halfling

SQ armor training 1, rogue talent (finesse rogue), trapfinding +1

Combat Gear *potion of invisibility*; **Other Gear** +1 *chain shirt*, +1 *spiked chain*, masterwork composite longbow (+1 Str) with 20 arrows, sap, *cloak of resistance* +1, disguise kit, light horse (combat trained) with saddle, silk rope, smokestick, thieves' tools

MARLA CR —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 35 (1d8–1)

Fort +1, **Ref** +4, **Will** +8

Defensive Abilities improved evasion

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 9, **Wis** 15, **Cha** 7

Base Atk +4; **CMB** +4; **CMD** 10

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +6, Fly +6, Linguistics +2, Perception +16, Spellcraft +7, Stealth +14

Languages Common

A. Smuggler's Camp – 4 Player Adjustment

CHAUNCEY BRIGGS, SICKENED CR 6

Human fighter 4/rogue 3

CN Medium humanoid

Init +4; **Senses** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 (7 HD; 4d10+3d8+18)

Fort +6, **Ref** +7, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

Weaknesses sickened

OFFENSE

Speed 30 ft.

Melee +1 *spiked chain* +10/+5 (2d4+2) or sap +8/+3 (1d6-1 nonlethal)

Ranged mwk composite longbow +9/+4 (1d8-1/x3)

Special Attacks sneak attack +2d6

TACTICS

During Combat Chauncey prefers to maintain his distance and trip his opponents, attacking when they stand up.

Morale When reduced to 20 hp or fewer, or on his second round of combat if there are still three or more conscious PCs, Chauncey flees or surrenders.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +10 (+14 when tripping, +16 w/ spiked chain); **CMD** 21 (23 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Exotic Weapon Proficiency (spiked chain), Improved Feint, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Skills Acrobatics +12, Appraise +3, Bluff +10, Climb +3, Disable Device +9, Disguise +12, Escape Artist +8, Intimidate +2, Perception +5 (+6 to find traps), Ride +7, Sleight of Hand +6, Stealth +12, Swim +3

Languages Common, Halfling

SQ armor training 1, rogue talent (finesse rogue), trapfinding +1

Combat Gear *potion of invisibility*; **Other Gear** +1 *chain shirt*, +1 *spiked chain*, masterwork composite longbow (+1 Str) with 20 arrows, sap, *cloak of resistance* +1, disguise kit, light horse (combat trained) with saddle, silk rope, smokestick, thieves' tools

MARLA CR —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 35 (1d8-1)

Fort +1, **Ref** +4, **Will** +8

Defensive Abilities improved evasion

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d3-4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 9, **Wis** 15, **Cha** 7

Base Atk +4; **CMB** +4; **CMD** 10

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2, Bluff +6, Fly +6, Linguistics +2, Perception +16, Spellcraft +7, Stealth +14

Languages Common

B2. Peacock Spirit's Shrine

ALEXEI

CR 5

Human rogue 6 [Red Brackets = 4 Player Adjustment]

N Medium humanoid

Init +3 [+2]; **Senses** Perception +14

DEFENSE

AC 17 [16], touch 13 [12], flat-footed 14 (+3 armor, +3 Dex, +1 shield)**hp** 45 (6d8+18)**Fort** +6, **Ref** +8 [+7], **Will** +2**Defensive Abilities** evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.**Melee** short sword +7 (1d6+1/19–20) or [+6 (1d6/19-20)]

sap +7 (1d6+1) [+6 (1d6)]

Ranged mwk shortbow +8 (1d6/×3) [+7 (1d6)]**Special Attacks** sneak attack +3d6

TACTICS

Before Combat Alexei draws his bow and hides behind a pillar.**During Combat** Alexei coordinates with Melnat and fights from a distance, using the pillars to hide and sneak attack if he is not under the effects of *greater invisibility*. Under orders from Melnat, he attacks with his sap to deal nonlethal damage unless the PCs use lethal force.**Morale** When reduced to 15 hp or fewer or if Melnat is out of the fight, Alexei surrenders or flees.

STATISTICS

Str 12 [10], **Dex** 17 [15], **Con** 14, **Int** 14, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5 [+4]; **CMD** 18 [16]**Feats** Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse**Skills** Acrobatics +12 [+11], Appraise +11, Bluff +5, Climb +10 [+9], Disable Device +20 [+19], Escape Artist +14 [+13], Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12 [+11], Stealth +14 [+13], Swim +5 [+4], Use Magic Device +8**Languages** Aklo, Common, Terran, Undercommon**SQ** rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3**Combat Gear** antitoxin; **Other Gear** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, eyes of the eagle, magnifying glass, masterwork thieves' tools, sunrod, 18 gp

SPECIAL ABILITIES

Rogue Crawl (Ex) While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.**Uncanny Dodge (Ex)** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

MELNAT GLIMSILK CR 7

Female gnome illusionist 8 [Red Brackets = 4 Player Adjustment]

N Small humanoid (gnome)

Init +6 [+5]; **Senses** low-light vision; Perception +11**DEFENSE****AC** 22, touch 14, flat-footed 20 (+4 armor, +1 deflection, +2 Dex, +4 shield, +1 size)**hp** 70 (8d6+40)**Fort** +6, **Ref** +5 [+4], **Will** +8; +2 vs. illusions**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.; fly 60 ft.**Melee** dagger +3 (1d3–2/19–20) [+2 (1d3-1/19-20)]**Special Attacks** hatred**Spell-Like Abilities** (CL 8th; concentration +9)1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals***Arcane School Spell-Like Abilities** (CL 8th; concentration +12)

At will—invisibility field (8 rounds/day)

7/day—blinding ray

Illusionist Spells Prepared (CL 8th; concentration +12, +16 defensively)4th—*confusion* (DC 18), *dimension door*, *greater invisibility*, *phantasmal killer* (DC 20)3rd—*fly*, *haste*, *major image* (DC 19), *silent mirror image*, *wall of nausea*ACG2nd—*silent charm person* (DC 15), *glitterdust* (DC 16), *hideous laughter* (DC 16), *hypnotic pattern* (DC 18), *web* (DC 16)1st—*color spray* (DC 17), *grease*, *mage armor*, *protection from law*, *shield*, *ventriloquism* (DC 17)0 (at will)—*detect magic*, *mage hand*, *message*, *read magic***Opposition Schools** Evocation, Necromancy**TACTICS****Before Combat** Melnat cast *mage armor* before entering the ruin. When she detects the PCs, she casts *fly* and *shield*. If she has time, she also casts *greater invisibility* on Alexei and *haste* as the PCs approach.**During Combat** Melnat uses invisibility field each round to turn herself invisible as a swift action. She uses her *wall of nausea* to disable as many PCs as she can. She does not use lethal force (such as her *phantasmal killer* spell) until opponents do.**Morale** Melnat flees using *dimension door* when reduced to 25 hp or less. If unable to flee, she surrenders.**Base Statistics** Without *mage armor* and *shield*, Melnat's statistics are **AC** 14, flat-footed 12. Without the *fly* spell, she does not have a fly speed.**STATISTICS****Str** 6 [4], **Dex** 14 [12], **Con** 16, **Int** 18, **Wis** 12, **Cha** 12**Base Atk** +4; **CMB** +1 [+0]; **CMD** 14 [12]**Feats** Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (illusion), Toughness**Skills** Acrobatics +2 [+1], Bluff +9, Craft (traps) +17, Knowledge (arcana) +15, Knowledge (dungeoneering)

+8, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +8, Linguistics +10,

Perception +11, Spellcraft +15, Stealth +7 [+6]; **Racial Modifiers** +2 Craft (traps), +2 Perception**Languages** Common, Custom Language, Draconic, Elven, Giant, Gnome, Infernal, Sylvan, Thassilonian, Undercommon**SQ** arcane bond (raven named Marla), extended illusions (4 rounds), gnome magic**Combat Gear** *potion of cure light wounds*, *scroll of blur*, *scroll of mount*, *scroll of twilight haze*^{ACG} (CL 5th);**Other Gear** dagger, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1,

masterwork tool (Craft[traps]), spellbook (contains all prepared spells plus *polymorph familiar*^{ACG} and *shocking grasp*), Thassilonian platinum coin, 8 gp

Melnat's Cheat Sheet

4th level spells

Confusion (enchantment(compulsion)[mind-affecting], VSMDf, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

Dimension Door (conjunction(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Greater Invisibility (illusion(glamer), VSMDf, personal/touch, 1rd/lvl, SRyes) – Invisibility that doesn't end when you attack.

Phantasmal Killer (illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

3rd level spells

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Haste (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.

Major Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

Silent Mirror Image (illusion(figment), S, personal, 1min/lvl) – 1d4+1/3lvs (max 8 total) images pop up in your space. Hits on you random between you and all your images. Miss by less than 5 pops an image.

Wall of Nausea (illusion(pattern)[mind-affecting], VS, close, transparent wall w/ area up to 1 10-ft. square/level) – Move through the wall and make a FORT or be nauseated for 1 round. If nauseated, DC 12 Acro or fall prone. Wall provides concealment.

2nd level spells

Silent Charm Person (enchantment(charm)[mind-affecting], S, close, humanoid creature, 1hr/lvl, SRyes) – WILL or treat you as friendly. +5 bonus to saving throw if allies are threatening him

Glitterdust (conjunction, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

Hideous Laughter (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

Hypnotic Pattern (illusion(pattern)[mind-affecting], SM, medium, color lights in 10ft radius, concentration + 2rds, SRyes) – WILL or fascinated. Effect up to 2d4+8HD of creatures.

Web (conjunction(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

1st level spells

Color Spray (illusion(pattern)[mind-affecting], VSM, 15ft cone, SRyes) – WILL. If fail <=2HD are unconscious, blind and stunned for 2d4rds, <=4HD are blind and stunned for 1d4rd, everyone are stunned for 1rd.

Grease (conjunction (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Protection from Law (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from lawful creatures, no being touched by lawful summoned creatures, protection from mental control by lawful creatures

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Ventriloquism (illusion (figment), VF, close, 1min/lvl) – Throw your voice, WILL realizes where the voice is illusory

School Abilities

Extended Illusions – Whenever you cast an illusion spell with a duration of “concentration”, it lasts 1/2 level rounds longer.

Blinding Ray – Ranged touch w/in 30ft. Hit = blinded for 1 round, unless the target has more HD than you, in which case they are dazzled for 1 round.

Invisibility Field – Greater invis as a swift action for lvl rounds/day. Rounds do not have to be consecutive.

Scrolls

Cure Light Wounds (CL 1, conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)

Blur (CL 3, illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Mount (CL 1, conjuration(summoning), 1 round, VSM, close, one mount, 2hrs/lvl) – summon a light horse or pony to serve you as a mount.

Twilight Haze (CL 5, illusion(shadow)[darkness,shadow], VS, close, 20ft. fog, 1rd/lvl) – fog that also drops the light level by 1 step.

C. The Bronze House

ANGELIC GUARDIANS (2)

CR 5

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 53 each (6d10+20)**Fort** +2, **Ref** +4, **Will** +2**Defensive Abilities** deflective wings; **DR** 5/adamantine; **Immune** construct traits, fire

OFFENSE

Speed 30 ft., fly 60 ft. (average)**Melee** 2 slams +10 (1d6+4), 2 wings +5 (1d4+2)**Special Attacks** breath weapon (60-ft. line, 6d6 fire damage, Reflex DC 13 half, usable every 1d4 rounds)

TACTICS

During Combat The angelic guardians follow Elysi's orders.**Morale** The angelic guardians only stop fighting if Elysi orders them to back down, or if the PCs leave the Bronze House.

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +6, **CMB** +10, **CMD** 22**Languages** Common (cannot speak)**SQ** metallic feathers

SPECIAL ABILITIES

Construct Traits No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty). Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality. Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer. A construct cannot be raised or resurrected. A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block). Constructs do not breathe, eat, or sleep.

Deflective Wings (Ex) As a standard action, an angelic guardian can spread its wings and protect a single adjacent creature from the next ranged attack. The next time the protected creature would normally be hit with an attack from a ranged attack, the attack is instead deflected and the protected creature takes no damage. An angelic guardian can only deflect one attack per turn in this way. This effect lasts until the angelic guardian's next turn or until the protected creature leaves its square, whichever comes first.

Metallic Feathers (Ex) An angelic guardian's wings are honed to razor-sharp edges, and attacks with them deal slashing damage instead of bludgeoning damage.

GUARD (10)**CR 1**

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3**DEFENSE****AC** 18, touch 10, flat-footed 18 (+8 armor)**hp** 19 (3d10+3)**Fort** +4, **Ref** +1, **Will** +1**OFFENSE****Speed** 20 ft.**Melee** halberd +5 (1d10+3/x3) or
heavy flail +5 (1d10+3/19–20) or

sap +5 (1d6+2 nonlethal)

w/ Power Attack halberd +4 (1d10+6/x3) or

heavy flail +4 (1d10+6/19–20) or

sap +4 (1d6+4 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)**STATISTICS****Str** 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)**Feats** Alertness, Improved Sunder, Power Attack**Skills** Intimidate +5, Perception +3, Ride –3, Sense Motive +2**Languages** Common**Combat Gear** potions of *cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

ELYSI CRISPIN**CR 5**

Female half-elf investigator 6

NE Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; **Perception** +11**DEFENSE****AC** 24, touch 15, flat-footed 19 (+5 armor, +5 Dex, +4 shield)**hp** 48 (6d8+18)**Fort** +4, **Ref** +11, **Will** +6; +2 vs. enchantments, +4 vs. poison**Defensive Abilities** trap sense +2; **Immune** sleep**OFFENSE****Speed** 60 ft.**Melee** 2 mwk shortswords +8/+8 (1d6+1/19–20) or
mwk shortsword +10 (1d6/19–20)**Ranged** mwk composite shortbow +10 (1d6+1/×3)**Space** 5 ft. **Reach** 10 ft.**Special Attacks** studied combat (+3, 3 rounds), studied strike +2d6**Investigator Extracts Prepared** (CL 6th; concentration +9)2nd—*blur*, *cat's grace*, *invisibility*, *see invisibility*1st—*comprehend languages*, *disguise self*, *expeditious retreat*, *long arm*^{ACG}, *shield***TACTICS****Before Combat** Elysi drinks her extracts of *cat's grace*, *expeditious retreat*, *long arm*, and *shield*. She previously applied a dose of black adder venom to her shortswords.**During Combat** Elysi uses studied combat to strike her opponents, targeting lightly armored foes first. She may drink her other extracts if they help her tactical position.**Morale** Elysi flees if the PCs defeat both angelic guardians, or if she is reduced to fewer than 16 hit points.**Base Statistics** Without *cat's grace*, *expeditious retreat*, *long arm*, and *shield*, Elysi's statistics are **Init** +3;**AC** 18, touch 13, flat-footed 15; **Ref** +9; **Speed** 30 ft., **Melee** 2 mwk shortswords +6/+6 or mwk shortsword +8, **Ranged** mwk composite shortbow +8, **Reach** 5 ft.; **Dex** 16; **CMD** 18; **Skills** Acrobatics +12, Stealth +12**STATISTICS****Str** 12, **Dex** 20, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 20**Feats** Skill Focus (Sense Motive), Toughness, Two-Weapon Fighting, Weapon Finesse**Skills** Acrobatics +14, Bluff +8, Craft (alchemy) +12, Diplomacy +8, Intimidate +8, Knowledge (local) +12, Perception +11, Sense Motive +12, Stealth +14; **Racial Modifiers** +2 Perception**Languages** Auran, Common, Elven, Infernal, Thassilonian**SQ** alchemy (alchemy crafting +6), elf blood, inspiration (6/day), investigator talents (empathy, quick study), keen recollection, poison lore, swift alchemy, trapfinding +3 **Combat Gear** *potion of cure light wounds*, black adder venom (3), thunderstone; **Other Gear** +1 *mithral chain shirt*, mwk composite shortbow (+1 Str), mwk shortsword (2), *cloak of resistance +1*, alchemist's kit, formula book (contains prepared extracts), 40 gp**SPECIAL ABILITIES****Black Adder Venom** *Price* 120 gp; *Weight* —; *Type* injury; *Save* Fortitude DC 11; *Frequency* 1/round for 6 rounds; *Effect* 1d2 Con; *Cure* 1 save**Empathy (Ex, Su)** When attempting a Sense Motive check, the investigator makes two d20 rolls and takes the higher result. If an investigator uses inspiration on a Sense Motive check, he rolls the inspiration dice twice and takes the higher result. Once per day, the investigator can expend one use of inspiration to

target a single creature that he can see and hear within 30 feet. Upon doing so, the investigator detects the surface thoughts of the target's mind, as if he concentrated for 3 rounds while using the *detect thoughts* spell, unless the creature succeeds a Will saving throw. The DC of this save is 10 + 1/2 the investigator's level + his Intelligence modifier. If the target fails, the investigator can continue to detect the surface thoughts of the target creature for a number of rounds equal to 1/2 his investigator level. An investigator must be at least 5th level to select this talent.

Quick Study (Ex) An investigator can use his studied combat ability as swift action instead of a standard action.

Elysi's Cheat Sheet

2nd level extracts

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Cat's Grace (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 DEX enhancement

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

See Invisibility (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

1st level extracts

Comprehend Languages (divination, Personal, 10min/lvl) – Understand other languages

Disguise Self (illusion (figment), VS, personal, 10min/lvl) – Disguise yourself with a +10 bonus.

Expeditious Retreat (transmutation, personal, 1min/lvl) - +30 enhancement to speed

Long Arm (transmutation, VS, personal, 1min/lvl) – Arms grow, increasing reach by 5ft.

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

FEATHER TOKEN WHIP**Aura** strong conjuration; **CL** 12th; **Identify** DC 27**Slot** —; **Price** 500 gp; **Weight** —**DESCRIPTION**

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. A particular *feather token* has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a *dancing weapon*. The weapon has a +10 base attack bonus, does 1d6+1 points of nonlethal damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 bonus on its combat maneuver checks) if it hits. The whip lasts no longer than 1 hour.

CONSTRUCTION**Requirements** Craft Wondrous Items, *major creation*; **Cost** 250 GP**CONCEALING POCKET****Aura** faint illusion; **CL** 3rd; **Identify** DC 18**Slot** —; **Price** 1,000 gp; **Weight** —**DESCRIPTION**

This 4-inch-square cloth pocket has no powers unless it is sewn onto a garment (which takes 1d4 minutes).

Once sewn, it changes its appearance to match the garment. Any magic item inside it cannot be magically detected, as if protected by *magic aura*. Hiding an item in the pocket gives the garment's wearer a +5 competence bonus on Sleight of Hand checks to conceal the item. The pocket can be removed from the garment with a DC 10 Heal check or an appropriate Craft check such as Craft (cloth) or Craft (leather); failing this roll by 5 or more gives the pocket the broken condition.

CONSTRUCTION**Requirements** Craft Wondrous Items, *magic aura*; **Cost** 500 GP

Melnat's Spellbook

4th level spells

Confusion – enchantment
Dimension Door – conjuration
Greater Invisibility – illusion
Phantasmal Killer – illusion

3rd level spells

Fly – transmutation
Haste – transmutation
Hold Person – enchantment
Major Image – illusion
Polymorph Familiar – transmutation
Wall of Nausea – illusion

2nd level spells

Glitterdust – conjuration
Hideous Laughter – enchantment
Hypnotic Pattern – illusion
Mirror Image – Illusion
Web – conjuration

1st level spells

Charm Person – enchantment
Color Spray – illusion
Grease – conjuration
Mage Armor – conjuration
Protection from Law – abjuration
Shocking Grasp – evocation
Ventriloquism – illusion

Cantrips

All

Elysi's Formula Book

2nd level extracts

Blur
Cat's Grace
Invisibility
See Invisibility

1st level extracts

Comprehend Languages
Disguise Self
Expeditious Retreat
Long Arm
Shield