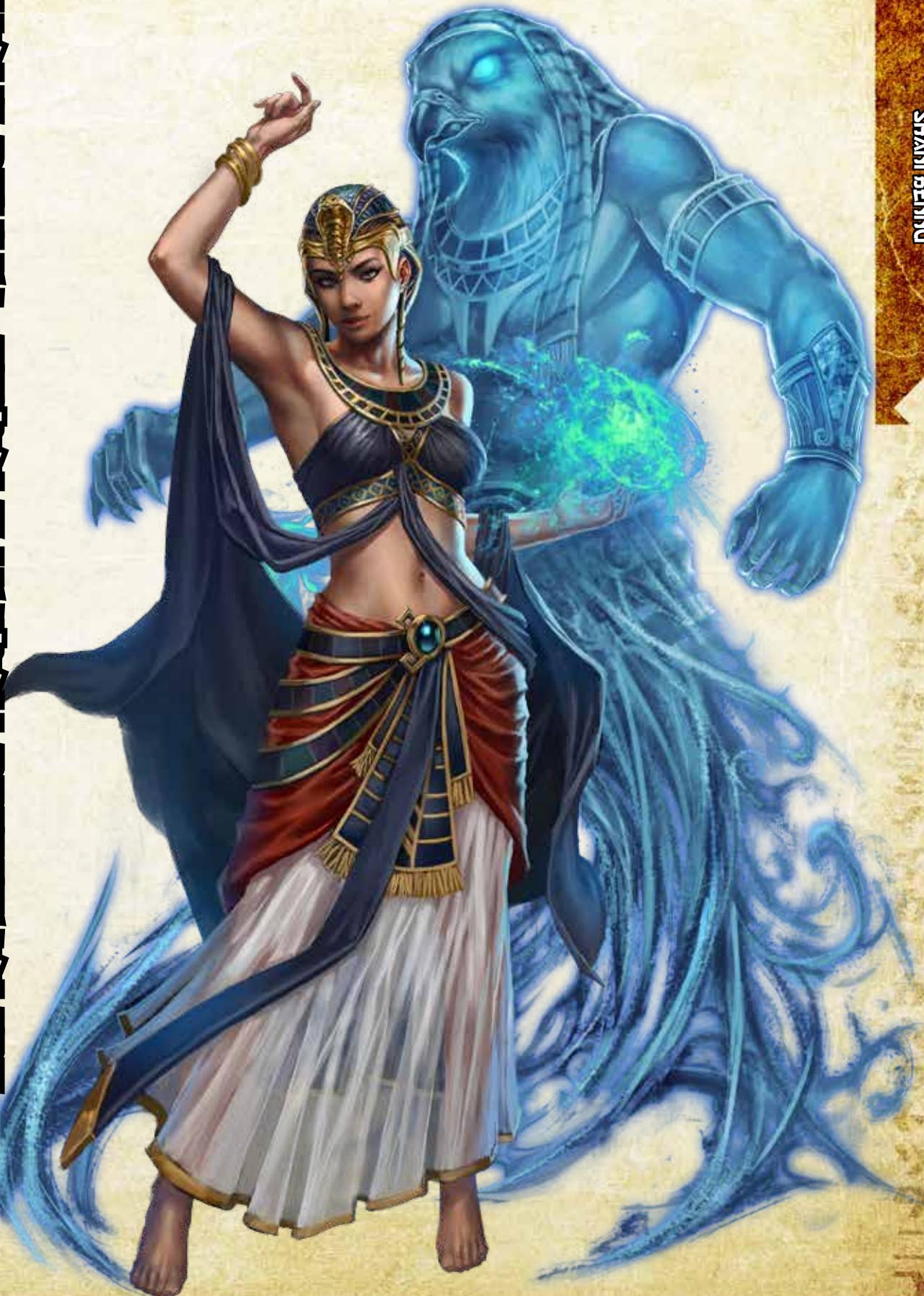


SHANI BENNU: FEMALE HUMAN SPIRITUALIST



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SHANI BENNU

SHANI BENNU

Female Human Spiritualist 3

NG Medium Humanoid (human)

Homeland The Reis Confederacy

Deity Ancestral spirits

Init +1; **Senses** Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

HP 17 (3d8)

Fort +4, **Ref** +3, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk kukri +3 (1d4, 18–20/x2)

Spiritualist Spells (CL 3rd; concentration +6)

1st (4/day)—*cure light wounds, mindlink, psychic reading, sanctuary*

0 (at will)—*detect magic, detect psychic significance, light, mage hand, mending, telekinetic projectile*

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +2; **CMB** +2; **CMD** 13

Feats Alertness, Third Eye, Vigilant Phantom

Skills Diplomacy +6, Heal +9, Perception +8, Perform (dance) +6, Sense Motive +11, Spellcraft +7

Languages Common, Celestial

SQ bonded manifestation, bonded senses, etheric tether, shared consciousness

SPECIAL ABILITIES

Bonded Manifestation (Su): Shani can draw the consciousness of her phantom and the substance of Ethereal Plane into herself as a swift action, gaining either +4 shield bonus to AC or concealment against ranged attacks. She can use this ability for 6 rounds per day, those rounds do not need to be consecutive.

Bonded Senses (Su): Shani can share the Senses of her manifested phantom as a standard action, hearing, seeing, tasting, smelling, and feeling everything her phantom does. She can use this ability for 3 rounds each day, those rounds do not need to be consecutive. There is no maximum range to this ability, though Shani and the phantom must be on the same plane. She can dismiss this effect as a free action.

Etheric Tether (Su): Shani can force her phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form.

Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, Shani can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt

to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

Shared Consciousness (Su): When the phantom is sheltered in Shani's mind, she receives +4 bonus to saving throws against mind-affecting effects, she also gains Iron Will, Skill Focus (Diplomacy), and Skill Focus (Sense Motive) as bonus feats.

EQUIPMENT

mwk kukri, mwk chain shirt, *cloak of resistance* +1, *wand of cure light wounds*, backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's ration, 500 gp.

SETHIMENN, PHANTOM OF DEDICATION

NG Medium Outsider (phantom)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

HP 19 (3d10+3)

Fort +2, **Ref** +5, **Will** +5

DR 5/slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +6 (1d6+1)

Special Attacks deliver touch spells, dutiful strikes

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 16

Feats Iron Will^B, Weapon Finesse, Weapon Focus (slam)

Skills Diplomacy +8, Intimidate +8, Perception +6, Sense Motive +6

Languages Common, Celestial

SQ link, phase lurch, share spells

SPECIAL ABILITIES

Dutiful Strikes (Su): When a creature makes an attack or uses harmful ability against Shani, Sethimenn gains +2 bonus to attack rolls against that creature and inflicts 1d8+1 points of damage with its slam attacks on that creature for 1 minute (or until the creature drops to 0 hit points or another creature attacks Shani becoming focus of this ability).

Incorporeal Form: When manifesting in incorporeal form, Sethimenn gains incorporeal subtype and his AC becomes 18 (+4 deflection, +2 Dex, +2 dodge) but he loses his damage reduction and is unable to use its slam attacks against corporeal creatures, though he can still deliver Shani's touch spells to corporeal targets.

Phase Lurch (Su): Sethimenn can move through inanimate physical objects and obstacles at half his normal speed in his ectoplasmic form. He must begin and end his turn outside of physical object.

SHANI BENNU

Female Human Spiritualist 5

NG Medium Humanoid (human)

Homeland The Reis Confederacy

Deity Ancestral spirits

Init +1; **Senses** Perception +10

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)

HP 26 (5d8)

Fort +5, **Ref** +3, **Will** +8

Defensive Abilities spiritual interference

OFFENSE

Speed 30 ft.

Melee +1 kukri +4 (1d4+1, 18–20/x2)

Spiritualist Spell-Like Abilities (CL 5th; concentration +8)

At will—*detect undead*

Spiritualist Spells (CL 5th; concentration +8)

2nd (3/day)—*augury, cure moderate wounds, lesser restoration*

1st (5/day)—*cure light wounds, mindlink, psychic reading, sanctuary*

0 (at will)—*detect magic, detect psychic significance, light, mage hand, mending, telekinetic projectile*

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 17, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 14

Feats Alertness, Spirit Sense, Third Eye, Vigilant Phantom

Skills Diplomacy +8, Heal +11, Perception +10, Perform (dance) +8, Sense Motive +13, Spellcraft +9

Languages Common, Celestial

SQ bonded manifestation, bonded senses, etheric tether, shared consciousness

SPECIAL ABILITIES

Bonded Manifestation (Su): Shani can draw the consciousness of her phantom and the substance of Ethereal Plane into herself as a swift action, gaining either +4 shield bonus to AC or concealment against ranged attacks. She can use this ability for 8 rounds per day, those rounds do not need to be consecutive.

Bonded Senses (Su): Shani can share the Senses of her manifested phantom as a standard action, hearing, seeing, tasting, smelling, and feeling everything her phantom does. She can use this ability for 5 rounds each day, those rounds do not need to be consecutive. There is no maximum range to this ability, though Shani and the phantom must be on the same plane. She can dismiss this effect as a free action.



Etheric Tether (Su): Shani can force her phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form.

Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, Shani can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

Shared Consciousness (Su): When the phantom is sheltered in Shani's mind, she receives +4 bonus to saving throws against mind-affecting effects, she also gains Iron Will, Skill Focus (Diplomacy), and Skill Focus (Sense Motive) as bonus feats.

Spiritual Interference (Ex or Su): When the phantom is manifested in ectoplasmic form within Shani's reach and not grappled, helpless, or unconscious, she gains +2 shield bonus to AC and +2 circumstance bonus to saving throws. If he is manifested in incorporeal form, within her reach, and not unconscious, she gains +2 circumstance bonus to saving throws against mind-affecting effects.

EQUIPMENT

+1 kukri, +1 chain shirt, cloak of resistance +1, wand of cure light wounds, wand of magic fang, ring of protection +1, ring of feather falling, backpack, bull's eye lantern, grappling hook, oil (5), silk rope, two week's ration, 50 gp.

SETHIMENN, PHANTOM OF DEDICATION

NG Medium Outsider (phantom)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

HP 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +6

DR 5/magic

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d8+1)

Special Attacks deliver touch spells, dutiful strikes, magic attacks

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 18

Feats Iron Will^B, Weapon Finesse, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Perception +7, Sense Motive +7

Languages Common, Celestial

SQ link, phase lurch, share spells

SPECIAL ABILITIES

Dutiful Strikes (Su): When a creature makes an attack or uses harmful ability against Shani, Sethimenn gains +2 bonus to attack rolls against that creature and inflicts 2d6+1 points of damage with its slam attacks on that creature for 1 minute (or until the creature drops to 0 hit points or another creature attacks Shani becoming focus of this ability).

Incorporeal Form: When manifesting in incorporeal form, Sethimenn gains incorporeal subtype and his AC becomes 21 (+6 deflection, +3 Dex, +2 dodge) but he loses his damage reduction and is unable to use its slam attacks against corporeal creatures, though he can still deliver Shani's touch spells to corporeal targets.

Phase Lurch (Su): Sethimenn can move through inanimate physical objects and obstacles at half his normal speed in his ectoplasmic form. He must begin and end his turn outside of physical object.

THE CONFEDERACY OF REIS

The Northernmost nation on Exodus, the Confederacy lays claim to the Wyldlands of Bal. The Wyldlands are covered with thick jungles and is seen by outsiders as filled with large monsters, humanoid monsters, cannibals and angry Enuka with little to no civilization. While most of it is true, the Confederacy teems with life and cities - ruined or occupied. In times of war, the Confederacy uses all of the above in its armies.

The Confederacy's traditional enemy is the Caneus Empire. The situation between the two is envenomed by allegation by Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.