

Hrayek Thro

Male old gnome druid (rot warden) 18 - CR 17

Lawful Neutral Humanoid (Gnome); Atheist; Age: 350;
Height: 3' 3"; Weight: 37 lb.; Eyes: Pink; Hair: Gray; Skin:
Mottled

Ability	Score	Modifier	Temporary
STR STRENGTH	4/10	-3/0	
DEX DEXTERITY	12/18	+1/+4	
CON CONSTITUTION	14/20	+2/+5	
INT INTELLIGENCE	10	0	
WIS WISDOM	22/28	+6/+9	
CHA CHARISMA	11	0	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION) **+18** = **+11** **+5** **+2**
Enduring Druid: +4 vs. vermin, aging, or decay effects,
Illusion Resistance: +2 vs. illusions

REFLEX (DEXTERITY) **+12** = **+6** **+4** **+2**
Enduring Druid: +4 vs. vermin, aging, or decay effects,
Illusion Resistance: +2 vs. illusions

WILL (WISDOM) **+22** = **+11** **+9** **+2**
Enduring Druid: +4 vs. vermin, aging, or decay effects,
Illusion Resistance: +2 vs. illusions

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC 25 = **+7** **+3** **+1** **+4**

Touch AC 18 **Flat-Footed AC 22**

Warden of Nature: +2 Dodge bonus vs. aberrations, oozes, and vermin
BAB Strength Size Misc

CM Bonus +12 = **+13** **+0** **-1** **-**
See the Base Attack (below) for modifiers that may also apply to CMB

BAB Strength Dexterity Size
CM Defense 30 = **10** **+13** **+0** **+4** **-1**
See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13 **HP 226**

Warden of Nature: +1 bonus vs. aberrations, oozes, and vermin

Initiative +4

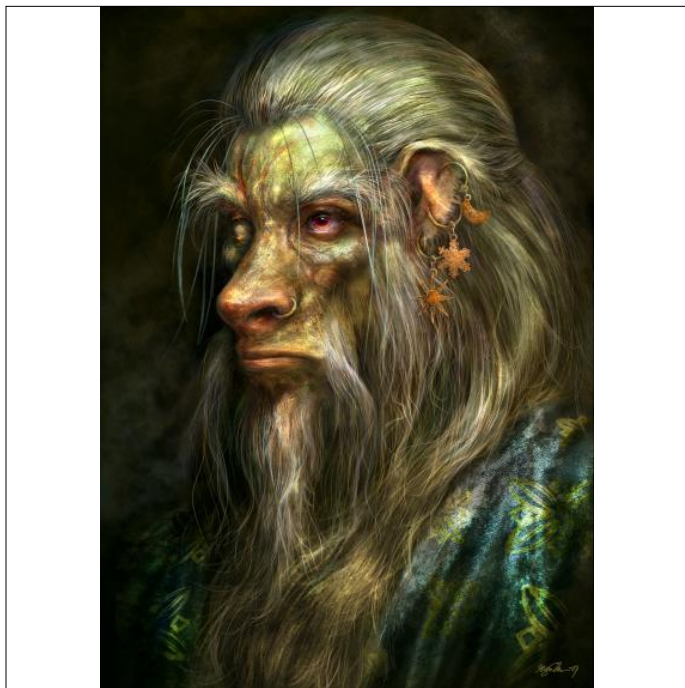
Speed 20 ft

Damage / Current HP

+4 burdenless expeditious glamered darkwood wooden armor

+7

Max Dex: +3, Armor Check: -
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	+4	DEX (4)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+4	STR (0)	1	
Diplomacy Condescending: -5 to improve other creatures' attitudes towards you	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+27	DEX (4)	18	
Handle Animal	+9	CHA (0)	6	
Heal	+13	WIS (9)	1	
Intimidate Condescending: -5 to improve other creatures' attitudes towards you	+0	CHA (0)	-	
Knowledge (geography)	+4	INT (0)	1	
Knowledge (nature)	+22	INT (0)	15	
Perception	+30	WIS (9)	15	
Profession (barrister)	+15	WIS (9)	1	
Ride	+8	DEX (4)	1	
Sense Motive	+10	WIS (9)	1	
Spellcraft	+18	INT (0)	15	
Stealth	+8	DEX (4)	-	
Survival Frontier-Forged (Any Frontier Area): +1 trait bonus to get along in the wild, Wayfinder: +2 circumstance bonus to avoid becoming lost	+28	WIS (9)	14	
Swim	+4	STR (0)	1	

Activated Abilities & Adjustments

Age Effects

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Druid Weapon Proficiencies
 Eschew Materials
 Natural Spell
 Quicken Spell
 Reach Spell
 Selective Spell
 Shield Proficiency
 Spell Perfection (Transmute Mud to Rock)
 Toughness
 Weapon Finesse
 Wild Vigor (9/day)

Traits

Ex-Asmodean
 Frontier-Forged (Any Frontier Area)
 Gifted Adept (Thunderstomp)

Drawbacks

Condescending

Gear

**Total Weight Carried: 32.3/112.5 lbs, Light Load
 (Light: 37.125 lbs, Medium: 74.25 lbs, Heavy:
 112.5 lbs)**

+4 burdenless expeditious glamered darkwood	6.25 lbs
Barbed vest	4 lbs
Bedroll	1.25 lbs
Belt of physical perfection +6	0.5 lbs
Bouncing metamagic rod (lesser, 3/day) <In:	2.5 lbs
Cloak of displacement, minor	0.5 lbs
Headband of inspired wisdom +6	0.5 lbs
Helm of telepathy	1.5 lbs
Hyperboreal robe	0.5 lbs
Intensified metamagic rod (lesser, 3/day) <In:	2.5 lbs
loun stone (magenta prism, cracked, Knowledge [nature])	-
Maximize metamagic rod (3/day) <In: Speed sheath	2.5 lbs
Money <In: Dropped to ground (1 @ 7.38 lbs)>	7.38 lbs
Periapert of wound closure	-
Polymorphic pouch (2 @ 5 lbs)	0.5 lbs
Ring of force shield	-
Ring of protection +4	-
Scavenger beetle colony	1 lb
Scavenger beetle colony	1 lb
Scavenger beetle colony	1 lb
Scavenger beetle colony	1 lb
Silk rope	5 lbs
Speed sheath (1 @ 2.5 lbs)	0.25 lbs
Staff of swarming insects	2.5 lbs
Teapot	1 lb
Traveler's outfit (Free)	-
Waterskin	1 lb
Wayfinder (1 @ 0 lbs)	0.5 lbs

Special Abilities

A Thousand Faces (At will) (Su)
 Druid (Rot Warden) Domain (Erosion)
 Enduring Druid (Su)
 Erosion Aura (12/day, DC 28) (Su)
 Expeditious (3/day)

Experience & Wealth

Experience Points: **1800000/2,550,000**
 Current Cash: **361 gp, 8 sp**

Special Abilities

Glamered
 Illusion Resistance
 Invoke Decay (Sp)
 Low-Light Vision
 Rusting Touch (1d6, 12/day) (Su)
 Spontaneous Casting
 Swarmcaller (1/day) (Sp)
 Timeless Body (Old) (Ex)
 Vermin Empathy +18 (Ex)
 Warden of Nature
 Wild Shape (14 hours, 7/day) (Su)
 Wild Shape (Beast Shape III: Diminutive - Huge animal)
 Wild Shape (Plant Shape III: Small - Huge plant)
 Wild Shape (Vermin Shape II: Tiny - Huge vermin)
 Woodland Stride (Ex)

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>
Swarmcaller (1/day) (Sp)	<input type="checkbox"/>

Tracked Resources

Bouncing metamagic rod (lesser, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Erosion Aura (12/day, DC 28) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Expeditious (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Insect Plague	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intensified metamagic rod (lesser, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Maximize metamagic rod (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rusting Touch (1d6, 12/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Staff of swarming insects	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Suggestion (1/day)	<input type="checkbox"/>
Summon Swarm	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Shape (14 hours, 7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wild Vigor (9/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Druidic	Sylvan

Hrayek Thro – Abilities & Gear

Eschew Materials Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Natural Spell Feat

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Wis 13, wild shape class feature.

Benefit: You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

Quicken Spell Feat

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Reach Spell Feat

Your spells go farther than normal.

Benefit: You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

Appears In : Advanced Player's Guide

Selective Spell Feat

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

Appears In : Advanced Player's Guide

Spell Perfection (Transmute Mud to Rock) Feat

You are unequaled at the casting of one particular spell.

Prerequisites: Spellcraft 15 ranks, at least three metamagic feats.

Benefit: Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

Appears In : Advanced Player's Guide

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Wild Vigor (9/day) Feat

The forces of nature bolster your vitality when you use wild shape.

Prerequisite: Wild shape class feature.

Benefit: A number of times per day equal to your Wisdom bonus (minimum 1), when you use wild shape, you can gain a number of temporary hit points equal to your base attack bonus. These temporary hit points last for the duration of the wild shape or until they are lost.

Appears In : Ultimate Wilderness

Hrayek Thro – Abilities & Gear

Ex-Asmodean

Trait

You, or perhaps your family, were once worshipers of Asmodeus, but something happened that made you lose your faith. Perhaps your family was asked to give up something dear as a sacrifice, such as the life of a newly born brother or sister. Maybe the church used your family as a scapegoat to cover up a crime someone higher in the church committed. Or perhaps you simply met someone who opened your eyes and showed you the truth—that Asmodeus does not care for his followers, and that the deity of your new religion does. In any event, you left the church, and as a result, your family was punished; they were either put in prison, exiled from Kintargo, or perhaps even executed. Ever since, you've vowed to some day get revenge against the church.

Choose one: you gain a +1 trait bonus on attack rolls and weapon damage rolls or you gain a +1 trait bonus on the save DCs of your spells against agents of House Thrune and worshipers of Asmodeus, including most (but not all) devils.

Appears In : Hell's Rebels

Frontier-Forged (Any Frontier Area)

Trait

A hard life on the edge of civilization has made you resourceful but has also given you a streak of self-preservation bordering on paranoia. You receive a +1 trait bonus on Perception checks and a +1 bonus on Survival checks made to get along in the wild.

Appears In : Ultimate Campaign

Gifted Adept (Thunderstomp)

Trait

Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own.

Benefit: Pick one spell when you choose this trait—from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Illusion Resistance

Racial Ability (Gnome)

+2 racial bonus to saves against illusion spells or effects.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Warden of Nature

Unknown

Gnomes must often protect their homes against unnatural or pestilential infestations. Gnomes with this racial trait gain a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them because of their special training. This racial trait replaces defensive training and hatred.

Appears In : Advanced Player's Guide, Advanced Race Guide

A Thousand Faces (At will) (Su) Class Ability (Druid)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Enduring Druid (Su)

Class Ability (Druid)

At 4th level, a rot warden gains a +4 bonus on saving throws against attacks and special abilities of vermin and swarms with the vermin type. This bonus also applies on saving throws against effects that would age or decay the rot warden or his equipment.

This replaces resist nature's lure.

Erosion Aura (12/day, DC 28) (Su) Class Ability (Cleric, Druid, Rot)

At 8th level, you can project an aura of magically enhanced erosion as a standard action. Objects made primarily of metal or stone within this aura lose 10 points of hardness. Magic items retain a minimum hardness equal to twice their enhancement bonus and can attempt a Fortitude saving throw (DC = 10 + half your druid level + your Wisdom modifier) to negate this effect. A construct made primarily of metal or stone must succeed at a Fortitude save or lose all damage reduction and hardness for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Invoke Decay (Sp)

Class Ability (Druid)

A rot warden can channel stored spell energy into specific spells he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast the following spells at the indicated levels:

1st—*decompose corpse*, 2nd—*warp wood*, 3rd—*fungus infestation*, 4th—*explosion of rot*, 5th—*insect plague*, 6th—*swarm skin*, 7th—*creeping doom*, 8th—*horrid wilting*, 9th—*massacre*.

This alters spontaneous casting.

Rusting Touch (1d6, 12/day) (Su) Class Ability (Cleric, Druid, Rot)

You can cause an opponent's metal armor or weapon to become dry and brittle as it magically corrodes and rusts. You make a melee touch attack against a creature wearing metal armor or wielding a metal weapon. If you hit, choose a metal weapon, suit of metal armor, or metal shield carried or worn by that creature. The object takes an amount of hit point damage equal to 1d6 + half your druid level. If the item is not magical, or if your caster level is greater than the item's caster level, this damage bypasses the item's hardness. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Spontaneous Casting

Class Ability (Druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Swarmcaller (1/day) (Sp)

Class Ability (Druid)

At 3rd level, a rot warden can summon a swarm of vermin once per day as a standard action. This functions like *summon swarm*, except the swarm the rot warden summons must be a cockroach, locust, or spider swarm. If he uses this ability during the surprise round of combat, nearby animals and vermin become hushed until the first round of combat ends; during this surprise round and first round of combat, flat-footed creatures also gain the shaken condition (this doesn't stack with other fear effects). At 9th level, he adds army ant, centipede, and wasp swarms to the list of swarms he can call with this ability.

This replaces trackless step and venom immunity.

Hrayek Thro – Abilities & Gear

Timeless Body (Old) (Ex) Class Ability (Druid)

After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Note: Use the selector to choose the age category at which you gained this ability. All subsequent age categories will not apply penalties.

Vermin Empathy +18 (Ex) Class Ability (Druid)

A rot warden can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The rot warden can also improve the attitude of vermin swarms, but he takes a –4 penalty on the check unless the swarm consists of the same kind of vermin as his vermin companion or his current wild shape.

This replaces wild empathy.

Wild Shape (14 hours, 7/day) (Su) Class Ability (Druid)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

Addition from Rot Warden

A rot warden gains this ability at 6th level, except his effective druid level is his druid level – 2. He cannot take the form of an elemental.

Wild Shape (Beast Shape III: Diminutive - Huge) Class Ability (Druid)

You may use your Wild Shape ability to become an animal.

Addition from Rot Warden

A rot warden gains this ability at 6th level, except his effective druid level is his druid level – 2. He cannot take the form of an elemental.

Wild Shape (Plant Shape III: Small - Huge) Class Ability (Druid)

You may use your Wild Shape ability to become a plant creature.

Addition from Rot Warden

A rot warden gains this ability at 6th level, except his effective druid level is his druid level – 2. He cannot take the form of an elemental.

Hrayek Thro – Abilities & Gear

Wild Shape (Vermin Shape II: Tiny - Huge ve Class Ability (Druid)

At 8th level, a rot warden can assume the form of a Small or Medium vermin as if using *vermin shape I*. At 10th level, the rot warden can assume the shape of a Tiny or Large vermin as if using *vermin shape II*. At 12th level, he can take the form of a Huge vermin as if using *vermin shape II*.

Addition from Rot Warden

A rot warden gains this ability at 6th level, except his effective druid level is his druid level – 2. He cannot take the form of an elemental.

Woodland Stride (Ex) Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Expeditious (3/day) (+4 burdenless expeditious glan Armor Power

Three times per day as a swift action, the wearer of *expeditious armor* can summon a burst of speed and gain a +10-foot enhancement bonus on all modes of movement for 1 round. This ability can be applied to any kind of armor, but not shields.

Construction

Requirements Craft Magic Arms and Armor, *expeditious retreat*; **Cost** 2,000 gp

Appears In : Ultimate Equipment

Glamered (+4 burdenless expeditious glamered darkv Armor Power

A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Construction

Requirements Craft Magic Arms and Armor, *disguise self*; **Cost** 1,350 gp

Barbed vest Gear

Thin leather flaps keep the hundreds of tiny, fishhook-like needles dotting the surface of this black vest from harming you while you wear it. However, any creature that injures you with a natural or unarmed attack must make a DC 15 Reflex save or take 1 point of damage. If a creature swallows you it takes 1 point of damage each round until it either spits you up, you escape, or you die (at which point the vest has sustained enough damage to no longer serve as a threat). The vest can only be worn over light armor or no armor.

Appears In : Advanced Player's Guide, Ultimate Equipment

Ring of force shield Ring

An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Note: In order to get the AC bonus from this, it must be equipped and then activated on the in-play tab.

Construction

Requirements: Forge Ring, *wall of force*; **Cost** 4,250 gp

Ring of protection +4 Ring

This ring offers continual magical protection in the form of a deflection bonus of +4 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 16,000 gp

Bouncing metamagic rod (lesser, 3/day) Rod

The wielder can cast up to three spells per day that bounce as though using the Bouncing Spell feat.

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

Lesser and Greater Metamagic Rods : Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Construction

Requirements Craft Rod, Bouncing Spell; **Cost** 1,500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Intensified metamagic rod (lesser, 3/day) Rod

The wielder can cast up to three spells per day that are intensified as though using the Intensified Spell feat.

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

Lesser and Greater Metamagic Rods : Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Construction

Requirements Craft Rod, Intensified Spell; **Cost** 1,500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Hrayek Thro – Abilities & Gear

Maximize metamagic rod (3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat. Normal metamagic rods can be used with spells of 6th level or lower.

Construction

Requirements: Craft Rod, Maximize Spell feat; **Cost** 27,000 gp

Staff of swarming insects Staff

Made of twisted darkwood covered with knots and nodules resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Construction

Requirements: Craft Staff, *insect plague*, *summon swarm*; **Cost** 11,400 gp

Belt of physical perfection +6 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 77,000 gp

Cloak of displacement, minor Wondrous Item (Shoulders)

This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. This displacement works similar to the *blur* spell, granting a 20% miss chance on attacks against the wearer. It functions continually.

Construction

Requirements: Craft Wondrous Item, *blur*; **Cost** 12,000 gp

Headband of inspired wisdom +6 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of small green gemstones. The headband grants the wearer an enhancement bonus to Wisdom of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 18,000 gp

Helm of telepathy Wondrous Item (Head)

This pale metal or ivory helm covers much of the head when worn. The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Construction

Requirements: Craft Wondrous Item, *detect thoughts*, *suggestion*; **Cost** 13,500 gp

Hyperborean robe Wondrous Item (Body)

This beautiful robe is fashioned from fine blue silk embroidered with silver thread, and trimmed with owl feathers and tiny shards of crystal. The robe grants its wearer a +2 resistance bonus on all saving throws. In addition, the flesh of the robe's wearer becomes searing cold to the touch. Anyone who strikes the wearer with an unarmed strike, a touch attack, or a natural weapon takes 1d6 points of cold damage. The wearer can activate or deactivate this ability as a free action.

Construction

Requirements: Craft Wondrous Item, *chill touch*, *resistance*; **Cost** 3,500 GP

Appears In : Reign of Winter

Ioun stone (magenta prism, cracked, Knowledge) Wondrous Item

This stone grants you a +2 competence bonus on checks with any one skill you choose, and you can change the skill modified once per day, as a normal magenta prism ioun stone.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*, creator must be 12th level; **Cost** 8,000 gp

Appears In : Pathfinder Society Primer

Periapt of wound closure Wondrous Item (Neck)

This stone is bright red and dangles on a gold chain meant to be worn on the neck. The wearer of this periapt automatically becomes stable if his hit points drop below 0 (but not if the damage is enough to kill the wearer). The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage caused by bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes ability damage or drain.

Construction

Requirements: Craft Wondrous Item, *heal*; **Cost** 7,500 gp

Polymorphic pouch (2 @ 5 lbs) Wondrous Item

This leather pouch is usually decorated with a druidic motif. Within is an extradimensional space that can hold 4 cubic feet or 40 pounds worth of items and otherwise functions as a small *bag of holding*. If the bearer uses a polymorph effect or wild shape to transform into an animal, dragon, elemental, magical beast, plant, or vermin, the pouch never merges with her body. It automatically relocates to an easily-accessible place on her body (such as on a belt or a cord around her neck), allowing her to access the pouch and items within it while she is transformed.

Construction

Requirements: Craft Wondrous Item, *polymorph*, *secret chest*; **Cost** 2,500 gp

Appears In : Ultimate Equipment

Wayfinder (1 @ 0 lbs)

Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

Spells & Powers

Druid (Rot Warden) spells memorized (CL 18th; concentration +27)

Melee Touch +18 Ranged Touch +18

9th—*clashing rocks*^{APG} (DC 28), *implosion*^D (DC 28), *tsunami*^{APG} (2, DC 28)

8th—*quicken dispel magic*, *earthquake*^D, *finger of death* (2, DC 27), *stormbolts*^{APG} (DC 27)

7th—*quicken selective burst of radiance* (DC 21), *disintegrate*^D (DC 26), *selective sirocco*^{APG} (3, DC 25)

6th—*greater dispel magic*, *fire seeds*, *reach rusting grasp*^D, *communal stonewalk*^{UC}, *swarm skin*^{APG}, *selective transmute rock to mud*

5th—*communal air walk*^{UC}, *selective explosion of rot*^{UW} (2, DC 23), *selective ice storm*, *insect plague*, *quicken transmute mud to rock*, *transmute rock to mud*^D

4th—*ball lightning*^{APG} (DC 23), *reach cure moderate wounds* (2), *reach disable construct*^{D,ACG} (DC 22), *obsidian flow*^{UC} (2, DC 23), *selective spike growth* (DC 22)

3rd—*hydraulic torrent*^{APG} (2), *ice spears* (2, DC 22), *selective soften earth and stone*^D, *greater thunderstomp*^{ACG}, *selective warp wood* (DC 21)

2nd—*aggressive thundercloud*^{ACG} (2, DC 21), *barkskin*, *selective entangle* (DC 20), *pox pustules*^{APG} (DC 21), *soften earth and stone*^D, *stone call*^{APG}

1st—*ant haul*^{APG} (DC 20), *expeditious retreat*^D, *faerie fire*, *hydraulic push*^{APG} (2), *longstrider*, *thunderstomp*^{ACG} (2)

0th (at will)—*chameleon scales*, *detect magic*, *mending*, *purify food and drink* (DC 19)

[D] Domain spell; **Domain** Erosion

Background

On the edge of an unremarkable town lay what appeared to be an unremarkable field. It was peaceful enough, but a sense of lonesome desolation would come over those few who might happen to pass by. If one were to pause there a moment, one would feel a slight chill, and not due to the crisp autumn air this particular day. Here and there one might notice areas of recently-disturbed soil or the occasional modest grave marker, but most of the forgotten souls buried in the potter's field laid in unmarked graves. Bits of discarded refuse, tangled in the twisting weeds and thorny vines, danced in the breeze, as did the long, silvery locks of a small man kneeling somewhat of a distance within the field, motionless were it not for the stirring of his hair in the wind.

The man's name was Hrayek Thro. Thirteen months ago, he would have appeared as a gnome of many years, but with many more years of thriving life ahead of him. Thirteen months ago, he still had a husband. For thirteen months, he had come here, to mourn beside his husband's grave. In thirteen months, the color had drained from his life, both literally and metaphorically. In thirteen more months, he would likely be buried in this same potter's field. With any luck, he'd be buried beside his beloved Bernebil.

To hope he'd see Bernebil again would be senseless; if his fey ancestry didn't call into question the fate of gnomes who had shuffled off this mortal coil, his shattered faith would certainly seal the deal. Not that he was ever a particularly devout Asmodean in the first place -- he and Bernebil merely thought that outwardly supporting the King of Hell was good for business. And for a pair of barristers enforcing contracts on behalf of the Chelaxian government, it was good for business.

That is, until Bernebil stepped out of line to help the family of a childhood friend at the expense of the Thrice-Damned House of Thrune. Bernebil's "creative accounting" only delayed the inevitable; they soon found themselves pursued and eventually captured by the Order of the Rack. As merely an accomplice, Hrayek was granted the "mercy" of executing Bernebil for his crimes. He refused. His punishment for refusal? The paralictor, a towering human man far stronger than Hrayek, placed his dagger into the struggling gnome's hand and forced him to plunge it into his husband's heart. Hrayek was forced to stare into Bernebil's eyes as the light and the life faded from them. Hrayek was permitted to live but was disbarred and forced to live in poverty until he, too, found the embrace of death.

Such a promising life. Such a wasteful, senseless end. For both of them. This particular chilly day, however, Hrayek regarded something he had not noticed before, dancing tenderly in the cool breeze. Periwinkle flowers had begun to bloom from the soil beneath which his husband lay. Life borne from destruction. Meaning borne from senselessness. Rebirth borne from rot. And House Thrune? House Thrune deserved to rot.

Sourcebooks Used

- **Advanced Class Guide** - Burdenless (item power); Aggressive Thundercloud (spell); Scavenger beetle colony (equipment); Thunderstomp (spell); Thunderstomp, Greater (spell)
- **Advanced Player's Guide** - Ant Haul (spell); Ball Lightning (spell); Clashing Rocks (spell); Hydraulic Torrent (spell); Pox Pustules (spell); Reach Spell (feat); Selective Spell (feat); Spell Perfection (feat); Stone Call (spell); Stormbolts (spell); Swarm Skin (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Warden of Nature (alternate racial trait)
- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell); Tsunami (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Wooden armor (armor); Barbed vest (equipment); Bouncing metamagic rod (lesser) (equipment); Intensified metamagic rod (lesser) (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Gifted Adept (trait)
- **Hell's Rebels** - Ex-Asmodean (trait)
- **Inner Sea Magic / Reign of Winter** - Ice Spears (spell)
- **Kobolds of Golarion** - Chameleon Scales (spell)
- **Pathfinder Society Primer** - Ioun stone (magenta prism, cracked) (equipment)
- **Quests & Campaigns** - Condescending (???)
- **Reign of Winter** - Hyperboreal robe (equipment)
- **Ultimate Campaign** - Frontier-Forged (Any Frontier Area) (trait)
- **Ultimate Combat** - Air Walk, Communal (spell); Obsidian Flow (spell); Stoneskin, Communal (spell)
- **Ultimate Equipment** - Expeditious (item power); Polymorphic pouch (equipment); Teapot (equipment)
- **Ultimate Wilderness** - Erosion (special ability); Rot Warden (archetype); Speed sheath (equipment); Wild Vigor (feat)

Title - Hrayek Thro (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/01/25

XP Reward : 500000 XP; **Net Cash** :

- no notes -