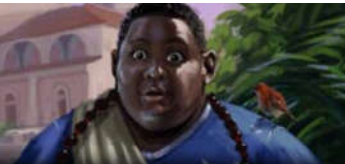


THRESHOLD OF KNOWLEDGE



EKENE

Many in the Mwangi Expanse believe Ekujae elves are dedicated isolationists, but they are actually close allies of the Magaambya. On a trip to deliver relics there, two Ekujae lore-bearers brought their daughter, Ekene. After concluding their business, they told Ekene that she was to stay and learn. Her first lonely night in the dormitory was also the first time the serious young elf ever wept.

Ekene spent her youth training to be one of the Ekujae's defenders. She believed the warrior's road was her life's path, not that of a scholar. She works hard at her studies to make her parents proud, even though she still doesn't feel like she belongs. Ekene's traditional Ekujae paint markings have faded since her arrival and she has intentionally chosen not to reapply them. She hopes to have her family apply new markings upon her return that better represent the person she will become upon leaving the Magaambya, whether or not it's who they expect her to be.

Ekene is generally amiable, but is particularly close with Muruwa, as the two share a love for climbing trees and spending time outdoors.

EKENE

UNIQUE LG MEDIUM ELF HUMANOID

Female elf monk 1

Heritage seer elf

Background martial disciple

Perception +4; low-light vision

Languages Common, Elven, Mwangi

Skills Acrobatics +7, Arcana +4, Athletics +6, Nature +4, Stealth +7, Survival +4, Warfare Lore +4

Str 16, **Dex** 18, **Con** 10, **Int** 12, **Wis** 12, **Cha** 10

Items lesser alchemist's fire (2), backpack, chalk (10), dagger (2), minor elixir of life (2), rope, writing set, 9 sp

AC 19; **Fort** +5; **Ref** +9; **Will** +6

HP 16

Speed 30 feet

Melee ✦ fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+3 bludgeoning

Melee ✦ crane wing +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+3 bludgeoning

Melee ✦ dagger +7 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

Ranged ✦ bomb +4 (thrown 20 feet), **Effect** varies

Ranged ✦ dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

Arcane Innate Spells DC 13; **Cantrips (1st)** *detect magic*, *shield*

Crane Stance ✦ **Requirements** Ekene is unarmored; **Effect** Ekene enters the stance of a crane, holding her arms in an imitation of a crane's wings and using flowing, defensive motions. She gains a +1 circumstance bonus to AC, but the

only Strikes she can make are crane wing attacks. While in Crane Stance, reduce the DC for Ekene's High Jump and Long Jump by 5, and when she Leaps, she can move an additional 5 feet horizontally or 2 feet vertically.

Flurry of Blows ✦ **Frequency** Once per turn; **Effect** Ekene makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply her multiple attack penalty to the Strikes normally.

Ancestry Feat Otherworldly Magic

Class Feat Crane Stance

Skill Feats Cat Fall

