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Credit Blurb

RotD Kickstarter: Faction Designation

Welcome to the official Adventure-A-Week Faction Designation for the "Rise of the Drow" Kickstarter

The concept for Faction Designation is for each pledger to come up with a human, a dwarf, or drow (or perhaps some other humanoid) they would like to see appear as an NPC in the appropriate section of the trilogy.

The factions include:

Humans from Rybalka, and elsewhere, which include troops sent to help the PCs, slaves held in Holoth or even agents of Yul and his undead cult. If you have other ideas, let us know, but they will need to fit in with our setting as closely as possible.

Drow within Holoth, but maybe who are spies elsewhere. They could be members of House Gullion, House Invidious, or perhaps just renegades. Where else might drow or their minions come from? What might they be doing in and around Holoth? Let us know your ideas and we will see if we can include them in the expanded city.

Dwarves within Embla, or perhaps returning traders, or even allies from Stoneholme who have decided to help Embla despite Stoneholme's lockdown! There may be deeper dwarves from the real depths of the Underworld. Again if you have something special in mind, let us know.

Other humanoids that are linked to the main human, drow and dwarven populations. These are scarce, but not non-existent. The very best of these will be taken forward, but there won't be many! They have to have a real purpose for being in the community they currently reside in.

To have your NPC included in the book we need:

- Your name and pledge level for the RotD Kickstarter
- A Name for your NPC
- A Profession/Craft/Class and 4-phrase description
- Which faction she is aligned with
- A two-sentence biopic description of your NPC with a broad overview of why she is there and what her motives are.

Here is an example:

Carolyn Roberts

Rufus the Defender

Warrior – tall, shaven-headed, world-weary, self-contained

Faction: the dwarves

Rufus has traveled from the far south looking his brother, a fellow warrior. He sees a lot of himself in the dwarves he lives with and wants to help save his new home.

And another:

Gallacher Cheval

Toran the Rider

Animal trainer – slim, hair like a mane, doesn't like loud noises, intuitive

Faction: the humans

Toran has come to help the humans as he wants to make sure that any pack animals that are used are treated as well as possible.

The NPC will then appear as someone the party can meet and interact with. We are intending to use them as clear encounters for the PCs, so we'll be including chances for Diplomacy, Intimidation, a question or two, or perhaps a purchase from your character.

We will be producing a special supplement with more than 100 detailed "random encounters" suitable for all the main settings. We will be looking to add the best of the NPCs sent to us as the focus of these encounters.

Stephen Yeardley has incorporated five NPCs, as decided by the Adventureweek team, written up as an alternative party for the GM to use from the very outset of the adventure. Players will encounter this party early in the prequel, and there will be encounters with them throughout the entire Rise of the Drow trilogy. They will grow in stature, and feature as allies or enemies, as the PCs decide.



Aaron Jones

Kelios Mithrilhammer

Weaponsmith/Magus (uses a light hammer, well muscled, intricately braided brown hair, doesn't usually advertise that he can cast magic, extremely loyal and protective of his clan.

Faction: the dwarves

Kelios and the majority of the Mithrilhammers hail from Stoneholme but there are clan members in Embla. Kelios has journeyed to Embla to aid his clan in their fight.

Adam Sena

Flett McGlinn

Pickpocket/Sneak: spiteful, vengeful, chameleon, unnoticed

Faction: the drow (but Flett is a human)

Always overlooked and dismissed throughout his life due to his small stature or maybe because he just blended in everywhere he was, Flett found he could utilize that to his advantage. He became a talented gatherer and hoarder of information, as his talent for blending in allowed him to discreetly observe even the most clandestine of meetings. He was caught eavesdropping on a meeting between a high level drow emissary for Ysiloth Merbannia (see Wine Guy's NPC above) and a human agent. Merbannia recognized the potential in his talents and recruited him in her efforts. Holding no loyalties to the humans who dismissed him, and finally feeling appreciated and recognized, albeit by a priestess of Chaos, he agreed to spy for the renegade drow matron.

Alex Borsch

Izkrael Oronar.

Smith/Magus (Staff), Mangled leg, Aging, heavily muscled, Hate filled gaze.

Faction: any non-drow faction that will take him

Izkrael is an wild elf who hates drow with an insane fervor, he spent his youth with adventurers trying to eradicate the drow presence in his home land. After one battle his leg was badly mangled leaving him barely able to walk, since then he has been spending his time crafting magic and masterwork arms and armor and wondrous items to help adventures fight the drow. He uses magic items to take his forge along and is always ready for a fight with ranged spells, or by firing cone attacks from his staff.

Amy Knotts

Sylvia

Cleric (Desna) – Curious, Calm, Wishy-washy, Good natured

Faction: the humans (other humanoid: samsaran)

A girl who wanders through her lives, she has a habit of writing journals and leaving them around in different places, hoping she will find them in her next lives. Though she is willing to help out those in need, her purpose for travelling with others is to find pieces of her self that she has left scattered for herself to find, like a bizarre scavenger hunt.

Arthur Flew

Shaga Stonebridge (female)

Barbarian – Shaga likes axes, killing drow, loves trash talking, but HATES being shown up.

Shaga grew up a tomboy, always hanging out with her many brothers growing up and learning everything they did. They often poked fun at her for not being as skilled, which is why she hates that now, but she eventually surpassed them in talent, and now constantly returns the favor. Her favorite past time is going out drow hunting with other adventurers.

Billy Darios

Vasilio "Greeneye" Garoo

Merchant/Woodworker/Wizard

Faction: the drow

Keen, contemplative, tall, medium build, average appearance. He has light brown eyes except that one of his eyes looks greenish in color at times.

Highly intelligent, he seems to know what you will say before you say it. While that skill makes him an excellent merchant, he has grown tired of selling his wares/trinkets and is always in search of a meaningful information and adventure.

Ben Bravo

Ilphrar 'Emerald seeker'

Rogue : Tall, very paranoid, able to find a hiding place anywhere, very quiet

Faction: the drow

He was left on the surface in the care of a passing elven party by his mother afraid he would be killed since he was born on a full moon who stayed long enough to name him. Left by the elves in a human town he was kept hidden and raised to spy on the drow, but he escaped and left for the Underdark to find out what happened to his family.

Brian Hoadley

Rorin Doombringer

Fighter/BattleRager: Unkempt, Red-Headed, Hot Tempered and Crass but extremely loyal

Faction: the dwarves

Rorin is from Stoneholme and has come for the fight. He's from a long line of Battlerager's. He is the 2nd son of his father Gorin the Hero of Gallilonode, Captain of the Battleragers of Stoneholme and is out to prove himself to his father as inheritor following his brother Jorin's death at the hands of the drow.

Bruce Gray

Shanadar Barshenkas

Mage – Tall, sullen-looking, wizardly robes, half-drow elf

Faction: the humans – but notice he is a half-drow

Mother assaulted by drow during an attack on the human city Shan was the result. He hates drow with a passion and wants revenge against the drow for the attack against his mother.

Chris Doyle

Dreseinia Forlorna

Female Half-Drow Wizard/Rogue: ruthless, exotic, cunning, mercenary

Faction: other humanoids

A renegade half-breed allied with a locale pack of gargoyles that has an established a lair near a chasm or river crossing in an Underdark passage. She has a large carpet of flying that

she uses to ferry passengers (good and evil alike) across the chasm for a “fair” price (coin, magic items, or sometimes information).

Clinton Macgowan

Ariana Talindra

Cleric (Ranged Undead Hunter): adventurous, curious (about humans), dedicated, alluring

Faction: the humans (Ariana is an elf)

An elven ambassador who uses her skills to resolve a community’s undead problems and the use the goodwill to organize trade and alliance deals for her people.

Craig Johnston

Qendel the Lash (pronounced Ken-del)

Magus (Whip Kensai) Short, Lithe, Charismatic, Quirky

Faction: the drow

Qendel is an always smiling mistress of the whip who delights in sowing mayhem wherever she goes. Her motives, while not evil, are to have fun and cause as much chaos as is possible.

Dale Hopkins

Chisslegrog

Male Dwarf: Warrior / General / Adventurer

Faction: Enjoys a drink among the Dwarves of Embla, but unaffiliated.

A stout adventurer, he is one of the few dwarves given (at least partially) to melancholy, after having liberated his homeland through war as a prized general, only to see it succumb to civil war a few years later. Having lost his fathers (yes, plural), he now wanders alone, looking for a fitting end, happy to enjoy the company of others, but keeping emotional distance from them, ready to help those in need and die for a great enough cause, but not easily pried from drink or the lonely road.

Dan Nanni

Thrym Stonehealer

Sorcerer – obsessive over cleanliness, beard and hair neatly trimmed/combed, very defensive, distrusts arcane spell-casters

Faction: the dwarves

Thrym comes from a long line of healers and is the first in his lineage to not be born with the gift. Internally he considers his arcane ability to be a curse, but is in denial that they aren’t, in fact, masked prayers, so he goes out of his way to prove his value.

David Cinabro

Murga Wellfinder

Dwarf Male Cleric: righteous, honest, brave, never shuts up

Faction: the dwarves within Embla

Unable to hold positions elsewhere being so undiplomatic.

Came to Embla as he heard of trouble with evil here.

David Jenks

Sasha

NPC class: expert (bluff skill)–deceptive, scrawny, scarred (physically and psychologically), zealot (“pro” drow)

Faction: the drow, although she is a human mole/slave

Captured from the surface as a youth and subjected to decades of drow mind-control magics and torture to ensure loyalty, Sasha is subtly introduced among Holoth slaves to root out insurgents and quell uprisings. Once insinuated into the slave population of a House, she encourages them to obey their masters and brings information of potential revolts to her drow handlers; after several months she’s placed among a different group of slaves and repeats the process.

Deane Beman

Gregor Hawthorne

Witch Hunter – tall, brooding, intuitive, fearless

Faction: the humans

Gregor considers himself a crusader and is consumed with returning evil beings to the hells that created them.

Denis Gagnon

Krug Hammerstock

Fighter – Quick temper, feisty, skilled underground adventurer

Faction: the dwarven

Part of previous failed expedition to the Drow realm, Krug still bear the memories of his lost companions. Forced to survive on his own for months within the Noholt’s domain, he began intimately knowledge of the area and its dangers. This long solitude have made him isolated and quick to pick a fight at the sightless insult, or perceived one.

Derek Blakely

Jacob Rem

Sorcerer Extraordinaire and Art Critic (Maestro Bloodline) – slim, fun and good-natured, charismatic, theatrical

Faction: the humans

Jacob tends to be very upbeat, and fairly optimistic, but not in an annoying fashion. He believes that everyone should be able to leave in peace, but he’s not naive enough to think that only diplomacy will win a war. He’s traveled some of the world, and seen both its wonders and its horrors. He wishes to oversee that encounters are dealt with diplomatically first and foremost, before anyone gets into a blood frenzy and start whipping out weapons.

Doug Seipel

Goldsneezer

Gnome/Wizard/Alchemist – crazed blue and green hair, excitable, periodically sneezes gold (lab accident, long story, gold doesn’t last), smells like the last lab accident

Faction: the dwarves within Embla

Goldsneezer is desperately trying to acquire a rare alchemical component only found in a dangerous part of the Underdark. If only he could find someone to obtain it for him or someone to accompany him on such a quest...

Ed Possing

Phinely Falone
Bard/Storyteller

Good-humored, iron-clad memory, loves drinking, loves wooing dames

Faction: the humans

Phinely has a wealth of knowledge and is a handy person to seek out when in need of information. Phinely often turns the adventures of others into epic songs.

F Scott Nessler

Reigar Ferral

Rogue (Thug/Enforcer) – Intimidating, Crass, Opportunist with a distrust of magic.

Faction: the dwarves

Never understanding the affinity with mining, Reigar looks to use his war hammer to loosen gems in their more refined form. He looks for the best situation to acquire wealth and fame with the least amount of effort, signing on to groups as muscle.

Felix Laurie von Massenbach

Marku the Nose

Smuggler – thin, dirty, jaded, rough

Faction: the humans

Marku is in search of riches and wealth. He comes with the humans under the guise of a soldier, but should the opportunity arise to find his riches, he'll be gone before you can blink, your gold gone with him.

Fermin Saez

Asthalas

Wizard. Short, even for his race. Thin, deep black skin and oily looking hair. Certainly not attractive.

Faction: the drow

Quiet, his discretion to the extreme is what keeps him alive. Always trying to get personal advantage. Not wise, but very smart. Will betray anyone if it benefits him in any way. Feels deep disdain for those weaker than him, and fear of the stronger... Envy of all. A coward dreaming of the power to enslave those that look at him over the shoulder. Subtle manipulator, most consider him a mediocre wizard. Those who know better are either dead or have run very far away.

Gallacher Cheval & Mark Doeze

Thyron Warstriker

Paladin – Executioner, Long flaming red hair, Scarred face on the right side which blinded his right eye.

Faction: the humans

Thyron is searching for his brother, a fallen paladin that has escaped into the under- dark. Thyron is determined to convert him back or execute him, and he hopes to find any heroes that want to help him.

Hector Hernandez

Nightshade

Fighter/Sorcerer/Arcane Archer – Quiet, Observant, Careful, like to plan out her courses of action and plan for alternate

eventualities

Faction: the drow

Nightshade is one of the few drow pathfinder/harper and is tasked to discover how House Gullion has achieved the power to attempt an attack on Embla and (if rumors are true) an attack on Overworld.

Ivan Causey

Manatha Than'Kalis

Evoker Sorcerer – Ratattat BOOM! Firey temper. Likes Explosives. Impulsive for Shiny

Faction: half-elf – not exactly allied to the dwarves, but is with them.

Using explosives, her job is the help the dwarfs mine out rock. Has discovered a slightly more fun use for explosives when discovered by the PC's

Jan Egil Bjune

Jedidiah Curzon

Male Human Fighter/Monk, scarred, world-weary, fist-fighter, bounty hunter

Faction: the humans

Jedidiah is a tall, muscular human, around 40 years of age. He seems weary and disillusioned whenever spoken to. Though he is allied to the humans, he mainly lives for the chance to hunt down criminals (preferably drows) – the only time he feels alive! Mainly he will ambush them and beat them into submission with his bare hands ... if they won't yield, he has no problems with beating them to death

Jason Hewett

Zaccheus Rosethorn (Zaccheus the Just)

Paladin – Idealistic, Short hair, 30 Years old, Holy Bounty Hunter

Faction: the humans

Zaccheus has spent years hunting down enemies of the church and bringing them to justice. His sister has been abducted by slavers from the underworld and he is tracking them down, to rescue her.

Jay Watson

Cathiel Alnaiis

Bard/Rogue – flamboyant, agile, mischievous, honourable

Faction: the drow (however, he is an outcast)

Cathiel loves festivals – the gambling, the dancing, the wenching – and is always in the mood for a party. His wild ways earned him the scorn of his people and they cast him out, which did not cause him concern, as he felt they were too much stuck in their old strict ways. Cathiel has a strong sense of honour and fairness and will do whatever he feels is right, regardless of any legal complications. His word is his bond.

Jeremy Kear

Kell McCrudd.

Rogue (scout/spy), Total head & facial scarring, "tall" and "lean" for a dwarf.

Faction: the dwarves.....however.....

After his capture and repeated torture by the Drow over the

years, Kell has suffered a slight alignment shift from CG to CN, with an extreme hatred and revenge obsession toward the dark elf scum that borders on insanity. After his miraculous and bloody escape from the dark dungeons of the Drow, he has taken to wearing a black mask and clothing made from an "unknown" leather in order to cover his horribly scared and hairless features, while he prowls, stalks, hunts and hides in the more frightening tunnels that lie not too far from Holoth.

Joe Lamendola

Raithare Metal Heavy (Ray-Th-Are)

Drow member of House Gullion- Blade Master -regular in all facets except he is very well muscled for a drow- Defender of the weak with an unusual need to help others

Faction: the drow

He tends to follow newcomers that he feels are on a good path and looks out for them usually from the shadows, but when time calls he will step up to help them on their way. He asks for nothing in return but it is widely known of his deeds and he is very liked and taken care of by those he in turn protects.

Joe Parzanese

Micarzyne Oussar

Male Drow Animal / Monster Trainer

haughty, egotistical, mean, treacherous

Faction: the drows of Holoth

Micarzyne was an aspiring warrior for one of the Drow houses, but after suffering an injury that left him with a limp, he began to study the art of training animals and monsters for his house. Now an accomplished animal trainer, he commands several giant spiders and displacer beasts, amongst other monsters.

John Raymond

Xanippe

Dual Wielding combat rogue, Happy go lucky, touched

Faction: the humans, although race is other (I would use Tengu, though another fun option might be to make her an attractive race for a PC love interest)

Xanippe has been dominated and used by evil for an unknown amount of time. Now she's free and his goal is to make up for whatever evils she's done (she remembers as much or little as the GM deems necessary) by helping the adventurers. She'd like nothing more than a heroic death. She's touched in the head, however and if the party discusses something that they think he should do, she'll agree and go off to do it without waiting on their decision that they want it done, because she's so eager to help and die doing good.

Jorge Caballero Becerril

Zoldar

Mage Conjurer – regal, self-assured and patient with everyone not as smart

Faction: the humans

Zoldar is mage specialized in conjuration with no direct damage spell available. He cripples his enemies, boost his companions and summons minions to do his bidding. He solves the critical situation with the unsuspected spell. He backs the

humans up just to demonstrate his power.

Jurg Steiner

Jurg a.k.a "Eternal Knight"

Knight (Fighter/Cleric) – medium height and build, middle aged, world-weary,

Faction: the humans

The Eternal Knight has been serving God, King and country for what seems to him like forever. His endless service in the pursuit of evil, especially slavers has left him a little jaded and he looks forwards to the day that he is allowed to retire.

Justin Mason

Myharl Gryphonwind a.k.a. "The Dark Tower"

Warrior/Merchant – Unusual towering height for a human, dark coffee-hued skin, bald-headed except for long, braided goatee, muscular and handsome physique

Faction: the humans

Where there is political intrigue or social strife, Myharl sees the opportunity for gold. His quick-wit and silver-tongue have gained him a loose alliance with the humans, but he is steadfastly dedicated to only one faction – himself.

Kennan Ward

Glidia Urade

Alchemist-Clever, Silver Tongued, Stealthy, Knowledgeable

Faction: other humanoid

An elf alchemist desiring to help defeat the Drow, plans on using her natural persuasive talents, knowledge of the Drow, and disguising formulae, to get close to the Drow forces to spy on them, and where her poisons and bombs can be put to the best use if need be. If she runs into a party that shares her ideas she would be willing to craft potions for them and to share her knowledge.

Konrad Jaschke

Morval the Black Blade

Rogue(Knife Master)/Assassin – small(for a half-orc), slick, slimy, and sly as a fox

Faction: other humanoids

A smaller and less known house of the drow have decided to make a move and have brought in an outside troubleshooter, a half-orc surface dweller known for his abilities and discretion. Upon his arrival in the Underdark, Morval got word to the dwarves that his services were available, but hasn't heard a reply yet and goes to meet with the otherside of this domain, conflict can be so profitable!

Laura Lundy

Garrack Helmbreaker

Fighter (Smith) – Barrel-chested, Good smile, Boisterous, Green hair and skin

Faction: the dwarves

His actions have shamed him in the eyes of his people, and worse, in the eyes of his father and he is hoping to somehow make amends even though he knows he never can. So he tries his best to help dwarven causes or just down-on-their-luck dwarfs whenever he can and tries not to beat down too many

people for calling him an orc.

Matt Shurbof

Caden Lennus Dolin

Innkeeper/Appraiser/Expert- Charismatic, Portly, Hidden agenda, Business first.

Faction: the humans

A cheery man who has put his days of adventuring behind him to focus on his business as an innkeeper and appraiser. Well known for buying unique items from adventures and paying top price, however he also informs the local thieves guild of what other valuables the adventurers have in hopes make a percentage of the take.

Michael Armstrong

Racinante Opus

Master Craftsman Glassworks – spry, crimson-haired, steady, curious

Faction: the humans

Racinante manages a shop of apprentice glass-blowers and glass-sculptors who, in addition to making glass vials and bowls, creates fine glass sculptures, spyglasses, periscopes, and exquisite high-quality mirrors of any size.

Mikael S. Bock

Elendris Kersparr

Male Drow smith – Muscular, stubborn, veteran, rude

Faction: the drows of Holoth

Elendris served once in the army, he was close to the top and knows his way of the sword. However a battle against a clan of dwarves left him crippled on one leg, unable to continue as a warrior, he took up the service of a weaponsmith, of which he showed great potential. His reputation from the time in the army and his fine craftsmanship made him quiet popular, and he soon expanded to include tools of joy and torture for the finer citizenship as well.

Mitchell Christov

Delg of Balim's Door

Undead Hunter (monk/ranger)- short braided beard, calm, well spoken.

Faction: the dwarves

youngest of 3 brothers went to the nearby monastery and trained in the martial arts, his respect for life lead him to learn how to hunt and track “the Defiled Returned”.

Nick Adams

Ellion Garrett

Rogue, young intuitive survivalist (possible smuggler)

Faction: the drow (though is himself human)

Ellion might have once been considered a good natured person but his efforts to prove his value to the drow have seen him through to a more contemptible lifestyle. Ellion will do what he must to ensure that his kid sister keeps receiving treatment from his drow associates in Holoth...

Oliver Schön

Falorik “the Wise”

Doomsayer/Cleric of an unknown deity – grumpy, filthy old dwarf

Faction: the dwarves

For many years Falorik is standing at the marketplace of Embla proclaiming the coming apocalypse. A long time ago he has seen the fall of Embla in a dream and since that time he is trying to warn his fellow citizen.

Paul Goodwin

Goraz Gorak

Ex-Paladin – Haunted, stoic, soul-searching, dead eyes

Faction: the dwarves

Guilty of a great betrayal; As an act of atonement, allowed himself to be captured by the dreaded drow and to toil as a mining slave for 100 years. The 100 years is almost up, the ex-paladin is still dead inside and filled with self-loathing. After all these years, Goraz Gorak is very knowledgeable of the local city and its denizens, but only looks forward to the release of death after his atonement oath is fulfilled. Will the PCs inspire him to break his chains, reconcile with his god and join their cause?

Paul S. Enns

Arturio Volkar

Fighter/Rogue—trustworthy, imposing stature, clean-shaven, natural leader

Faction: the humans

While willing to give the benefit of the doubt to new people, he's been burned enough to take precautions. Runs a weekly poker game, open to those whom fellow soldiers vouch for.

Pierre Noel

Sakashrr Uss “The shunned one”

Thief-Assassin. Shy appearing female drow. Cursed upon birth to have the features and skin color of a surface elf.

Upon birth, and seeing her complexion and features, her parents gave her to the streets where she was raised by a member of the thief's guild. Always mistrusted and put aside by her kin, she built a very strong and troubled personality. Her sole goal in life is to find “true love” and then put an end to her misery. She will find a way to get close to a member of the adventuring party, man or woman, and if he, she, shows a keen interest in her, she will see it as a gauge of love and she will try to kidnapp him/her and then bring death on both of them so that they can share their eternal love together.

Richard deMorris

Sh'al Rh'iin

Bone Oracle — blind in left eye, scars along his left side, functioning desiccated left hand

Faction: the drow

After surviving a cave while looking for a lost lover, Sh'al Rh'iin wants to let his people know the price of seeking too much power and the loss of their souls to the powerful of their world.

Rick Small

Mayinilafay (May-ih-neel-a-fay) -> "Lady Silver Eyes"
Sorceress / Ritualist : charismatic, smiles easily, determined, silver eyes (why her parents named her that!)

Faction: the humans

Mistaken for dead and cast out along with the corpses during a purge, the broken, terrified child was discovered by a passing couple who raised her as their own. Works for a group who researches and recovers lost magical artifacts.

Shannon Clark

Kiet Darkhollow
Rogue/Magus/Fighter/Monk – crafty, smart, dirty tricks

Faction: the humans (tiefling)

Kiet is a fighter who is as smart as he is lithe – he blends many classes and abilities into a unique style all his own. He pursues hidden knowledge and uses every trick (and some magic) to end combat before it starts. He uses tricks to avoid unnecessary death – ending combats almost before the start and upholding laws and pursuing good ends albeit while using every trick available.

Simon Crowell

Lolk Tradewind
Rogue – friendly, bearded, opportunistic, cunningly honest.
Faction: species unknown by PC's (human), belongs to all factions.

Enters a faction, then quietly steals every thing he can get his hands on before leaving. Leaves lots of secret entrances and back ways into strongholds he's visited.

Stephane Poudroux

Leandre P. Almighty
Fighter/Member of Embla's Watch. Red-hair. Squat. No hesitation to use dirty words and violence if necessary.

Faction: the dwarves

Born in the slums. He grew as an orphan. The street was her mother. Now he pay his debt to the city and those who prevented him from become a villain. He know a lot of people, and want to protect them. He's got his own vision of law, especially when the justice is poorly served by brutes in the hand of the powerful.

Steve Edwards

Duncan Lomas
Male Human Rogue/Fighter: world-weary, arrogant, loyal, ruthless

Faction: the humans

A loner by inclination but a leader by circumstance. Duncan has fled the surface world to avoid a bloody confrontation with a beloved friend. Now mistaken for a prophet by a collective of ex-slaves, he feels compelled to protect his "flock" to the best of his ability.

Steven Schopmeyer

Kurik Grandhelm
Warrior-priest – Righteous, soft-spoken, historical buff, sage advisor.

Faction: the dwarves

Not content to mind the forge, Kurik seeks out evil to defeat and good to protect. Freely gives what limited healing ability he has, and is enthusiastic about learning and sharing knowledge.

Sven "DOC" Berglowe

Sven Silvermane
Cleric – Silver Hair/Soft Spoken/Determined/Faithful

Faction: the humans

Sven was brought up in the folds of a healing order and trained to bring the light of mercy and judgement anywhere he travels. His order specializes in healing, fighting the scourge of the undead in all of its forms, and bringing hope to people in need. Clerics in Sven's order are well armed and wear plate armor. Since Sven has trained all of his life to be a shining beacon of faith where darkness is he has chosen to travel and help when needed. Sven can join any party that needs his abilities. Being a healer Sven brings not only his faith, but a good knowledge of herbs and battlefield medicine that will benefit anyone around him. He has worked as a healer in villages suffering under plagues and brought his talent to the armies all through the region. He will adventure with any good or neutral party but not one with evil intentions. If he encounters evil they will face him and his hammer. Sven has on occasion worked with parties going into the underdark and has experience fighting the drow.

Thomas Clegg

Javril Zabros
Male Half-Drow Scout (Ranger (Skirmisher)/Rogue) – tall, more human than drow, focused, sensitive about his drow heritage

Faction: the humans

Javril has been working with the humans on behalf of his father. His extraordinary skill with disguises has enabled him to provide some timely intelligence for human incursion into Drow held areas.

Tony Sanders

Amaranth Stargleam
Male Elf Rogue/Wizard: Curious, stealthy, sarcastic, loyal

Faction: the humans

Amaranth is an accomplished adventurer, having filled the role of scout in his adventuring party, and is equipped for nearly any occasion. He has come to offer his aid as a scout to the humans of the area.

Topher Ostendorf

Sorith Everlight
Cleric[Sarenrae] – unkempt, linguist, shield shaped as Sarenrae holy symbol, Wayferer

Faction: the humans

Raised by a temple and named after the Sarenrae, Sorith now wanders the world, traveling from temple to temple and offering assistance to those in need or those seeking redemption. His study of language often leads him to odd acquaintances and allows him to assist even in the most unlikely encounters.

Travis Leichssenring

Nemond Whispers

Ranger/Archer/Scout – Hair in ponytail, standard Drow features, vengeful against Drow, cautious, all about the bow

Faction: the humans

Nemond grew up in the worst part of the drow city. He murdered and stole his way to the freedom of the surface world where he adopted the ranger way of life. He is now back in the underdark, using the humans to exact revenge on those that treated him badly. You can take the drow out of the Underdark but you can't take the Underdark out of the drow.

Victor Seward

Flint StormHammer of clan StormReach

Dwarven Fighter flame scared, no nonsense, bull headed, abrasive, armor smith, retired adventurer

Faction: the dwarves.

Many years ago the clan chief of Storm Reach decided to bring two warring faction together by forming an adventuring party of the children from the two factions, figuring in strife they would bond. Flint and his wife were part of that party though from rival factions. While adventuring the band of dwarves traveled the world from one end to the other. As time went by one after another party members were slain or returned home with crippling injuries, Flint and his wife fell in love and married. Knowing their families would never accept their union they settled in Embla far from their home took up professions, Flint as a armor smith and his wife as a silver smith.

Wine Guy

Ysiloth Merbannia

Priestess/Assassin: old, manipulative, deep shadows, remains ambitious.

Faction: the drow (but not the current leaders – she wishes to replace them with herself)

Fled House Invidious a century earlier in a failed Temple coup. Left behind a dead clone and the body of her dead mage lover. Amassing money and magic, waiting for her time to strike, she is assembling a coterie of renegade drow and drow-lovers (mostly humans) who do her bidding.



Contained within the following pages are the five character builds chosen from our backer submitted NPCs. They are presented at various stages of advancement throughout their lives as adventurers so that they would be more readily for usage no matter what level you wished to utilize them. We have also presented them as one per page for ease of printing if you were to choose to print them.

The five characters are presented for the 3.5 game system first, with the Pathfinder characters following.

Goldsneezer Sorcerer 1

Size/Type Small Humanoid Male Gnome Sorcerer 1

Hit Dice 1d4+1 (5 hp)

Initiative +2

Speed 20ft.

Armor Class 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple +1/-4

Attack punching dagger +1 melee (1d3) or dart +3 ranged (1d3)

Full Attack punching dagger +1 melee (1d3) or dart +3 ranged (1d3)

Space/Reach 5 ft./5 ft.

Special Attacks spells, spell-like abilities

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Illusion spell save DC +1, low-light vision, Spell Focus - Illusion

Saves Fort +1, Ref +2, Will +3

Abilities Str 11 Dex 14 Con 13 Int 12 Wis 12 Cha 16

Skills Concentration +5, Knowledge (Arcana) +5, Spellcraft +5

Feats Spell Focus (illusion)

Challenge Rating 1

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Combat Gear Punching Dagger

Possessions combat gear, Artisan's Outfit, 8 gp

Sorcerer Spells Known (CL 1, +1 melee touch, +3 ranged touch):

1 (DC 14, 4/day) - Identify, Unseen Servant

0 (DC 13, 5/day) - Detect Magic, Mage Hand, Mending, Open/Close

Spell-Like Abilities:

1/day-Dancing Lights, Ghost Sound, Prestidigitation, Speak with Burrowing Mammal

SPECIAL ABILITIES

+1 to attack rolls vs Kobolds and Goblinoids +1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC vs Giants +4 dodge bonus to AC against monsters of the Giant type.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day) Speak with Animals (burrowing mammals only, lasts 1 minute) 1/day.

Spell Focus - Illusion Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 3

Size/Type Small Humanoid Male Gnome Sorcerer 3

Hit Dice 3d4+3 (11 hp)

Initiative +2

Speed 20ft.

Armor Class 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple +2/-3

Attack punching dagger +2 melee (1d3) or dart +4 ranged (1d3)

Full Attack punching dagger +2 melee (1d3) or dart +4 ranged (1d3)

Space/Reach 5 ft./5 ft.

Special Attacks spells, spell-like abilities

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Dodge, Illusion spell save DC +1, low-light vision, Spell Focus (Illusion)

Saves Fort +2, Ref +3, Will +4

Abilities Str 11 Dex 14 Con 13 Int 12 Wis 12 Cha 16

Skills Appraise +2, Concentration +5, Knowledge (Arcana) +5, Knowledge (Local) +3, Spellcraft +5

Feats Dodge, Spell Focus (Illusion)

Challenge Rating 3

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Combat Gear Punching Dagger, Dart

Possessions combat gear plus Artisan's Outfit, 16 gp

Sorcerer Spells Known (CL 3, +2 melee touch, +4 ranged touch):

1 (DC 14, 6/day) - Grease, Identify, Unseen Servant

0 (DC 13, 6/day) - Detect Magic, Light, Mage Hand, Mending, Open/Close

Spell-Like Abilities:

1/day-Dancing Lights, Ghost Sound, Prestidigitation. Speak with Burrowing Mammal

SPECIAL ABILITIES

+1 to attack rolls vs Kobolds and Goblinoids +1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC vs Giants +4 dodge bonus to AC against monsters of the Giant type.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day) Speak with Animals (burrowing mammals only, lasts 1 minute) 1/day.

Spell Focus - Illusion Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 6

Size/Type Small Humanoid Male Gnome Sorcerer 6

Hit Dice 6d4+6 (23 hp)

Initiative +2

Speed 20ft.

Armor Class 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple +4/ -1

Attack punching dagger +4 melee (1d3) or dart +6 ranged (1d3)

Full Attack punching dagger +4 melee (1d3) or dart +6 ranged (1d3)

Space/Reach 5 ft./5 ft.

Special Attacks spells, spell-like abilities

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Dodge, Illusion spell save DC +1, low-light vision, Spell Focus - Illusion

Saves Fort +3, Ref +4, Will +6

Abilities Str 11 Dex 14 Con 13 Int 12 Wis 12 Cha 17

Skills Appraise +3, Concentration +5, Knowledge (Arcana) +6, Knowledge (Local) +4, Listen +4, Spellcraft +7, Use Magic Device +4

Feats Dodge, Spell Focus (Illusion), Toughness

Challenge Rating 6

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Combat Gear Dagger, Punching, Dart

Possessions combat gear plus Artisan's Outfit, 20 gp

Sorcerer Spells Known (CL 6, +4 melee touch, +6 ranged touch):

3 (DC 16, 4/day) - Arcane Sight

2 (DC 15, 6/day) - Locate Object, Mirror Image

1 (DC 14, 7/day) - Comprehend Languages, Grease, Identify, Unseen Servant

0 (DC 13, 6/day) - Arcane Mark, Detect Magic, Light, Mage Hand, Mending, Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights, Ghost Sound, Prestidigitation, Speak with Burrowing Mammal

SPECIAL ABILITIES

+1 to attack rolls vs Kobolds and Goblinoids +1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC vs Giants +4 dodge bonus to AC against monsters of the Giant type.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day) Speak with Animals (burrowing mammals only, lasts 1 minute) 1/day.

Spell Focus - Illusion Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 8

Size/Type Small Humanoid Male Gnome Sorcerer 8

Hit Dice 8d4+8 (33 hp)

Initiative +2

Speed 20ft.

Armor Class 14 (+1 size, +2 Dex, +1 ring of protection), touch 14, flat-footed 12

Base Attack/Grapple +5/+0

Attack punching dagger +5 melee (1d3) or dart +5 ranged (1d3)

Full Attack punching dagger +5 melee (1d3) or dart +5 ranged (1d3)

Space/Reach 5 ft./5 ft.

Special Attacks spells, spell-like abilities

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Dodge, Illusion spell save DC +1, low-light vision, Spell Focus (Illusion)

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

Abilities Str 11 Dex 14 Con 13 Int 12 Wis 12 Cha 18

Skills Appraise +3, Concentration +5, Knowledge (Arcana) +9, Knowledge (Local) +4, Listen +4, Spellcraft +9, Use Magic Device +5

Feats Dodge, Simple Weapon Proficiency - All, Spell Focus - Illusion, Toughness

Challenge Rating 8

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Combat Gear Punching Dagger, Dart

Possessions combat gear plus Artisan's Outfit, 25 gp

Sorcerer Spells Known (CL 8, +5 melee touch, +7 ranged touch):

4 (DC 18, 4/day) - Locate Creature

3 (DC 17, 6/day) - Arcane Sight, Daylight

2 (DC 16, 7/day) - Locate Object, Mirror Image, Obscure Object

1 (DC 15, 7/day) - Comprehend Languages, Grease, Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Light, Mage Hand, Mending, Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights, Ghost Sound, Prestidigitation, Speak with Burrowing Mammal

SPECIAL ABILITIES

+1 to attack rolls vs Kobolds and Goblinoids +1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC vs Giants +4 dodge bonus to AC against monsters of the Giant type.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day) Speak with Animals (burrowing mammals only, lasts 1 minute) 1/day.

Spell Focus - Illusion Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 10

Size/Type Small Humanoid (gnome) Male Sorcerer 10

Hit Dice 10d4+20 (45 hp)

Initiative +2

Speed 20 ft.

Armor Class 15 (+1 size, +2 Dex, +2 deflection), touch 15, flat-footed 13

Base Attack/Grapple +6/+1

Attack punching dagger +6 melee (1d3) or dart +6 ranged (1d3)

Full Attack punching dagger +6 melee (1d3) or dart +6 ranged (1d3)

Space/Reach 5 ft./5 ft.

Special Attacks Spells

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Illusion spell save DC +1, Low-light vision, spell-like abilities

Saves Fort +5, Ref +5, Will +8

Abilities Str 11 Dex 14 Con 15 Int 12 Wis 12 Cha 18

Skills Appraise +3, Concentration +8, Hide +6, Jump -6, Knowledge: Arcana +10, Knowledge: Local +5,

Listen +4, Spellcraft +11, Use Magic Device +5

Feats Combat Casting, Dodge, Simple Weapon Proficiency - All, Spell Focus - Illusion, Toughness

Challenge Rating 10

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Possessions Amulet of Health +2, Cloak of Minor

Displacement, Ring of Protection, +2; Combat Gear

Punching Dagger, Dart

Sorcerer Spells Known (CL 10, +6 melee touch, +8 ranged touch):

5 (DC 19, 3/day) - Passwall

4 (DC 18, 6/day) - Dimension Door, Locate Creature

3 (DC 17, 7/day) - Arcane Sight, Daylight, Secret Page

2 (DC 16, 7/day) - Locate Object, Mirror Image, Obscure Object, See Invisibility

1 (DC 15, 7/day) - Comprehend Languages, Grease, Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending,

Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

+1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC against monsters of the Giant type.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day); lasts 1 minute

Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

SPECIAL ABILITIES

Goldsneezer Sorcerer 12

Size/Type Small Humanoid (gnome) Male Sorcerer 12

Hit Dice 12d4+36 (65 hp)

Initiative +2

Speed 20 ft.

Armor Class 15 (+1 size, +2 Dex, +2 deflection)

Base Attack/Grapple +7/+2

Attack +1 sickle +8 melee (1d4+1) or dart +7 ranged (1d2)

Full Attack +1 sickle +8/+3 melee (1d4+1) or dart +7/+2 ranged (1d2)

Space/Reach 5 ft./5 ft.

Special Attack spells

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Illusion spell save DC +1, low-light vision

Saves Fort +7, Ref +6, Will +9

Abilities Str 11 Dex 14 Con 16 Int 12 Wis 12 Cha 18

Skills Appraise +4, Concentration +10, Diplomacy +5, Knowledge (Arcana) +10, Knowledge (Local) +5, Spellcraft +12, Use Magic Device +5

Feats Combat Casting, Dodge, Greater Spell Focus (Illusion), Simple Weapon Proficiency - All, Spell Focus (illusion), Toughness

Challenge Rating 12

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Possessions Amulet of Health +2, Cloak of Minor Displacement, Ring of Protection +2; Combat Gear +1 Sickle, Dart

Sorcerer Spells Known (CL 12, +7 melee touch, +9 ranged touch):

6 (DC 20, 3/day) - Misdemeanor

5 (DC 19, 5/day) - Mirage Arcana, Passwall

4 (DC 18, 7/day) - Dimension Door, Illusory Wall, Locate Creature

3 (DC 17, 7/day) - Arcane Sight, Daylight, Displacement, Secret Page

2 (DC 16, 7/day) - Hypnotic Pattern, Locate Object, Mirror Image, Obscure Object, See Invisibility

1 (DC 15, 7/day) - Comprehend Languages, Grease, Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending,

Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

SPECIAL ABILITIES

+1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC against monsters of the Giant type.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Greater Spell Focus (Illusion) +1 to the Save DC of spells from one school.

+1 to the save DC of all illusion spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day); lasts 1 minute

Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 14

Size/Type Small humanoid (gnome) Male Sorcerer 14

Hit Dice 14d4+42 (75 hp)

Initiative +2

Speed 20 ft.

Armor Class 17 (+1 size, +2 Dex, +4 armor), touch 13, flat-footed 15

Base Attack/Grapple +8/+3

Attack +2 cold iron morningstar of speed +10 melee (1d6+2) or +1 javelin +9 ranged (1d4+1)

Full Attack +2 cold iron morningstar of speed +10/+10/+5 melee (1d6+2) or +1 javelin +9/+4 ranged (1d4+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Illusion spell save DC +1, low-light vision

Saves Fort +7, Ref +6, Will +10

Abilities Str 11 Dex 14 Con 16 Int 12 Wis 12 Cha 18
Skills Appraise +4, Concentration +10, Diplomacy +5, Intimidate +7, Knowledge (Arcana) +10, Knowledge (Local) +5, Spellcraft +12, Use Magic Device +5

Feats Combat Casting, Dodge, Greater Spell Focus (Illusion), Simple Weapon Proficiency - All, Spell Focus (Illusion), Toughness

Challenge Rating 14

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Possessions Amulet of Health +2, Bracers of Armor, +4, Cloak of Minor Displacement, Dust of Illusion, Money; Combat Gear +1 Javelin, +2 Cold Iron Morningstar

Sorcerer Spells Known (CL 14, +8 melee touch, +10 ranged touch):

7 (DC 21, 3/day) - Greater Arcane Sight

6 (DC 20, 5/day) - Mislead, Shadow Walk

5 (DC 19, 6/day) - Mage's Faithful Hound, Mirage Arcana, Passwall

4 (DC 18, 7/day) - Dimension Door, Illusory Wall, Locate Creature, Phantasmal Killer

3 (DC 17, 7/day) - Arcane Sight, Daylight, Displacement, Secret Page

2 (DC 16, 7/day) - Hypnotic Pattern, Locate Object, Mirror Image, Obscure Object, See Invisibility

1 (DC 15, 7/day) - Comprehend Languages, Grease, Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending,

Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

SPECIAL ABILITIES

+1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC against monsters of the Giant type.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Greater Spell Focus (Illusion) +1 to the Save DC of spells from one school.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day); lasts 1 minute
Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 16

Size/Type Small Humanoid (gnome) Male Sorcerer 16

Hit Dice 16d4+48 (89 hp)

Initiative +6

Speed 20 ft.

Armor Class 21 (+1 size, +2 Dex, +4 armor, +4 deflection), touch 17, flat-footed 19

Base Attack/Grapple +9/+4

Attack +3 cold iron icy burst morningstar of speed +12 melee (1d6+3 plus extra on critical hit) or javelin of lightning +9 ranged (5d6 electricity)

Full Attack +3 cold iron icy burst Morningstar of speed +12/+12/+7 melee (1d6+3 plus extra on critical hit) or javelin of lightning +9/+4 ranged (5d6 electricity)

Space/Reach 5 ft./5 ft.

Special Attacks Spells

Special Qualities +1 to attack rolls vs Kobolds and Goblinoids, +2 to saves vs illusions, Illusion spell save DC +1, low-light vision

Saves Fort +8, Ref +7, Will +11

Abilities Str 11 Dex 14 Con 16 Int 12 Wis 12 Cha 19
Skills Appraise +4, Concentration +11, Diplomacy +5, Intimidate +7, Knowledge (arcana) +10, Knowledge (local) +6, Spellcraft +13, Use Magic Device +6

Feats Combat Casting, Dodge, Greater Spell Focus (Illusion), Improved Initiative, Simple Weapon Proficiency - All, Spell Focus (illusion), Toughness

Challenge Rating 16

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Possessions Bracers of Armor, +4, Cloak of Minor Displacement, Dust of Illusion, Money, Ring of Protection, +4; Combat Gear +3 Cold Iron Morningstar, Javelin of Lightning

Sorcerer Spells Known (CL 16, +9 melee touch, +11 ranged touch):

8 (DC 22, 3/day) - Scintillating Pattern

7 (DC 21, 5/day) - Arcane Sight, Greater, Limited Wish

6 (DC 20, 6/day) - Flesh to Stone, Mislead, Shadow Walk

5 (DC 19, 6/day) - Hold Monster, Mage's Faithful Hound, Mirage Arcana, Passwall

4 (DC 18, 7/day) - Dimension Door, Illusory Wall, Locate Creature, Phantasmal Killer

3 (DC 17, 7/day) - Arcane Sight, Daylight, Displacement, Secret Page

2 (DC 16, 7/day) - Hypnotic Pattern, Locate Object, Mirror Image, Obscure Object, See Invisibility

1 (DC 15, 7/day) - Comprehend Languages, Grease,

Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

SPECIAL ABILITIES

+1 racial bonus to attacks against Kobolds and Goblinoids.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC against monsters of the Giant type.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Greater Spell Focus (Illusion) +1 to the Save DC of spells from one school.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day); lasts 1 minute
Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

Goldsneezer Sorcerer 18

Size/Type Small Humanoid (gnome) Male Sorcerer 18

Hit Dice 18d4+54 (99 hp)

Initiative +6

Speed 20 ft.

Armor Class 21 (+1 size, +2 Dex, +4 armor, +4 deflection), touch 17, flat-footed 19

Base Attack/Grapple +10/+5

Attack +4 cold iron icy burst morningstar of speed +14 (1d6+4 plus extra on critical) or javelin of lightning +10 ranged (5d6 electricity)

Full Attack +4 cold iron icy burst morningstar of speed +14/+14/+9 (1d6+4 plus extra on critical) or javelin of lightning +10/+5 ranged (5d6 electricity)

Space/Reach 5 ft./5 ft.

Special Attacks spells

Special Qualities low-light vision

Saves Fort +9, Ref +8, Will +12

Abilities Str 11 Dex 14 Con 16 Int 12 Wis 12 Cha 19

Skills Appraise +4, Concentration +11, Diplomacy +5, Intimidate +7, Knowledge (Arcana) +12, Knowledge (Local) +6, Spellcraft +15, Use Magic Device +7

Feats Combat Casting, Craft Wondrous Item, Dodge, Greater Spell Focus (Illusion), Improved Initiative, Simple Weapon Proficiency - All, Spell Focus (Illusion), Toughness

Challenge Rating 18

Alignment Chaotic Good

Languages Common, Gnome, Goblin

Possessions Amulet of Health +2, Bracers of Armor, +4, Cloak of Minor Displacement, Dust of Illusion, Money, Ring of Protection +4; Combat Gear +4 Cold Iron Morningstar, Javelin of Lightning, Unarmed Strike

Sorcerer Spells Known (CL 18, +10 melee touch, +12 ranged touch):

9 (DC 23, 3/day) - Weird

8 (DC 22, 5/day) - Iron Body, Scintillating Pattern

7 (DC 21, 6/day) - Arcane Sight, Greater, Limited Wish, Mage's Sword

6 (DC 20, 6/day) - Flesh to Stone, Misperceive, Shadow Walk

5 (DC 19, 6/day) - Hold Monster, Mage's Faithful Hound, Mirage Arcana, Passwall

4 (DC 18, 7/day) - Dimension Door, Illusory Wall, Locate Creature, Phantasmal Killer

3 (DC 17, 7/day) - Arcane Sight, Daylight, Displacement, Secret Page

2 (DC 16, 7/day) - Hypnotic Pattern, Locate Object, Mirror Image, Obscure Object, See Invisibility

1 (DC 15, 7/day) - Comprehend Languages, Grease, Hold Portal, Identify, Unseen Servant

0 (DC 14, 6/day) - Arcane Mark, Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Read Magic

Spell-Like Abilities:

1/day-Dancing Lights (1/day)

1/day-Ghost Sound (1/day)

1/day-Prestidigitation (1/day)

1/day-Speak with Burrowing Mammal (1/day)

SPECIAL ABILITIES

+1 racial bonus to attacks against Kobolds and Goblins.

+2 to saves vs illusions +2 racial bonus to saves against illusions.

+4 dodge bonus to AC against monsters of the Giant type.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dancing Lights (1/day) With Charisma 10+, cast Dancing Lights once per day.

Dodge +1 to AC vs attacks from one opponent.

Ghost Sound (1/day) With Charisma 10+, cast Ghost Sound once per day.

Greater Spell Focus (Illusion) +1 to the Save DC of spells from one school.

Illusion spell save DC +1 +1 to the save DC of all illusions spells you cast.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Prestidigitation (1/day) With Charisma 10+, cast Prestidigitation once per day.

Speak with Burrowing Mammal (1/day); lasts 1 minute
Spell Focus (Illusion) Spells from one school of magic have +1 to their save DC.

Gregor Hawthorne Ranger 1

Size/Type Medium Humanoid (human) Male Ranger 1

Hit Dice 1d8+1 (12 hp)

Initiative +2

Speed 30 ft.

Armor Class 15 (+2 Dex, +3 armor), touch 12, flat-footed 13

Base Attack/Grapple +1/+2

Attack battleaxe +2 melee (1d8+1/x3) or longbow +3 ranged (1d8/x3)

Full Attack battleaxe +2 melee (1d8+1/x3) or longbow +3 ranged (1d8/x3)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities Favored Enemy: Outsiders (Evil) (+2 bonus) (Ex), Track, Wild Empathy (Ex)

Saves Fort +3, Ref +4, Will +3

Abilities Str 13 Dex 15 Con 12 Int 12 Wis 16 Cha 11

Skills Handle Animal +4, Heal +6, Hide +5, Intimidate +2, Knowledge (Geography) +5, Knowledge (Nature) +4, Move Silently +8, Spot +6, Survival +6

Feats Skill Focus (Move Silently), Toughness, Track
Challenge Rating 1

Alignment Neutral Good

Languages Common, Gnome

Combat Gear Battleaxe, Longbow, Studded Leather

SPECIAL ABILITIES

Favored Enemy: Outsiders (Evil) (+2 bonus) (Ex)

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Gregor Hawthorne Ranger 3

Size/Type Medium Humanoid (human) Male Ranger 3

Hit Dice 3d8+3 (22 hp)

Initiative +2

Speed 30 ft.

Armor Class 15 (+2 Dex, +3 armor), touch 12, flat-footed 13

Base Attack/Grapple +3/+4

Attack battleaxe +4 melee (1d8+1/x3) or longbow +5 ranged (1d8/x3)

Full Attack battleaxe +4 melee (1d8+1/x3) or longbow +5 ranged (1d8/x3)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities Archery, Endurance, Favored Enemy (Outsiders (Evil)) (+2 bonus) (Ex), Point Blank Shot, Rapid Shot, Track, Wild Empathy (Ex)

Saves Fort +4, Ref +5, Will +4

Abilities Str 13 Dex 15 Con 12 Int 12 Wis 16 Cha 11

Skills Climb +2, Handle Animal +5, Heal +8, Hide +6, Intimidate +3, Knowledge (Geography +7), Knowledge (Nature) +6, Move Silently +9, Spot +7, Survival +7, Swim +0

Feats Endurance, Point Blank Shot, Rapid Shot, Skill Focus (Move Silently), Toughness, Track

Challenge Rating 3

Alignment Neutral Good

Languages Common, Gnome

Combat Gear Battleaxe, Longbow, Studded Leather, Unarmed Strike

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Favored Enemy: Outsiders (Evil) (+2 bonus) (Ex)

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Gregor Hawthorne Ranger 6

Size/Type Medium Humanoid (human) Male Ranger 6

Hit Dice 6d8+6 (37 hp)

Initiative +2

Speed 30 ft.

Armor Class 16 (+3 Dex, +3 armor), touch 13, flat-footed 13

Base Attack/Grapple +6/+7

Attack battleaxe +7 melee (1d8+1/x3) or longbow +9 ranged (1d8/x3)

Full Attack battleaxe +7/+2 melee (1d8+1/x3) or longbow +9/+4 ranged (1d8/x3)

Space/Reach 5 ft./5 ft.

Special Attacks spells

Special Qualities Archery, Endurance, Favored Enemy: Humanoids (Human) (+2 bonus) (Ex), Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex), Track, Wild Empathy (Ex)

Saves Fort +6, Ref +8, Will +5

Abilities Str 13 Dex 16 Con 12 Int 12 Wis 16 Cha 11

Skills Bluff +2, Climb +2, Diplomacy +2, Escape Artist +4, Handle Animal +6, Heal +9, Hide +8, Intimidate +4, Knowledge (Geography) +9, Knowledge (Nature) +10, Move Silently +12, Spot +7, Survival +8, Swim +0
Feats Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Skill Focus (Move Silently), Toughness, Track

Challenge Rating 6

Alignment Neutral Good

Languages Common, Gnome

Combat Gear Battleaxe, Longbow, Studded Leather

Ranger Spells Prepared (CL 6, +7 melee touch, +9 ranged touch):

1 (DC 14, 2/day) - Entangle, Longstrider

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Favored Enemy: Humanoids (Human) (+2 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex)

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Gregor Hawthorne Ranger 8

Size/Type Medium Humanoid (human) Male Ranger 8

Hit Dice 8d8+8 (47 hp)

Initiative +2

Speed 30 ft.

Armor Class 16 (+3 Dex, +3 armor), touch 13, flat-footed 13

Base Attack/Grapple +8/+9

Attack battleaxe +9 melee (1d8+1/x3) or +1 flaming burst composite longbow +10 ranged (1d8+2 plus 1d6 fire/x3 plus 2d10 fire damage on critical hit)

Full Attack battleaxe +9/+4 melee (1d8+1/x3) or +1 flaming burst composite longbow +10/+5 (1d8+2 plus 1d6 fire/x3 plus 2d10 fire damage on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Endurance, Favored Enemy:

Humanoids (Human) (+2 bonus) (Ex), Favored En-

emy: Outsiders (Evil) (+4 bonus) (Ex), Swift Tracker

(Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex)

Saves Fort +7, Ref +9, Will +5

Abilities Str 13 Dex 16 Con 12 Int 12 Wis 17 Cha 11

Skills Bluff +2, Climb +2, Diplomacy +2, Escape Artist

+5, Handle Animal +7, Heal +9, Hide +11, Intimidate

+4, Knowledge (Geography) +9, Knowledge (Nature)

+12, Move Silently +13, Spot +7, Survival +13, Swim

+2

Feats Endurance, Manyshot, Point Blank Shot, Precise

Shot, Rapid Shot, Skill Focus (Move Silently), Tough-

ness, Track

Challenge Rating 8

Alignment Neutral Good

Languages Common, Gnome

Combat Gear +1 flaming burst composite longbow (Str

+2), Battleaxe, Studded Leather

Ranger Spells Prepared (CL 8, +9 melee touch, +11 ranged touch):

2 (DC 15, 1/day) - Barkskin

1 (DC 14, 2/day) - Entangle, Longstrider

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level

11: Improved Precise Shot.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Favored Enemy: Humanoids (Human) (+2 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex)

Manyshot You can shoot an extra arrow at a single op-

ponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne Ranger 10

Size/Type Medium Humanoid (human) Male Ranger 10

Hit Dice 10d8+10 (57 hp)

Initiative +3

Speed 30 ft.

Armor Class 17 (+3 Dex, +4 armor), touch 13, flat-footed 14

Base Attack/Grapple +10/+11

Attack battleaxe +11 melee (1d8+1/x3) or +1 composite longbow (Str +2) +13 melee (1d8+2 plus 1d6 fire/x3; plus 2d10 fire on critical hit)

Full Attack battleaxe +11/+6 melee (1d8+1/x3) or +1 composite longbow (Str +2) +13/+8 ranged (1d8+2 plus 1d6 fire/x3; plus 2d10 fire on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Endurance, Evasion (Ex),

Favored Enemy: Fey (+2 bonus) (Ex), Favored Enemy:

Humanoids (Human) (+4 bonus) (Ex), Favored En-

emy: Outsiders (Evil) (+4 bonus) (Ex), Swift Tracker

(Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex)

Saves Fort +8, Ref +10, Will +6

Abilities Str 13 Dex 16 Con 12 Int 12 Wis 17 Cha 11

Skills Bluff +3, Climb +5, Diplomacy +2, Escape Artist

+6, Handle Animal +8, Heal +11, Hide +13, Intimidate

+4, Knowledge (Geography) +10, Knowledge (Nature)

+13, Move Silently +16, Spot +9, Survival +15, Swim

+4

Feats Endurance, Manyshot, Point Blank Shot, Precise

Shot, Rapid Shot, Skill Focus (Move Silently), Tough-

ness, Track, Weapon Focus (longbow)

Challenge Rating 10

Alignment Neutral Good

Languages Common, Gnome

Combat Gear +1 flaming burst composite longbowe

(Str +2), +1 Studded Leather, Battleaxe

Ranger Spells Prepared (CL 10, +11 melee touch, +13 ranged touch):

2 (DC 15, 2/day) - Barkskin, Cat's Grace

1 (DC 14, 2/day) - Entangle, Longstrider

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level

11: Improved Precise Shot.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) Take no damage on a successful Reflex

save.

Favored Enemy: Fey (+2 bonus) (Ex)

Favored Enemy: Humanoids (Human) (+4 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex)

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne Ranger 12

Size/Type Medium Humanoid (human) Male Ranger 12

Hit Dice 12d8+12 (67 hp)

Initiative +3

Speed 30 ft.

Armor Class 17 (+3 Dex, +4 armor), touch 13, flat-footed 14

Base Attack/Grapple +12/+13

Attack adamantine battleaxe +14 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +15 ranged (1d8+2 plus 1d6 fire/x3; plus 2d10 fire on critical hit)

Full Attack adamantine battleaxe +14/+9/+4 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +15/+10/+5 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Endurance, Evasion (Ex), Favored Enemy: Fey (+2 bonus) (Ex), Favored Enemy: Humanoids (Human) (+4 bonus) (Ex), Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex), Swift Tracker (Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex) Saves Fort +9, Ref +11, Will +7

Abilities Str 13 Dex 17 Con 12 Int 12 Wis 17 Cha 11 Skills Bluff +5, Climb +5, Diplomacy +6, Escape Artist +7, Handle Animal +8, Heal +11, Hide +13, Intimidate +6, Knowledge: Geography +13, Knowledge: Nature +16, Move Silently +16, Spot +9, Survival +15, Swim +4

Feats Endurance, Improved Critical (Longbow), Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Move Silently), Toughness, Track, Weapon Focus (longbow)

Challenge Rating 10

Alignment Chaotic Good

Languages Common, Gnome

Possessions Goggles of Night; Combat Gear +1 Longbow, Composite (Str +2), +1 Studded Leather, Adamantine Battleaxe, Unarmed Strike

Ranger Spells Prepared (CL 12, +13 melee touch, +15 ranged touch):

3 (DC 16, 2/day) - Darkvision, Summon Nature's Ally III

2 (DC 15, 2/day) - Barkskin, Cat's Grace

1 (DC 14, 2/day) - Entangle, Longstrider

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) Take no damage on a successful Reflex save.

Favored Enemy: Fey (+2 bonus) (Ex)

Favored Enemy: Humanoids (Human) (+4 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex)

Improved Precise Shot Ignore certain AC / concealment bonuses. Auto-hit target in Grapple.

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne Ranger 14

Size/Type Medium Humanoid (human) Male Ranger 14

Hit Dice 14d8+14 (77 hp)

Initiative +3

Speed 30 ft.

Armor Class 17 (+3 Dex, +4 armor), touch 13, flat-footed 14

Base Attack/Grapple +14/+15

Attack adamantine battleaxe +16 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +17 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Full Attack adamantine battleaxe +16/+11/+6 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +17/+12/+7 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Camouflage (Ex), Endurance, Evasion (Ex), Favored Enemy: Fey (+2 bonus) (Ex), Favored Enemy: Humanoids (Human) (+4 bonus) (Ex), Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex), Swift Tracker (Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex)

Saves Fort +10, Ref +12, Will +7

Abilities Str 13 Dex 17 Con 12 Int 12 Wis 17 Cha 11

Skills Bluff +5, Climb +5, Diplomacy +6, Escape Artist +7, Handle Animal +8, Heal +11, Hide +15, Intimidate +6, Knowledge (Geography) +15, Knowledge (Nature) +18, Listen +7, Move Silently +18, Spot +11, Survival +15, Swim +6

Feats Endurance, Improved Critical (Longbow), Improved Precise Shot, Manyshot, , Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Move Silently), Toughness, Track, Weapon Focus (Longbow)

Challenge Rating 14

Alignment Neutral Good

Languages Common, Gnome

Possessions Goggles of Nightl Combat Gear +1 flaming burst composite longbow (Str +2), +1 Studded Leather, Adamantine Battleaxe

Ranger Spells Prepared (CL 14, +15 melee touch, +17 ranged touch):

3 (DC 16, 2/day) - Darkvision, Summon Nature's Ally III

2 (DC 15, 2/day) - Barkskin, Cat's Grace

1 (DC 14, 3/day) - Entangle, Longstrider, Resist Energy

SPECIAL QUALITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Camouflage (Ex) You can use the Hide skill in any sort of natural terrain.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) Take no damage on a successful Reflex save.

Favored Enemy: Fey (+2 bonus) (Ex)

Favored Enemy: Humanoids (Human) (+4 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+4 bonus) (Ex)

Improved Precise Shot Ignore certain AC / concealment bonuses. Auto-hit target in Grapple.

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne Ranger 16

Size/Type Medium Humanoid (human) Male Ranger 16

Hit Dice 16d8+16 (87 hp)

Initiative +8

Speed 30 ft.

Armor Class 19 (+4 Dex, +5 armor)

Base Attack/Grapple +16/+17

Attack adamantine battleaxe +18 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +20 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Full Attack adamantine battleaxe +18/+13/+8/+3 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +20/+15/+10/+5 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Camouflage (Ex), Endurance, Evasion (Ex), Favored Enemy: Aberrations (+2 bonus) (Ex), Favored Enemy: Fey (+2 bonus) (Ex), Favored Enemy: Humanoids (Human) (+4 bonus) (Ex), Favored Enemy: Outsiders (Evil) (+6 bonus) (Ex), Swift Tracker (Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex)

Saves Fort +11, Ref +14, Will +8

Abilities Str 13 Dex 18 Con 12 Int 12 Wis 17 Cha 11

Skills Bluff +6, Climb +5, Diplomacy +6, Escape Artist +8, Handle Animal +8, Heal +13, Hide +33, Intimidate +7, Knowledge (Geography) +17, Knowledge (Nature) +20, Listen +7, Move Silently +21, Spot +11, Survival +16, Swim +6

Feats Endurance, Improved Critical (Longbow), Improved Initiative, Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Move Silently), Toughness, Track, Weapon Focus (Longbow)

Challenge Rating 16

Alignment Neutral Good

Languages Common, Gnome

Possessions Goggles of Night; Combat Gear +1 flaming burst composite longbow (Str +2), +2 greater shadow studded leather, Adamantine Battleaxe

Ranger Spells Prepared (CL 16, +17 melee touch, +20 ranged touch):

4 (DC 17, 1/day) - Freedom of Movement

3 (DC 16, 2/day) - Darkvision, Summon Nature's Ally III

2 (DC 15, 3/day) - Barkskin, Cat's Grace, Owl's Wisdom

1 (DC 14, 3/day) - Entangle, Longstrider, Resist Energy

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Camouflage (Ex) You can use the Hide skill in any sort of natural terrain.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) Take no damage on a successful Reflex save.

Favored Enemy: Aberrations (+2 bonus) (Ex)

Favored Enemy: Fey (+2 bonus) (Ex)

Favored Enemy: Humanoids (Human) (+4 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+6 bonus) (Ex)

Improved Precise Shot Ignore certain AC / concealment bonuses. Auto-hit target in Grapple.

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne Ranger 18

Size/Type Medium Humanoid (human) Male Ranger 18

Hit Dice 18d8+18 (97 hp)

Initiative +8

Speed 30 ft.

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

Base Attack/Grapple +18/+19

Attack adamantine battleaxe +20 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +22 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Full Attack adamantine battleaxe +20/+15/+10/+5 melee (1d8+1/x3) or +1 flaming burst composite longbow (Str +2) +22/+17/+12/+7 ranged (1d8+2 plus 1d6 fire/19-20/x3; plus 2d10 fire on critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks favored enemies, spells

Special Qualities Archery, Camouflage (Ex), Endurance, Evasion (Ex), Favored Enemy: Aberrations (+2 bonus) (Ex), Favored Enemy: Fey (+2 bonus) (Ex), Favored Enemy: Humanoids (Human) (+4 bonus) (Ex), Favored Enemy: Outsiders (Evil) (+6 bonus) (Ex), Hide in Plain Sight (Ex), Swift Tracker (Ex), Track, Wild Empathy (Ex), Woodland Stride (Ex)

Saves Fort +12, Ref +15, Will +9

Abilities Str 13 Dex 18 Con 12 Int 12 Wis 17 Cha 11

Skills Bluff +6, Climb +5, Diplomacy +7, Escape Artist +8, Handle Animal +9, Heal +15, Hide +35, Intimidate +7, Knowledge (Geography) +18, Knowledge (Nature) +21, Listen +10, Move Silently +25, Spot +14, Survival +17, Swim +6

Feats Endurance, Improved Critical (Longbow), Improved Initiative, Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Move Silently), Stealthy, Toughness, Track, Weapon Focus (Longbow)

Challenge Rating 18

Alignment Neutral Good

Languages Common, Gnome

Possessions Goggles of Night; Combat Gear +1 flaming burst composite longbow (Str +2), +2 greater shadow studded leather, Adamantine Battleaxe

Ranger Spells Prepared (CL 18, +19 melee touch, +22 ranged touch):

4 (DC 17, 1/day) - Freedom of Movement

3 (DC 16, 3/day) - Darkvision, Remove Disease, Summon Nature's Ally III

2 (DC 15, 3/day) - Barkskin, Cat's Grace, Owl's Wisdom

1 (DC 14, 4/day) - Animal Messenger, Entangle, Longstrider, Resist Energy

SPECIAL ABILITIES

Archery Level 2: Rapid Shot. Level 6: Manyshot. Level 11: Improved Precise Shot.

Camouflage (Ex) You can use the Hide skill in any sort of natural terrain.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) Take no damage on a successful Reflex save.

Favored Enemy: Aberrations (+2 bonus) (Ex)

Favored Enemy: Fey (+2 bonus) (Ex)

Favored Enemy: Humanoids (Human) (+4 bonus) (Ex)

Favored Enemy: Outsiders (Evil) (+6 bonus) (Ex)

Hide in Plain Sight (Ex) You can hide in natural terrain even while being observed.

Improved Precise Shot Ignore certain AC / concealment bonuses. Auto-hit target in Grapple.

Manyshot You can shoot an extra arrow at a single opponent at -4+ to all shots.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track You can track opponents.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Myharl Griffonwind

Expert 1/Warrior 2

Size/Type Medium Humanoid (human) Male Expert
1/Warrior 2

Hit Dice 2d8+4 plus 1d6+2 (20 hp)

Initiative +4

Speed 20 ft.

Armor Class 15 (+5 armor), touch 10, flat-footed 15

Base Attack/Grapple +2/+3

Attack light mace +3 melee (1d6+1)

Full Attack light mace +3 melee (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +5, Ref +0, Will +2

Abilities Str 13 Dex 11 Con 14 Int 15 Wis 10 Cha 16

Skills Diplomacy +5, Intimidate +9, Jump -6, Listen
+6, Search +3, Sense Motive +3, Spot +4, Use Magic

Device +4, Use Rope +1

Feats Alertness, Improved Initiative, Persuasive

Challenge Rating 2

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Ink (1 oz. vial, black), Inkpen, Money,

Paper (sheet), Scale, merchant's, Signet ring; Combat

Gear Breastplate, light mace

Myharl Griffonwind

Expert 3/Warrior 2

Size/Type Medium Humanoid (human) Male Expert
3/Warrior 2

Hit Dice 2d8+4 plus 2d6+4 (26 hp)

Initiative +4

Speed 20 ft.

Armor Class 15 (+5 armor), touch 10, flat-footed 15

Base Attack/Grapple +4/+4

Attack light mace +4 melee (1d6+1)

Full Attack light mace +4 melee (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +5, Ref +0, Will +3

Abilities Str 13 Dex 11 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +8, Climb +0, Diplomacy +6, Intimidate +9, Listen +7, Ride +2, Search +4, Sense Motive +4, Spellcraft +4, Spot +5, Use Magic Device +4, Use Rope +1

Feats Alertness, Improved Initiative, Persuasive

Challenge Rating 3

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Ink (1 oz. vial, black), Inkpen, Money, Paper (sheet), Scale, merchant's, Signet ring; Combat Gear Breastplate, light mace

Myharl Griffonwind

Expert 2/Warrior 5

Size/Type Medium Humanoid (human) Male Expert
2/Warrior 5

Hit Dice 5d8+10 plus 2d6+4 (45 hp)

Initiative +4

Speed 20 ft.

Armor Class 15 (+5 armor), touch 10, flat-footed 15

Base Attack/Grapple +6/+7

Attack light mace +7 (1d6+1)

Full Attack light mace +7/+2 (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +6, Ref +1, Will +4

Abilities Str 13 Dex 11 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +8, Climb +4, Diplomacy +6, Disguise
+5, Intimidate +14, Listen +7, Search +5, Sense Motive
+4, Spellcraft +4, Spot +5, Use Magic Device +4, Use
Rope +1

Feats Alertness, Deceitful, Improved Initiative, Persua-
sive,

Challenge Rating 6

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Ink (1 oz. vial, black), Inkpen, Money,

Paper (sheet), Scale, merchant's, Signet ring; Combat

Gear Breastplate, light mace

Myharl Griffonwind

Expert 4/Warrior 5

Size/Type Medium Humanoid (human) Male Expert
4/Warrior 5

Hit Dice 5d8+10 plus 4d6+8 (57 hp)

Initiative +5

Speed 30 ft.

Armor Class 16 (+5 armor, +1 Dex), touch 11, flat-footed 15

Base Attack/Grapple +8/+9

Attack +1 thundering heavy mace +10 melee (1d8+2 plus 1d8 sonic on a critical hit)

Full Attack +1 thundering heavy mace +10/+5 melee (1d8+2 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +7, Ref +3, Will +5

Abilities Str 13 Dex 12 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +8, Climb +8, Diplomacy +9, Disguise +5, Intimidate +14, Jump +7, Knowledge (History)

+8, Knowledge (Local) +8, Listen +7, Search +5, Sense

Motive +4, Spellcraft +4, Spot +5, Use Magic Device

+4, Use Rope +2

Feats Alertness, Deceitful, Improved Initiative, Persuasive, Skill Focus (Diplomacy)

Challenge Rating 8

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen, Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +1 thundering heavy mace, +1 glameried chain shirt

Myharl Griffonwind

Expert 5/Warrior 6

Size/Type Medium Humanoid (human) Male Expert
5/Warrior 6

Hit Dice 6d8+12 plus 5d6+10 (69 hp)

Initiative +5

Speed 30 ft.

Armor Class 16 (+5 armor, +1 Dex)

Base Attack/Grapple +9/+10

Attack +1 thundering heavy mace +11 melee (1d8+2
plus 1d8 sonic on a critical hit)

Full Attack +1 thundering heavy mace +11/+6 melee
(1d8+2 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +8, Ref +4, Will +6

Abilities Str 13 Dex 12 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +11, Bluff +5, Climb +8, Diplomacy
+9, Disguise +5, Intimidate +18, Jump +7, Knowledge
(History) +9, Knowledge (Local) +9, Listen +7, Ride
+5, Search +5, Sense Motive +4, Spellcraft +5, Spot +5,
Swim +6, Use Magic Device +4, Use Rope +2

Feats Alertness, Deceitful, Improved Initiative, Persua-
sive, Skill Focus (Diplomacy)

Challenge Rating 10

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen,
Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +1 thundering heavy mace, +1 glamered
chain shirt

Myharl Griffonwind

Expert 6/Warrior 7

Size/Type Medium Humanoid (human) Male Expert 6/Warrior 7

Hit Dice 7d8+14 plus 6d6+12 (81 hp)

Initiative +5

Speed 30 ft.

Armor Class 16 (+1 Dex, +5 armor), touch 11, flat-footed 15

Base Attack/Grapple +11/+13

Attack +1 thundering heavy mace +13 melee (1d8+4 plus 1d8 sonic on a critical hit)

Full Attack +1 thundering heavy mace +13/+8/+3 melee (1d8+4 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities -

Saves Fort +9, Ref +5, Will +9

Abilities Str 14 Dex 12 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +11, Balance +0, Bluff +5, Climb +10, Diplomacy +12, Intimidate +21, Jump +9, Knowledge (History) +10, Knowledge (Local) +10, Listen +7, Ride +6, Search +5, Sense Motive +4, Spellcraft +5, Spot +7, Swim +8, Use Magic Device +4, Use Rope +2

Feats Alertness, Deceitful, Improved Initiative, Iron Will, Persuasive, Skill Focus (Diplomacy)

Challenge Rating 12

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen, Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +1 thundering heavy mace; +1 glameried chain shirt

Myharl Griffonwind

Expert 7/Warrior 8

Size/Type Medium Humanoid (human) Male Expert
7/Warrior 8

Hit Dice 8d8+16 plus 7d6+14 (93 hp)

Initiative +5

Speed 30 ft.

Armor Class 18 (+7 armor, +1 Dex), touch 11, flat-footed 17

Base Attack/Grapple +13/+15

Attack +2 thundering heavy mace +17 (1d8+5 plus 1d8 sonic on a critical hit)

Full Attack +2 thundering heavy mace +17/+12/+7
(1d8+5 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities damage reduction 5/magic

Saves Fort +10, Ref +5, Will +9

Abilities Str 14 Dex 12 Con 14 Int 16 Wis 10 Cha 16

Skills Appraise +11, Bluff +5, Climb +13, Diplomacy +16, Intimidate +22, Jump +12, Knowledge (History) +10, Knowledge (Local) +10, Listen +9, Ride +7, Search +5, Sense Motive +6, Spellcraft +5, Spot +9, Swim +10, Use Magic Device +8, Use Rope +2

Feats Alertness, Deceitful, Improved Initiative, Iron Will, Negotiator, Persuasive, Skill Focus (Diplomacy)

Challenge Rating 14

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen, Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +2 thundering heavy mace, +2 invulnerable chainmail

Myharl Griffonwind

Expert 8/Warrior 9

Size/Type Medium Humanoid (human) Male Expert
8/Warrior 9

Hit Dice 9d8+18 plus 8d6+16 (105 hp)

Initiative +5

Speed 30 ft.

Armor Class 18 (+1 Dex, +7 armor), touch 11, flat-footed 17

Base Attack/Grapple +15/+17

Attack +2 thundering heavy mace +19 melee (1d8+5 plus 1d8 sonic on a critical hit)

Full Attack +2 thundering heavy mace +19/+14/+9 melee (1d8+5 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities damage reduction 5/magic

Saves Fort +10, Ref +6, Will +11

Abilities Str 14 Dex 12 Con 14 Int 16 Wis 10 Cha 17

Skills Appraise +12, Bluff +5, Climb +10, Diplomacy +17, Intimidate +24, Jump +3, Knowledge (History)

+11, Knowledge (Local) +11, Listen +11, Ride +8,

Search +5, Sense Motive +6, Spellcraft +5, Spot +10,

Swim +4, Use Magic Device +8, Use Rope +2

Feats Alertness, Deceitful, Improved Initiative, Iron Will, Negotiator, Persuasive, Skill Focus (Diplomacy)

Challenge Rating 16

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen, Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +2 thundering heavy mace, +2 chainmail of invulnerability

Myharl Griffonwind

Expert 9/Warrior 10

Size/Type Medium Humanoid (human) Male Expert
9/Warrior 10

Hit Dice 10d8+20 plus 9d6+18 (117 hp_

Initiative +5

Speed 30 ft.

Armor Class 18 (+1 Dex, +7 armor), touch 11, flat-footed 17

Base Attack/Grapple +16/+18

Attack +2 thundering heavy mace +20 melee (1d8+5 plus 1d8 sonic on a critical hit)

Full Attack +2 thundering heavy mace +20/+15/+10/+5 melee (1d8+5 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks -

Special Qualities damage reduction 5/magic

Saves Fort +12, Ref +7, Will +11

Abilities Str 14 Dex 12 Con 14 Int 16 Wis 10 Cha 17

Skills Appraise +14, Bluff +11, Climb +11, Diplomacy

+21, Intimidate +28, Jump +6, Knowledge (History)

+11, Knowledge (Local) +11, Listen +11, Ride +8,

Search +5, Sense Motive +6, Spellcraft +5, Spot +10,

Swim +4, Use Magic Device +8, Use Rope +2

Feats Alertness, Combat Reflexes, Deceitful, Improved Initiative, Iron Will, Negotiator, Persuasive, Skill Focus (Diplomacy)

Challenge Rating 18

Alignment Lawful Neutral

Languages Common, Dwarven, Orc

Possessions Hourglass, Ink (1 oz. vial, black), Inkpen,

Money, Paper (sheet), Scale, merchant's, Signet ring;

Combat Gear +2 thundering heavy mace, +2 chainmail of invulnerability

Sven Silvermane Cleric 1

Size/Type Medium Humanoid (human) Male Cleric of Pelor 1

Hit Dice 1d8 (8 hp)

Initiative +1

Speed 20 ft.

Armor Class 17 (+7 armor), touch 10, flat-footed 17

Base Attack/Grapple +0/+1

Attack heavy mace +1 melee (1d8+1) or javelin +1 ranged (1d6+1)

Full Attack heavy mace +1 melee (1d8+1) or javelin +1 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +2, Ref +3, Will +4

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 15 Cha 14

Skills Diplomacy +4, Heal +6, Knowledge (Religion) +5, Sense Motive +4, Spot +3

Feats Extra Turning, Lightning Reflexes

Challenge Rating 1

Alignment Lawful Good

Languages Common, Gnome

Combat Gear Half Plate, Javelin, Heavy Mace

Cleric Spells Prepared (CL 1, +1 melee touch, +1 ranged touch):

1 (DC 13, 2/day) - Bless Water, Cure Light WoundsD, Divine Favor

0 (DC 12, 3/day) - Detect Magic, Guidance, Purify Food and Drink

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cast Healing spells at +1 caster level

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 3

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Size/Type Medium Humanoid (human) Male Cleric of Pelor 3

Hit Dice 3d8 (16 hp)

Initiative +1

Speed 20 ft.

Armor Class 17 (+7 armor), touch 10, flat-footed 17

Base Attack/Grapple +2/+3

Attack heavy mace +4 melee (1d8+1) or javelin +3 ranged (1d6+1)

Full Attack heavy mace +4 melee (1d8+1) or javelin +3 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +3, Ref +4, Will +5

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 15 Cha 14

Skills Diplomacy +5, Heal +6, Knowledge (Religion) +7, Sense Motive +5, Spellcraft +3, Spot +3

Feats Extra Turning, Lightning Reflexes, Weapon Focus (Heavy Mace)

Challenge Rating 3

Alignment Lawful Good

Languages Common, Gnome

Combat Gear Half Plate, Javelin, Heavy Mace

Cleric Spells Prepared (CL 3, +3 melee touch, +3 ranged touch):

2 (DC 14, 2/day) – Bull's StrengthD, Lesser Restoration, Shield Other

1 (DC 13, 3/day) - Bless Water, Cure Light WoundsD, Divine Favor, Protection from Evil

0 (DC 12, 4/day) - Detect Magic, Guidance, Purify Food and Drink, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

You cast Healing spells at +1 caster level.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Sven Silvermane Cleric 6

Size/Type Medium Humanoid (human) Male Cleric of Pelor 6

Hit Dice 6d8 (28 hp)

Initiative +1

Speed 20 ft.

Armor Class 17 (+7 armor), touch 10, flat-footed 17

Base Attack/Grapple +4/+5

Attack +1 frost heavy mace +7 melee (1d8+2 plus 1d6 cold) or javelin +5 ranged (1d6+1)

Full Attack +1 frost heavy mace +7 melee (1d8+2 plus 1d6 cold) or javelin +5 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +5, Ref +5, Will +8

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 16 Cha 14

Skills Diplomacy +7, Heal +12, Knowledge (Religion) +10, Sense Motive +7, Spellcraft +5, Spot +5

Feats Extra Turning, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 6

Alignment Lawful Good

Languages Common, Gnome

Combat Gear +1 Frost Heavy Mace, Half Plate, Javelin

Cleric Spells Prepared (CL 6, +5 melee touch, +5 ranged touch):

3 (DC 16, 3/day) - Cure Serious Wounds, Cure Serious WoundsD, Protection from Energy, Remove Disease

2 (DC 15, 4/day) - Bull's StrengthD, Delay Poison, Restoration, Lesser, Shield Other, Spiritual Weapon

1 (DC 14, 4/day) - Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection from Evil

0 (DC 13, 5/day) - Detect Magic, Guidance, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

You cast Healing spells at +1 caster level.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the

power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 8

Size/Type Medium Humanoid (human) Male Cleric of Pelor 8

Hit Dice 8d8 (36 hp)

Initiative +1

Speed 20 ft.

Armor Class 17 (+7 armor), touch 10, flat-footed 17

Base Attack/Grapple +6/+7

Attack +1 frost heavy mace +9 melee (1d8+2 plus 1d6 cold) or javelin +7 ranged (1d6+1)

Full Attack +1 frost heavy mace +9/+4 melee (1d8+2 plus 1d6 cold) or javelin +7/+2 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +6, Ref +5, Will +9

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 17 Cha 14

Skills Diplomacy +11, Heal +13, Knowledge (Religion) +11, Sense Motive +8, Spellcraft +7, Spot +5

Feats Extra Turning, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 8

Alignment Lawful Good

Languages Common, Gnome

Combat Gear +1 frost heavy mace, +1 half plate, Javelin

Cleric Spells Prepared (CL 8, +7 melee touch, +7 ranged touch):

4 (DC 17, 2/day) - Cure Critical Wounds, Cure Critical Wounds, Spell Immunity

3 (DC 16, 4/day) - Cure Serious Wounds, Cure Serious Wounds, Protection from Energy, Remove Curse, Remove Disease

2 (DC 15, 4/day) - Bull's Strength, Delay Poison, Restoration, Lesser, Shield Other, Spiritual Weapon

1 (DC 14, 5/day) - Bless, Bless Water, Cure Light Wounds, Divine Favor, Magic Weapon, Protection from Evil

0 (DC 13, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored

spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 10

Size/Type Medium Humanoid (human) Male Cleric of Pelor 10

Hit Dice 10d8 (44 hp)

Initiative +1

Speed 20 ft.

Armor Class 18 (+8 armor), touch 10, flat-footed 18

Base Attack/Grapple +7/+7

Attack +1 frost heavy mace +10 melee (1d8+2 plus 1d6 cold) or javelin +8 ranged (1d6+1)

Full Attack +1 frost heavy mace +10/+5 melee (1d8+2 plus 1d6 cold) or javelin +8/+3 ranged (1d6+1)

Space/Reach 5 ft/5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Combat Casting, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +7, Ref +6, Will +10

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 17 Cha 14

Skills Concentration +1, Diplomacy +12, Heal +14,

Knowledge (Religion) +13, Sense Motive +8, Spellcraft +8, Spot +6

Feats Combat Casting, Extra Turning, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 10

Alignment Lawful Good

Languages Common, Gnome

Combat Gear +1 half plate, +1 frost heavy mace, javelin

Cleric Spells Prepared (CL 10, +8 melee touch, +8 ranged touch):

5 (DC 18, 2/day) - Cure Light Wounds, Mass, Raise Dead, Righteous MightD

4 (DC 17, 3/day) - Cure Critical Wounds, Cure Critical Wounds, Neutralize Poison, Spell ImmunityD

3 (DC 16, 4/day) - Cure Serious WoundsD, Cure Serious Wounds, Protection from Energy, Remove Curse, Remove Disease

2 (DC 15, 5/day) - Bear's Endurance, Bull's StrengthD, Delay Poison, Lesser Restoration, Shield Other, Spiritual Weapon

1 (DC 14, 5/day) - Bless, Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection from Evil

0 (DC 13, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 12

Size/Type Medium Humanoid (human) Male Cleric of Pelor 12

Hit Dice 12d8 (52 hp)

Initiative +1

Speed 20 ft.

Armor Class 18 (+8 armor), touch 10, flat-footed 18

Base Attack/Grapple +9/+10

Attack +1 frost heavy mace +12 melee (1d8+2 plus 1d6 cold) or javelin +10 ranged (1d6+1)

Full Attack +1 frost heavy mace +12/+7 melee (1d8+2 plus 1d6 cold) or javelin +10/+5 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Combat Casting, Dodge, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +8, Ref +7, Will +12

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 18 Cha 14

Skills Concentration +3, Diplomacy +13, Heal +16,

Knowledge (Religion) +15, Sense Motive +9, Spellcraft +8, Spot +8

Feats Combat Casting, Dodge, Extra Turning, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 12

Alignment Lawful Good

Languages Common, Gnome

Combat Gear +1 Half Plate, +1 Frost Heavy Mace, Javelin

Cleric Spells Prepared (CL 12, +10 melee touch, +10 ranged touch):

6 (DC 20, 2/day) – HealD, Mass Bull's Strength, Mass, Mass Cure Moderate Wounds

5 (DC 19, 3/day) - Cure Light Wounds, Mass, Flame Strike, Raise Dead, Righteous MightD

4 (DC 18, 4/day) - Cure Critical Wounds, Cure Critical Wounds, Divine Power, Neutralize Poison, Spell ImmunityD

3 (DC 17, 5/day) - Cure Serious WoundsD, Cure Serious Wounds, Magic Circle against Evil, Protection from Energy, Remove Curse, Remove Disease

2 (DC 16, 5/day) - Bear's Endurance, Bull's StrengthD, Delay Poison, Lesser Restoration, Shield Other, Spiritual Weapon

1 (DC 15, 6/day) - Bless, Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection

from Evil, Shield of Faith

0 (DC 14, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dodge +1 to AC vs attacks from one opponent.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 14

Size/Type Medium Humanoid (human) Male Cleric of Pelor 14

Hit Dice 14d8 (60 hp)

Initiative +1

Speed 20 ft.

Armor Class 18 (+8 armor), touch 10, flat-footed 18

Base Attack/Grapple +10/+11

Attack +2 mithral icy burst heavy mace +14 melee (1d8+3 plus 1d6 cold plus 1d10 cold on a critical hit) or javelin +11 ranged (1d6+1)

Full Attack +2 mithral icy burst heavy mace +14/+9 melee (1d8+3 plus 1d6 cold plus 1d10 cold on a critical hit) or javelin +11/+6 ranged (1d6+1)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Combat Casting, Dodge, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +9, Ref +7, Will +13

Abilities Str 12 Dex 13 Con 11 Int 12 Wis 18 Cha 14

Skills Concentration +4, Diplomacy +14, Heal +17, Knowledge (Religion) +16, Sense Motive +10, Spellcraft +10, Spot +8

Feats Combat Casting, Dodge, Extra Turning, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 14

Alignment Lawful Good

Languages Common, Gnome

Combat Gear +1 Half Plate, +2 mithral icy burst heavy mace, Javelin

Cleric Spells Prepared (CL 14, +11 melee touch, +11 ranged touch):

7 (DC 21, 2/day) – Greater Restoration, Mass Cure Serious Wounds, Regenerated

6 (DC 20, 3/day) – HealD, Heal, Mass Bull's Strength, Mass Cure Moderate Wounds

5 (DC 19, 3/day) – Flame Strike, Mass Cure Light Wounds, Raise Dead, Righteous MightD

4 (DC 18, 5/day) - Cure Critical Wounds, Divine Power, Greater Magic Weapon, Neutralize Poison, Restoration, Spell ImmunityD

3 (DC 17, 5/day) - Cure Serious WoundsD, Cure Serious Wounds, Magic Circle against Evil, Protection from Energy, Remove Curse, Remove Disease

2 (DC 16, 6/day) - Bear's Endurance, Bull's StrengthD,

Delay Poison, Lesser Restoration, Shield Other, Spiritual Weapon, Status

1 (DC 15, 6/day) - Bless, Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection from Evil, Shield of Faith

0 (DC 14, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dodge +1 to AC vs attacks from one opponent.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 16

Size/Type Medium Humanoid (human) Male Cleric of Pelor 16

Hit Dice 16d8+16 (84 hp)

Initiative +5

Speed 20 ft.

Armor Class 22 (+1 Dex, +11 armor), touch 11, flat-footed 21

Base Attack/Grapple +12/+13

Attack +4 axiomatic icy burst heavy mace +15 melee (1d8+5 plus 1d6 cold plus 1d8 cold on critical hit; plus 2d6 against chaotic alignment) or +2 thundering returning javelin +15 ranged (1d6+3 plus 1d8 sonic on a critical hit)

Full Attack +4 axiomatic icy burst heavy mace +15/+10/+5 melee (1d8+5 plus 1d6 cold plus 1d8 cold on critical hit; plus 2d6 against chaotic alignment) or +2 thundering returning javelin +15/+10/+5 ranged (1d6+3 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Combat Casting, Dodge, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +11, Ref +8, Will +14

Abilities Str 12 Dex 13 Con 12 Int 12 Wis 18 Cha 14
Skills Concentration +7, Diplomacy +16, Heal +17, Knowledge (Religion) +17, Sense Motive +10, Spellcraft +11, Spot +9

Feats Combat Casting, Dodge, Extra Turning, Improved Initiative, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 16

Alignment Lawful Good

Languages Common, Gnome

Possessions Potion of Barkskin +3, Potion of Darkvision, Strand of Prayer Beads (Greater); Combat Gear +2 Thundering Returning Javelin, +3 Full Plate, +4 Axiomatic Icy Burst Heavy Mace

Cleric Spells Prepared (CL 16, +13 melee touch, +13 ranged touch):

8 (DC 22, 2/day) - Fire Storm, Holy Aura, Mass Cure Critical WoundsD

7 (DC 21, 3/day) - Greater Restoration, Mass Cure Serious Wounds, RegenerateD, Resurrection

6 (DC 20, 3/day) - HealD, Heal, Mass Bull's Strength, Mass Cure Moderate Wounds

5 (DC 19, 4/day) - Flame Strike, Hallow, Mass Cure Light Wounds, Raise Dead, Righteous MightD

4 (DC 18, 5/day) - Cure Critical Wounds, Divine Power, Greater Magic Weapon, Neutralize Poison, Restoration, Spell Immunity

3 (DC 17, 6/day) - Cure Serious WoundsD, Cure Serious Wounds, Magic Circle against Evil, Magic Vestment, Protection from Energy, Remove Curse, Remove Disease

2 (DC 16, 6/day) - Bear's Endurance, Bull's StrengthD, Delay Poison, Lesser Restoration, Shield Other, Spiritual Weapon, Status

1 (DC 15, 6/day) - Bless, Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection from Evil, Shield of Faith

0 (DC 14, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dodge +1 to AC vs attacks from one opponent.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Sven Silvermane Cleric 18

Size/Type Medium Humanoid (human) Male Cleric of Pelor 18

Hit Dice 18d8+18 (94 hp)

Initiative +5

Speed 20 ft.

Armor Class 22 (+1 Dex, +11 armor), touch 11, flat-footed 21

Base Attack/Grapple +13/+14

Attack +4 axiomatic icy burst heavy mace +16 melee (1d8+5 plus 1d6 cold plus 1d8 cold on critical hit; plus 2d6 against chaotic alignment) or +2 thundering returning javelin +16 ranged (1d6+3 plus 1d8 sonic on a critical hit)

Full Attack +4 axiomatic icy burst heavy mace +16/+11/+6 melee (1d8+5 plus 1d6 cold plus 1d8 cold on critical hit; plus 2d6 against chaotic alignment) or +2 thundering returning javelin +16/+11/+6 ranged (1d6+3 plus 1d8 sonic on a critical hit)

Space/Reach 5 ft./5 ft.

Special Attacks Spells, turn undead

Special Qualities Aura (Ex), Cast Healing spells at +1 caster level, Combat Casting, Dodge, Feat of Strength (1 round/day) (Su), Healing, Spontaneous Casting, Strength, Turn Undead (Su)

Saves Fort +12, Ref +9, Will +15

Abilities Str 12 Dex 13 Con 12 Int 12 Wis 18 Cha 14
Skills Concentration +9, Diplomacy +18, Heal +19, Knowledge (Religion) +17, Sense Motive +10, Spellcraft +13, Spot +9

Feats Combat Casting, Dodge, Extra Turning, Improved Critical (Heavy Mace), Improved Initiative, Lightning Reflexes, Skill Focus (Heal), Weapon Focus (Heavy Mace)

Challenge Rating 18

Alignment Lawful Good

Languages Common, Gnome

Possessions Potion of Barkskin +3, Potion of Darkvision, Strand of Prayer Beads (Greater); Combat Gear +2 Thundering Returning Javelin, +3 Full Plate of Moderate Fortification, +4 Axiomatic Icy Burst Heavy Mace

Cleric Spells Prepared (CL 18, +14 melee touch, +14 ranged touch):

8 (DC 22, 3/day) - Fire Storm, Holy Aura, Mass Cure Critical WoundsD, Shield of Law

7 (DC 21, 3/day) - Greater Restoration, Mass Cure Serious Wounds, RegenerateD, Resurrection,

6 (DC 20, 4/day) - , HealD, Heal, Mass Bear's Endurance, Mass Bull's Strength, Mass Cure Moderate Wounds

5 (DC 19, 4/day) - Flame Strike, Hallow, Mass Cure Light Wounds, Raise Dead, Righteous MightD

4 (DC 18, 6/day) - Cure Critical Wounds, Discern Lies, Divine Power, Greater Magic Weapon, Neutralize Poison, Restoration, Spell ImmunityD

3 (DC 17, 6/day) - Cure Serious WoundsD, Cure Serious Wounds, Magic Circle against Evil, Magic Vestment, Protection from Energy, Remove Curse, Remove Disease

2 (DC 16, 6/day) - Bear's Endurance, Bull's Strength, Delay Poison, Lesser Restoration, Shield Other, Spiritual Weapon, Status

1 (DC 15, 6/day) - Bless, Bless Water, Cure Light WoundsD, Divine Favor, Magic Weapon, Protection from Evil, Shield of Faith

0 (DC 14, 6/day) - Detect Magic, Guidance, Light, Purify Food and Drink, Read Magic, Virtue

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Dodge +1 to AC vs attacks from one opponent.

Healing You cast healing spells at +1 caster level.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 1

Size/Type Medium Humanoid (human) Male Paladin
1

Hit Dice 1d0 (10 hp)

Initiative +0

Speed 20 ft.

Armor Class 17 (+5 armor, +2 shield), touch 10, flat-footed 17

Base Attack/Grapple +1/+3

Attack longsword +4 melee (1d8+2/19-20) or heavy crossbow +1 ranged (1d10)

Full Attack longsword +4 melee (1d8+2/19-20) or heavy crossbow +1 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (1/day)

Special Qualities Aura of Good, detect evil

Saves Fort +2, Ref +0, Will +3

Abilities Str 15 Dex 10 Con 11 Int 13 Wis 16 Cha 14

Skills Diplomacy +8, Handle Animal +4, Heal +5, Knowledge (Nobility & Royalty) +4, Knowledge (Religion) +3, Ride +2, Sense Motive +5

Feats Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 1

Alignment Lawful Good

Languages Celestial, Common

Combat Gear Chainmail, Heavy Crossbow, Longsword, Heavy Wooden Shield
Paladin

Spell-Like Abilities:

At-will-Detect Evil (Sp)

SPECIAL ABILITIES

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Smite Evil (1/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Thyron Warstriker Paladin 3

Size/Type Medium Humanoid (human) Male Paladin

3

Hit Dice 3d10 (20 hp)

Initiative +5

Speed 20 ft.

Armor Class 17 (+5 armor, +2 shield), touch 10, flat-footed 17

Base Attack/Grapple +3/+5

Attack longsword +6 melee (1d8+2/19-20) or heavy crossbow +3 ranged (1d10)

Full Attack longsword +6 melee (1d8+2/19-20) or heavy crossbow +3 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (1/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Divine Grace (Su), Lay on Hands (Su)

Saves Fort +5, Ref +3, Will +6

Abilities Str 15 Dex 10 Con 11 Int 13 Wis 16 Cha 14

Skills Diplomacy +9, Handle Animal +4, Heal +5, Knowledge (Nobility & Royalty) +5, Knowledge (Religion) +4, Ride +2, Sense Motive +6, Spot +5

Feats Improved Initiative, Skill Focus (Diplomacy),

Weapon Focus (Longsword)

Challenge Rating 3

Alignment Lawful Good

Languages Celestial Common

Combat Gear Chainmail, Heavy Crossbow, Longsword, Heavy Wooden Shield

Spell-Like Abilities:

At-will-Detect Evil (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Smite Evil (1/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Thyron Warstriker Paladin 6

Size/Type Medium Humanoid (human) Male Paladin 6

Hit Dice 6d10 (35 hp)

Initiative +5

Speed 20 ft.

Armor Class 17 (+5 armor, +2 shield), touch 10, flat-footed 17

Base Attack/Grapple +6/+8

Attack +1 longsword +10 melee (1d8+3/19-20) or heavy crossbow +6 ranged (1d10)

Full Attack +1 longsword +10/+5 melee (1d8+3/19-20) or heavy crossbow +6/+1 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (2/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Divine Grace (Su), Lay on Hands (Su), Turn Undead (Su)

Saves Fort +7, Ref +4, Will +7

Abilities Str 15 Dex 10 Con 11 Int 13 Wis 17 Cha 14

Skills Diplomacy +13, Handle Animal +5, Heal +7, Knowledge (Nobility & Royalty) +7, Knowledge (Religion) +6, Ride +3, Sense Motive +6, Spot +6

Feats Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 6

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Longsword, Chainmail, Heavy Crossbow, Heavy Wooden Shield

Paladin Spells Prepared (CL 6, +8 melee touch, +6 ranged touch):

1 (DC 14, 2/day) - Bless Weapon, Protection from Evil

Spell-Like Abilities:

At-will-Detect Evil (Sp)

1/day-Remove Disease (1/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (1/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (2/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 8

Size/Type Medium Humanoid (human) Male Paladin 8

Hit Dice 8d10 (45 hp)

Initiative +4

Speed 20 ft.

Armor Class 20 (+8 armor, +2 shield), touch 10, flat-footed 20

Base Attack/Grapple +8/+11

Attack +1 flaming longsword +13 melee (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +8 ranged (1d10)

Full Attack +1 flaming longsword +13/+8 melee (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +8/+3 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (2/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Divine Grace (Su), Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +8, Ref +4, Will +7

Abilities Str 16 Dex 10 Con 11 Int 13 Wis 17 Cha 14

Skills Concentration +2, Diplomacy +14, Handle Animal +6, Heal +8, Knowledge (Nobility & Royalty) +7, Knowledge (Religion) +6, Ride +4, Sense Motive +6, Spot +7

Feats Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 8

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Half Plate, +1 Flaming Longsword, Heavy Crossbow Heavy Steel Shield

Paladin Spells Prepared (CL 8, +11 melee touch, +8 ranged touch):

2 (DC 15, 1/day) - Resist Energy

1 (DC 14, 2/day) - Bless Weapon, Protection from Evil

Spell-Like Abilities:

At-will-Detect Evil (Sp)

1/day-Remove Disease (1/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (1/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (2/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 10

Size/Type Medium Humanoid (human) Male Paladin 10

Hit Dice 10d10 (55 hp)

Initiative +4

Speed 20 ft.

Armor Class 20 (+8 armor, +2 shield), touch 10, flat-footed 20

Base Attack/Grapple +10/+13

Attack +1 flaming longsword +15 (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +10 ranged (1d10)

Full Attack +1 flaming longsword +15/+10 (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +10/+5 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (3/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Cleave, Divine Grace (Su), Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +9, Ref +5, Will +8

Abilities Str 16 Dex 10 Con 11 Int 13 Wis 17 Cha 14

Skills Concentration +3, Diplomacy +16, Handle Animal +7, Heal +9, Knowledge (Nobility & Royalty) +8, Knowledge (Religion) +7, Ride +7, Sense Motive +6, Spot +7

Feats Cleave, Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 10

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Half Plate, +1 Flaming Longsword, Heavy Crossbow, Heavy Steel Shield

Paladin Spells Prepared (CL 10, +13 melee touch, +10 ranged touch):

2 (DC 15, 2/day) - Bull's Strength, Resist Energy

1 (DC 14, 2/day) - Bless Weapon, Protection from Evil

Spell-Like Abilities:

At-will-Detect Evil (Sp)

2/day-Remove Disease (2/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Cleave If you kill a creature, you get an extra attack.

Detect Evil (Sp) You can use Detect Evil at will (as the

spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (2/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (3/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 12

Size/Type Medium Humanoid (human) Male Paladin 12

Hit Dice 12d10 (63 hp)

Initiative +4

Speed 20 ft.

Armor Class 20 (+8 armor, +2 shield), touch 10, flat-footed 20

Base Attack/Grapple +12/+15

Attack +1 flaming longsword +17 melee (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +12 ranged (1d10)

Full Attack +1 flaming longsword +17/+12/+7 melee (1d8+4 plus 1d6 fire/19-20) or heavy crossbow +12/+7/+2 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (3/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Cleave, Divine Grace (Su), Great Cleave, Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +10, Ref +6, Will +10

Abilities Str 16 Dex 10 Con 11 Int 13 Wis 18 Cha 14

Skills Concentration +3, Diplomacy +16, Handle Animal +8, Heal +13, Knowledge (Nobility & Royalty) +8, Knowledge (Religion) +7, Ride +8, Sense Motive +8, Spot +9,

Feats Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 12

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Half Plate, +1 Flaming Longsword, Heavy Crossbow, Heavy Steel Shield

Paladin Spells Prepared (CL 12, +15 melee touch, +12 ranged touch):

3 (DC 17, 2/day) - Magic Circle against Evil, Prayer

2 (DC 16, 2/day) - Bull's Strength, Resist Energy

1 (DC 15, 2/day) - Bless Weapon, Protection from Evil

Spell-Like Abilities:

At-will-Detect Evil (Sp)

3/day-Remove Disease (3/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Cleave If you kill a creature, you get an extra attack.
Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Great Cleave You can use Cleave an unlimited number of times per round.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (3/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (3/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 14

Size/Type Medium Humanoid (human) Male Paladin 14

Hit Dice 14d10 (73 hp)

Initiative +4

Speed 20 ft.

Armor Class 20 (+8 armor, +2 shield), touch 10, flat-footed 20

Base Attack/Grapple +14/+17

Attack +2 flaming burst longsword +20 (1d8+5 plus 1d6 fire/19-20; 1d10 fire on a critical hit) or heavy crossbow +14 ranged (1d10)

Full Attack +2 flaming burst longsword +20/+15/+10 (1d8+5 plus 1d6 fire/19-20; 1d10 fire on a critical hit) or heavy crossbow +14/+9/+4 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (3/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Cleave, Divine Grace (Su), Great Cleave, Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +11, Ref +6, Will +10

Abilities Str 16 Dex 10 Con 11 Int 13 Wis 18 Cha 14
Skills Balance -8, Climb -5, Concentration +3, Diplomacy +18, Escape Artist -8, Handle Animal +9, Heal +13, Hide -8, Jump -11, Knowledge: Nobility & Royalty +9, Knowledge: Religion +9, Move Silently -8, Ride +9, Sense Motive +9, Spot +10, Swim -13

Feats Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 14

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Half Plate, +2 Flaming Burst Longsword, Heavy Crossbow, Heavy Steel Shield

Paladin Spells Prepared (CL 14, +17 melee touch, +14 ranged touch):

4 (DC 18, 1/day) - Dispel Evil

3 (DC 17, 2/day) - Magic Circle against Evil, Prayer

2 (DC 16, 2/day) - Bull's Strength, Resist Energy

1 (DC 15, 3/day) - Bless Weapon, Protection from Evil, Resistance

Spell-Like Abilities:

At-will-Detect Evil (Sp)

3/day-Remove Disease (3/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Cleave If you kill a creature, you get an extra attack.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Great Cleave You can use Cleave an unlimited number of times per round.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (3/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (3/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 16

Size/Type Medium Humanoid (human) Male Paladin 16

Hit Dice 16d10+16 (99 hp)

Initiative +4

Speed 20 ft.

Armor Class 22 (+8 armor, +4 shield), touch 10, flat-footed 22

Base Attack/Grapple +16/+19

Attack +2 flaming burst longsword +22 melee (1d8+5 plus 1d6 fire/19-20; 1d10 fire on critical hit) or heavy crossbow +16 ranged (1d10)

Full Attack +2 flaming burst longsword +22/+17/+12/+7 melee (1d8+5 plus 1d6 fire/19-20; 1d10 fire on critical hit) or heavy crossbow +16/+11/+6/+1 ranged (1d10)

Space/Reach 5 ft./5 ft.

Special Attacks smite evil (4/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Cleave, Divine Grace (Su), Great Cleave, Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +13, Ref +7, Will +11

Abilities Str 16 Dex 10 Con 12 Int 13 Wis 18 Cha 14

Skills Concentration +5, Diplomacy +18, Handle Animal +9, Heal +14, Knowledge (Nobility & Royalty) +10, Knowledge (Religion) +10, Ride +10, Sense Motive +10, Spot +11

Feats Cleave, Extra Turning, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 16

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +1 Half Plate, +2 Flaming Burst Longsword, +2 Heavy Steel Shield of Spell Resistance (15), Heavy Crossbow,

Paladin Spells Prepared (CL 16, +19 melee touch, +16 ranged touch):

4 (DC 18, 2/day) - Dispel Evil, Holy Sword

3 (DC 17, 2/day) - Magic Circle against Evil, Prayer

2 (DC 16, 3/day) - Bull's Strength, Resist Energy, Shield Other

1 (DC 15, 3/day) - Bless Weapon, Protection from Evil, Resistance

Spell-Like Abilities:

At-will-Detect Evil (Sp)

4/day-Remove Disease (4/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Cleave If you kill a creature, you get an extra attack.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Great Cleave You can use Cleave an unlimited number of times per round.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (4/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (4/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Thyron Warstriker Paladin 18

Size/Type Medium Humanoid (human) Male Paladin 18

Hit Dice 18d10+18 (111 hp)

Initiative +4

Speed 20 ft.

Armor Class 24 (+10 armor, +4 shield), touch 10, flat-footed 24

Base Attack/Grapple +18/+21

Attack +2 flaming burst longsword +24 melee (1d8+5 plus 1d6 fire/17-20; 1d10 fire on a critical hit) or heavy crossbow +18 ranged (1d10)

Full Attack +2 flaming burst longsword +24/+19/+14/+9 melee (1d8+5 plus 1d6 fire/17-20; 1d10 fire on a critical hit) or heavy crossbow +18/+13/+8/+3 ranged (1d10)

Space/Reach 5 ft./5f t.

Special Attacks smite evil (4/day)

Special Qualities Aura of Courage (Su), Aura of Good (Ex), Cleave, Divine Grace (Su), Great Cleave, Lay on Hands (Su), Power Attack, Turn Undead (Su)

Saves Fort +14, Ref +8, Will +12

Abilities Str 16 Dex 10 Con 12 Int 13 Wis 18 Cha 14

Skills Concentration +7, Diplomacy +20, Handle Animal +10, Heal +15, Knowledge (Nobility & Royalty) +11, Knowledge (Religion) +11, Ride +10, Sense Motive +10, Spot +11

Feats Cleave, Extra Turning, Great Cleave, Improved Critical (Longsword), Improved Initiative, Power Attack, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Challenge Rating 18

Alignment Lawful Good

Languages Celestial, Common

Combat Gear +2 Full Plate, +2 Flaming Longsword, +2 Heavy Steel Shield of Spell Resistance (15), Heavy Crossbow

Paladin Spells Prepared (CL 18, +21 melee touch, +18 ranged touch):

4 (DC 18, 2/day) - Dispel Evil, Holy Sword

3 (DC 17, 3/day) - Daylight, Magic Circle against Evil, Prayer

2 (DC 16, 3/day) - Bull's Strength, Resist Energy, Shield Other

1 (DC 15, 4/day) - Bless, Bless Weapon, Protection from Evil, Resistance

Spell-Like Abilities:

At-will-Detect Evil (Sp)

5/day-Remove Disease (5/week) (Sp)

SPECIAL ABILITIES

Aura of Courage (Su) You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Cleave If you kill a creature, you get an extra attack.

Detect Evil (Sp) You can use Detect Evil at will (as the spell).

Divine Grace (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Great Cleave You can use Cleave an unlimited number of times per round.

You are immune to diseases.

Lay on Hands (Su) You can heal Paladin Level * Charisma Bonus HP per day.

Power Attack You can subtract from your attack roll to add to your damage.

Remove Disease (5/week) (Sp) You can use Remove Disease (as the spell).

Smite Evil (4/day) (Su) +Charisma Bonus to hit, +Paladin Level to damage when used.

Turn Undead (Su) A good cleric can turn undead; an evil cleric can rebuke undead.

Goldsneezer CR 1

XP 400

CG Small gnome Sorcerer 1

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

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 5 (1d6+1)

Fort +1; Ref +2; Will +2

OFFENSE

Speed 20 ft.

Melee -1 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +1 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 1)

1/day - dancing lights (DC 15), ghost sounds (DC 15), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 4) - detect magic, mage hand, mending, open close

1 (spells known 2; 4/day) - identify, unseen servant

STATISTICS

Str 11; Dex 14; Con 13; Int 12; Wis 12; Cha 16

Base Atk +0; CMB -1; CMD 11

Feats Eschew MaterialsB, Spell Focus (Illusion)

Skills Appraise +5, Knowledge (arcana) +5, Spellcraft +5

Special Qualities Bloodline (protean), bloodline arcana, bloodline power, cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Goldsneezer CR 3

XP 800

CG Small gnome Sorcerer 3

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

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 size)

hp 12 (3d6+1)

Fort +2; Ref +3; Will +4

Resist acid 5

OFFENSE

Speed 20 ft.

Melee +0 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +2 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 3)

1/day - dancing lights (DC 15), ghost sounds (DC 15), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 5) - detect magic, light, mage hand, mending, open close, read magic

1 (spells known 3; 6/day) - entropic shieldB, grease, identify, unseen servant

STATISTICS

Str 11; Dex 14; Con 13; Int 12; Wis 12; Cha 16

Base Atk +1; CMB +0; CMD 12

Feats Dodge, Eschew MaterialsB, Spell Focus (Illusion)

Skills Appraise +5, Knowledge (arcana) +7, Knowledge (local) +3, Spellcraft +7

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protoplasm), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round

to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Goldsneezer CR 6

XP 2,400

CG Small gnome Sorcerer 6

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 27 (6d6+1 plus 6)

Fort +2; Ref +4; Will +6

Resist acid 5

OFFENSE

Speed 20 ft.

Melee +2 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +4 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 6)

1/day - dancing lights (DC 15), ghost sounds (DC 15), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 7) - arcane mark, detect magic, light, mage hand, mending, open/close, read magic

1 (spells known 4; 7/day) - comprehend languages, entropic shieldB, grease, identify, unseen servant

2 (spells known 2; 6/day) - blurB, locate object, mirror image

3 (spells known 1; 4/day) - arcane sight, blink, daylight

STATISTICS

Str 11; Dex 14; Con 13; Int 12; Wis 12; Cha 17

Base Atk +3; CMB +2; CMD 14

Feats Dodge, Eschew MaterialsB, Spell Focus (Illusion), Toughness

Skills Appraise +6, Knowledge (arcana) +8, Knowledge (local) +4, Perception +2, Spellcraft +8, Use Magic Device +7

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protoplasm), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity
Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Goldsneezer CR 8

XP 4,800

CG Small gnome Sorcerer 8

Init +2; Senses low-light vision; Perception +3

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 36 (8d6+1 plus 8)

Fort +2; Ref +4; Will +7

Resist acid 5

OFFENSE

Speed 20 ft.

Melee +3 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +5 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 8)

1/day - dancing lights (DC 16), ghost sounds (DC 16), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 8) - arcane mark, detect magic, detect poison, light, mage hand, mending, open/close, read magic

1 (spells known 5; 7/day) - comprehend languages, entropic shieldB, grease, hold portal, identify, unseen servant

2 (spells known 3; 7/day) - blurB, locate object, mirror image, obscure object

3 (spells known 2; 6/day) - arcane sight, daylight, gaseous formB

4 (spells known 1; 4/day) - locate creature

STATISTICS

Str 11; Dex 14; Con 13; Int 12; Wis 12; Cha 18

Base Atk +4; CMB +4; CMD 15

Feats Agile Maneuvers, Dodge, Eschew MaterialsB, Spell Focus (Illusion), Toughness

Skills Appraise +7, Knowledge (arcana) +9, Knowledge (local) +5, Perception +3, Spellcraft +9, Use Magic Device +9

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protoplasm), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity
Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Goldsneezer CR 10

XP 9,600

CG Small gnome Sorcerer 10

Init +2; Senses low-light vision; Perception +4

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 46 (10d6+1 plus 10)

Fort +3; Ref +5; Will +8

Resist acid 10

OFFENSE

Speed 20 ft.

Melee +4 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +6 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 10)

2/day - haunted fey aspect

1/day - dancing lights (DC 16), ghost sounds (DC 16), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 9) - arcane mark, detect magic, detect poison, light, mage hand, mending, message, open/close, read magic

1 (spells known 6; 7/day) - comprehend languages, detect secret doors, entropic shieldB, hold portal, identify, mage armor, unseen servant

2 (spells known 5; 7/day) - blurB, glitterdust, locate object, mirror image, obscure object, see invisibility

3 (spells known 4; 7/day) - arcane sight, daylight, dispel magic, gaseous formB, secret page

4 (spells known 3; 6/day) - confusionB, locate creature, rainbow pattern (DC 19)

5 (spells known 1; 4/day) - seeming

STATISTICS

Str 11; Dex 14; Con 13; Int 12; Wis 12; Cha 18

Base Atk +5; CMB +5; CMD 16

Feats Agile Maneuvers, Dodge, Eschew MaterialsB,

Haunted Gnome, Spell Focus (Illusion), Toughness

Skills Appraise +8, Knowledge (arcana) +10, Knowl-

edge (local) +6, Perception +4, Spellcraft +10, Use

Magic Device +10

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protean resistance), bloodline power (protoplasm), bloodline power (reality ripple),

cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Bloodline Power: Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Goldsneezer CR 12

XP 19,200

CG Small gnome Sorcerer 12

Init +2; Senses low-light vision; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 bracers of armor, +2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 56 (12d6+2 plus 12)

Fort +5; Ref +6; Will +9

Resist acid 10

OFFENSE

Speed 20 ft.

Melee +5/-1 Gnome hooked hammer (1d6/1d4; x3/x4)

Ranged +7/+2 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 12)

2/day - haunted fey aspect

1/day - dancing lights (DC 16), ghost sounds (DC 16), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 9) - arcane mark, detect magic, detect poison, light, mage hand, mending, message, open/close, read magic

1 (spells known 5; 7/day) - comprehend languages, detect secret doors, entropic shieldB, hold portal, identify, mage armor, unseen servant

2 (spells known 5; 7/day) - blurB, glitterdust, locate object, mirror image, obscure object, see invisibility

3 (spells known 4; 7/day) - arcane sight, daylight, dispel magic, gaseous formB, secret page

4 (spells known 3; 6/day) - confusionB, locate creature, rainbow pattern (DC 19)

5 (spells known 2; 4/day) - major creationB, passwall, seeming

6 (spells known 1; 3/day) - true seeing

STATISTICS

Str 11; Dex 14; Con 14; Int 12; Wis 12; Cha 18

Base Atk +6/+1; CMB +6; CMD 17

Feats Agile Maneuvers, Dodge, Eschew MaterialsB,

Haunted Gnome, Low Profile, Spell Focus (Illusion), Toughness

Skills Appraise +9, Knowledge (arcana) +11, Knowledge (local) +8, Knowledge (planes) +5, Perception +4,

Spellcraft +11, Use Magic Device +10

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protean resistance), bloodline power (protoplasm), bloodline power (reality ripple), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Bloodline Power: Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Goldsneezer CR 14

XP 38,400

CG Small gnome Sorcerer 14

Init +2; Senses low-light vision; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 bracers of armor, +2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 65 (14d6+2 plus 14)

Fort +5; Ref +6; Will +10

Resist acid 10

OFFENSE

Speed 20 ft.

Melee +7/+1 +1 frost Gnome hooked hammer
(1d6/1d4 plus 1d6 cold; x3/x4)

Ranged +9/+4 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 14)

2/day - haunted fey aspect

1/day - dancing lights (DC 16), ghost sounds (DC 16), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 9) - arcane mark, detect magic, detect poison, light, mage hand, mending, message, open/close, read magic

1 (spells known 5; 7/day) - comprehend languages, detect secret doors, entropic shieldB, hold portal, identify, mage armor, unseen servant

2 (spells known 5; 7/day) - blurB, glitterdust, locate object, mirror image, obscure object, see invisibility

3 (spells known 4; 7/day) - arcane sight, daylight, dispel magic, gaseous formB, secret page

4 (spells known 4; 7/day) - confusionB, dimension door, fear, locate creature, rainbow pattern (DC 19)

5 (spells known 3; 6/day) - major creationB, passwall, seeming, telekenesis

6 (spells known 2; 5/day) - disintegrateB, true seeing, wall of iron

7 (spells known 1; 3/day) - waves of exhaustion

STATISTICS

Str 11; Dex 14; Con 14; Int 12; Wis 12; Cha 18

Base Atk +7/+2; CMB +7; CMD 25

Feats Agile Maneuvers, Defensive Combat TrainingB, Dodge, Eschew MaterialsB, Haunted Gnome, Low Profile, Spell Focus (Illusion), Toughness

Skills Appraise +10, Knowledge (arcana) +12, Knowledge (local) +8, Knowledge (planes) +6, Perception +5, Spellcraft +12, Use Magic Device +11

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protean resistance), bloodline power (protoplasm), bloodline power (reality ripple), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Gear +3 bracers of armor, +1 ring of protection, staff of illusion

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Bloodline Power: Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Goldsneezer CR 16

XP 76,800

CG Small gnome Sorcerer 16

Init +2; Senses low-light vision; Perception +6

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 bracers of armor, +2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 74 (16d6+2 plus 16)

Fort +6; Ref +7; Will +11

Resist acid 10

OFFENSE

Speed 20 ft.

Melee +9/+4 +1 frost Gnome hooked hammer
(1d6/1d4 plus 1d6 cold; x3/x4)

Ranged +10/+5 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 16)

2/day - haunted fey aspect

1/day - dancing lights (DC 16), ghost sounds (DC 16), prestidigitation, speak with animals

Sorcerer Spells

0 (spells known 9) - arcane mark, detect magic, detect poison, light, mage hand, mending, message, open/close, read magic

1 (spells known 5; 7/day) - comprehend languages, detect secret doors, entropic shieldB, hold portal, identify, mage armor, unseen servant

2 (spells known 5; 7/day) - blurB, glitterdust, locate object, mirror image, obscure object, see invisibility

3 (spells known 4; 7/day) - arcane sight, daylight, dispel magic, gaseous formB, secret page

4 (spells known 4; 7/day) - confusionB, dimension door, fear, locate creature, rainbow pattern (DC 19)

5 (spells known 4; 6/day) - major creationB, passwall, seeming, telekinesis

6 (spells known 3; 6/day) - disintegrateB, legend lore, true seeing, wall of iron

7 (spells known 2; 5/day) - greater polymorphB, phase door, waves of exhaustion

8 (spells known 1; 3/day) - maze

STATISTICS

Str 11; Dex 14; Con 14; Int 12; Wis 12; Cha 19

Base Atk +8; CMB +8; CMD 26

Feats Agile Maneuvers, Defensive Combat TrainingB,

Dodge, Eschew MaterialsB, Haunted Gnome, Low Profile, Over and Under, Spell Focus (Illusion), Toughness Skills Appraise +11, Knowledge (arcana) +13, Knowledge (local) +9, Knowledge (planes) +7, Perception +6, Spellcraft +13, Use Magic Device +11

Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protean resistance), bloodline power (protoplasm), bloodline power (reality ripple), bloodline power (spatial tear), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Gear +3 bracers of armor, +1 ring of protection, staff of illusion

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Bloodline Power: Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Bloodline Power: Spatial Tear (Sp): At 15th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as dimension door, while also creating a mass of black tentacles centered on your former location. Both of these effects use your sorcerer level as the caster level. At 20th level, you can use this ability twice per day.

Goldsneezer CR 18

XP 153,600

CG Small gnome Sorcerer 18

Init +2; Senses low-light vision; Perception +7

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 bracers of armor, +2 Dex, +1 dodge, +1 ring of protection, +1 size)

hp 83 (18d6+2 plus 18)

Fort +7; Ref +8; Will +12

Resist acid 10

OFFENSE

Speed 20 ft.

Melee +10/+5 +1 frost Gnome hooked hammer

(1d6/1d4 plus 1d6 cold; x3/x4)

Ranged +11/+6 dart (1d3)

Space 5 ft.; Reach 5 ft.

Special Attacks protoplasm, spell-like abilities, spells

Spell-like Abilities (CL 18)

2/day - *haunted fey aspect*, *identify*

1/day - *dancing lights* (DC 16), *ghost sounds* (DC 16), *prestidigitation*, *speak with animals*

Sorcerer Spells

0 (spells known 9) - *arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*

1 (spells known 5; 7/day) - *comprehend languages*, *detect secret doors*, *entropic shield*^B, *hold portal*, *identify*, *mage armor*, *unseen servant*

2 (spells known 5; 7/day) - *blur*^B, *glitterdust*, *locate object*, *mirror image*, *obscure object*, *see invisibility*

3 (spells known 4; 7/day) - *arcane sight*, *daylight*, *dispel magic*, *gaseous form*^B, *secret page*

4 (spells known 4; 7/day) - *confusion*^B, *dimension door*, *fear*, *locate creature*, *rainbow pattern* (DC 19)

5 (spells known 4; 6/day) - *major creation*^B, *pass-wall*, *seeming*, *telekinesis*

6 (spells known 3; 6/day) - *disintegrate*^B, *legend lore*, *true seeing*, *wall of iron*

7 (spells known 3; 6/day) - *greater polymorph*^B, *phase door*, *vision*, *waves of exhaustion*

8 (spells known 2; 5/day) - *mass charm monster*, *maze*, *polymorph any object*^B

9 (spells known 1; 3/day) - *foresight*

STATISTICS

Str 11; Dex 14; Con 14; Int 12; Wis 12; Cha 19

Base Atk +9; CMB +9; CMD 27

Feats Agile Maneuvers, Defensive Combat Training^B, Dodge, Eschew Materials^B, Haunted Gnome, Low Profile, Minor Spell Expertise, Spell Focus (Illusion), Toughness, Under and Over

Skills 6 Appraise +11, Knowledge (arcana) +14, Knowledge (local) +10, Knowledge (planes) +8, Perception +7, Spellcraft +14, Use Magic Device +12
Special Qualities Bloodline (protean), bloodline arcana, bloodline power (protean resistance), bloodline power (protoplasm), bloodline power (reality ripple), bloodline power (spatial tear), cantrips, defensive training, gnome magic, hatred, illusion resistance, keen senses, obsessive, weapon familiarity

Languages Common, Gnome, Sylvan

Gear +3 bracers of armor, +1 ring of protection, staff of illusion

Bloodline Arcana: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Bloodline Power: Protoplasm (Sp): At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Bloodline Power: Protean Resistances (Ex): At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

Bloodline Power: Reality Wrinkle (Sp): At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Bloodline Power: Spatial Tear (Sp): At 15th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as dimension door, while also creating a mass of black tentacles centered on your former location. Both of these effects use your sorcerer level as the caster level. At 20th level, you can use this ability twice per day.

Gregor Hawthorne CR 1

XP 400

Human Ranger 2

NG Medium Humanoid (human)

Init +2; Senses -; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 20 (2d10+5)

Fort +4, Ref +5, Will +3

OFFENSE

Speed 30 ft.

Melee Battleaxe +3 (1d8+1/x3)

Ranged Longbow +4 (1d8/x3)

Special Attacks favored enemy (evil outsiders +2)

Ranger Spells Prepared (CL 0):

STATISTICS

Str 13, Dex 15, Con 12, Int 12, Wis 16, Cha 11

Base Atk +2; CMB +3; CMD 15

Feats Point Blank Shot, Skill Focus (Stealth), Toughness

Skills Handle Animal +5, Heal +8, Intimidate +5,

Knowledge (geography) +6 (+8 vs. evil outsiders),

Knowledge (nature) +6 (+8 vs. evil outsiders), Perception

+8 (+10 vs. evil outsiders), Ride +7, Sense Motive

+3 (+5 vs. evil outsiders), Stealth +10, Survival +8 (+10

vs. evil outsiders, +9 to track)

Languages Common, Gnome

SQ combat styles (archery), track, wild empathy

Other Gear Leaf armor, Battleaxe, Longbow, 2 gp

SPECIAL ABILITIES

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Track +1 Add the listed bonus to survival checks made to track.

Wild Empathy +2 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Gregor Hawthorne CR 3

mal, as if using Diplomacy.

XP 800

Human Ranger 4

NG Medium Humanoid (human)

Init +3; Senses -; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 33 (4d10+8)

Fort +5 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +7, Will +4

OFFENSE

Speed 30 ft.

Melee Battleaxe +5 (1d8+1/x3)

Ranged Longbow +7 (1d8/x3)

Special Attacks favored enemy (evil outsiders +2)

Ranger Spells Prepared (CL 1):

1 (1/day) Entangle (DC 14)

STATISTICS

Str 13, Dex 16, Con 12, Int 12, Wis 16, Cha 11

Base Atk +4; CMB +5; CMD 18

Feats Endurance, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Toughness

Skills Bluff +2 (+4 vs. evil outsiders), Diplomacy +2, Handle Animal +6, Heal +10, Intimidate +6, Knowledge (geography) +8 (+10 vs. evil outsiders), Knowledge (nature) +8 (+10 vs. evil outsiders), Perception +10 (+12 vs. evil outsiders), Ride +8, Sense Motive +3 (+5 vs. evil outsiders), Stealth +13, Survival +10 (+12 vs. evil outsiders, +12 to track)

Languages Common, Gnome

SQ combat styles (archery), hunter's bonds (companions), track, wild empathy

Other Gear Leaf armor, Battleaxe, Longbow, 6 gp

SPECIAL ABILITIES

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Track +2 Add the listed bonus to survival checks made to track.

Wild Empathy +4 (Ex) Improve the attitude of an ani-

Gregor Hawthorne CR 6

XP 2400

Human Ranger 7

NG Medium Humanoid (human)

Init +3; Senses -; Perception +13

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 54 (7d10+14)

Fort +6 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +8, Will +5

OFFENSE

Speed 30 ft.

Melee Battleaxe +8/+3 (1d8+1/x3)

Ranged Longbow +11/+6 (1d8/x3)

Special Attacks favored enemies (evil outsiders +4, humans +2)

Ranger Spells Prepared (CL 4):

2 (1/day) Barkskin

1 (2/day) Longstrider, Entangle (DC 14)

STATISTICS

Str 13, Dex 16, Con 12, Int 12, Wis 16, Cha 11

Base Atk +7; CMB +8; CMD 21

Feats Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (Longbow)

Skills Bluff +4 (+6 vs. humans, +8 vs. evil outsiders), Diplomacy +4, Escape Artist +5, Handle Animal +7, Heal +13, Intimidate +7, Knowledge (geography) +11 (+13 vs. humans, +15 vs. evil outsiders, +13 while in forest terrain), Knowledge (nature) +11 (+13 vs. humans, +15 vs. evil outsiders), Perception +13 (+15 vs. humans, +17 vs. evil outsiders, +15 while in forest terrain), Ride +11, Sense Motive +3 (+5 vs. humans, +7 vs. evil outsiders), Stealth +18 (+20 while in forest terrain), Survival +13 (+15 vs. humans, +17 vs. evil outsiders, +15 while in forest terrain, +16 to track), Swim +1 (+5 to resist nonlethal damage from exhaustion)

Languages Common, Gnome

SQ combat styles (archery), favored terrain (forest +2), hunter's bonds (companions), track, wild empathy, woodland stride

Other Gear Leaf armor, Battleaxe, Longbow, 20 gp

SPECIAL ABILITIES

Endurance +4 to a variety of fort saves, skill and ability

checks. Sleep in L/M armor with no fatigue.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Track +3 Add the listed bonus to survival checks made to track.

Wild Empathy +7 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne CR 8

XP 4800

Human Ranger 9

NG Medium Humanoid (human)

Init +3; Senses -; Perception +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 68 (9d10+18)

Fort +7 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +9, Will +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee Battleaxe +10/+5 (1d8+1/x3)

Ranged +1 Flaming burst Composite longbow (Str +2) +12/+7 (1d8+2+1d6 fire/x3+2d10 fire)

Special Attacks favored enemies (evil outsiders +4, humans +2)

Ranger Spells Prepared (CL 6):

2 (2/day) Barkskin, Cat's Grace

1 (3/day) Longstrider, Resist Energy, Entangle (DC 14)

STATISTICS

Str 13, Dex 16, Con 12, Int 12, Wis 17, Cha 11

Base Atk +9; CMB +10; CMD 23

Feats Endurance, Improved Precise Shot, Point Blank

Shot, Precise Shot, Skill Focus (Stealth), Stealthy,

Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +6 (+8 vs. humans, +10 vs. evil outsiders),

Diplomacy +6, Escape Artist +5, Handle Animal +8,

Heal +14, Intimidate +8, Knowledge (geography) +13

(+15 vs. humans, +17 vs. evil outsiders, +15 while

in forest terrain, +17 while in underground terrain),

Knowledge (nature) +13 (+15 vs. humans, +17 vs. evil

outsiders), Perception +14 (+16 vs. humans, +18 vs.

evil outsiders, +16 while in forest terrain, +18 while

in underground terrain), Ride +13, Sense Motive +3

(+5 vs. humans, +7 vs. evil outsiders), Stealth +20

(+22 while in forest terrain, +24 while in underground

terrain), Survival +15 (+17 vs. humans, +19 vs. evil

outsiders, +17 while in forest terrain, +19 while in

underground terrain, +19 to track)

Languages Common, Gnome

SQ combat styles (archery), favored terrains (forest +2,

underground +4), hunter's bonds (companions), swift

tracker, track, wild empathy, woodland stride

Other Gear Leaf armor, +1 Flaming burst Composite

longbow (Str +2), Battleaxe, 30 gp

SPECIAL ABILITIES

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +4 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +9 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne CR 10

XP 9600

Human Ranger 11

NG Medium Humanoid (human)

Init +3; Senses darkvision; Perception +15

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 82 (11d10+22)

Fort +8 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +10, Will +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee Battleaxe +12/+7/+2 (1d8+1/x3)

Ranged +1 Flaming burst Composite longbow (Str +2) +14/+9/+4 (1d8+2+1d6 fire/x3+2d10 fire)

Special Attacks favored enemies (evil outsiders +6, fey +2, humans +2)

Ranger Spells Prepared (CL 8):

3 (2/day) Darkvision, Summon Nature's Ally III

2 (2/day) Barkskin, Cat's Grace

1 (3/day) Longstrider, Resist Energy, Entangle (DC 14)

STATISTICS

Str 13, Dex 16, Con 12, Int 12, Wis 17, Cha 11

Base Atk +11; CMB +12; CMD 25

Feats Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Skill Focus (Stealth), Stealthy, Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +9 (+11 vs. fey, +11 vs. humans, +15 vs. evil outsiders), Diplomacy +9, Escape Artist +5, Handle Animal +8, Heal +16, Intimidate +8, Knowledge (geography) +15 (+17 vs. fey, +17 vs. humans, +21 vs. evil outsiders, +17 while in forest terrain, +19 while in underground terrain), Knowledge (nature) +15 (+17 vs. fey, +17 vs. humans, +21 vs. evil outsiders), Perception +15 (+17 vs. fey, +17 vs. humans, +21 vs. evil outsiders, +17 while in forest terrain, +19 while in underground terrain), Ride +14, Sense Motive +3 (+5 vs. fey, +5 vs. humans, +9 vs. evil outsiders), Stealth +27 (+29 while in forest terrain, +31 while in underground terrain), Survival +17 (+19 vs. fey, +19 vs. humans, +23 vs. evil outsiders, +19 while in forest terrain, +21 while in underground terrain, +22 to track)

Languages Common, Gnome

SQ combat styles (archery), favored terrains (forest

+2, underground +4), hunter's bonds (companions), quarry, swift tracker, track, wild empathy, woodland stride

Other Gear +1 Studded leather armor, +1 Flaming burst Composite longbow (Str +2), Battleaxe, Goggles of night, 45 gp

SPECIAL ABILITIES

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Quarry +2 to hit and other bonuses against your designated quarry.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shot On The Run When attacking with a ranged weapon, you can move - attack - move.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +5 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +11 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne

CR 12

XP 19200

Human Ranger 13

NG Medium Humanoid (human)

Init +3; Senses darkvision; Perception +17

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 96 (13d10+26)

Fort +9 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +11, Will +7

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee Adamantine battleaxe +15/+10/+5 (1d8+1/x3)

Ranged +1 Flaming burst Composite longbow (Str +2) +16/+11/+6 (1d8+2+1d6 fire/x3+2d10 fire)

Special Attacks favored enemies (evil outsiders +6, fey +2, humans +2)

Ranger Spells Prepared (CL 10):

3 (2/day) Darkvision, Summon Nature's Ally III

2 (3/day) Barkskin, Cat's Grace, Owl's Wisdom

1 (4/day) Longstrider, Resist Energy, Entangle (DC 14), Read Magic

STATISTICS

Str 13, Dex 17, Con 12, Int 12, Wis 17, Cha 11

Base Atk +13; CMB +14; CMD 27

Feats Critical Focus, Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Skill Focus (Stealth), Stealthy, Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +9 (+11 vs. fey, +11 vs. humans, +15 vs. evil outsiders), Diplomacy +11, Escape Artist +5, Handle Animal +12, Heal +18, Intimidate +8, Knowledge (geography) +17 (+19 vs. fey, +19 vs. humans, +23 vs. evil outsiders, +21 while in forest terrain, +19 while in plains terrain, +21 while in underground terrain), Knowledge (nature) +17 (+19 vs. fey, +19 vs. humans, +23 vs. evil outsiders), Perception +17 (+19 vs. fey, +19 vs. humans, +23 vs. evil outsiders, +21 while in forest terrain, +19 while in plains terrain, +21 while in underground terrain), Ride +14, Sense Motive +3 (+5 vs. fey, +5 vs. humans, +9 vs. evil outsiders), Stealth +29 (+33 while in forest terrain, +31 while in plains terrain, +33 while in underground terrain), Survival +19 (+21 vs. fey, +21 vs. humans, +25 vs. evil outsiders, +23 while in forest terrain, +21 while in plains terrain, +23

while in underground terrain, +25 to track)

Languages Common, Gnome

SQ camouflage, combat styles (archery), favored terrains (forest +4, plains +2, underground +4), hunter's bonds (companions), quarry, swift tracker, track, wild empathy, woodland stride

Other Gear +1 Studded leather armor, +1 Flaming burst Composite longbow (Str +2), Adamantine battleaxe, Goggles of night, 45 gp

SPECIAL ABILITIES

Camouflage (Ex) Can use the Stealth skill in favored terrain, even without cover/concealment.

Critical Focus +4 to confirm critical hits.

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Quarry +2 to hit and other bonuses against your designated quarry.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shot On The Run When attacking with a ranged weapon, you can move - attack - move.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +6 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +13 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne

CR 14

XP 38400

Human Ranger 15

NG Medium Humanoid (human)

Init +3; Senses darkvision; Perception +21

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 110 (15d10+30)

Fort +10 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +12, Will +8

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee Adamantine battleaxe +17/+12/+7 (1d8+1/x3)

Ranged +1 Flaming burst Composite longbow (Str +2) +18/+13/+8 (1d8+2+1d6 fire/19-20/x3+2d10 fire)

Special Attacks favored enemies (aberrations +2, evil outsiders +6, fey +2, humans +4)

Ranger Spells Prepared (CL 12):

4 (1/day) Shield of the Dawnflower

3 (3/day) Water Walk, Darkvision, Summon Nature's Ally III

2 (3/day) Barkskin, Cat's Grace, Owl's Wisdom

1 (4/day) Longstrider, Resist Energy, Entangle (DC 14), Read Magic

STATISTICS

Str 13, Dex 17, Con 12, Int 12, Wis 17, Cha 11

Base Atk +15; CMB +16; CMD 29

Feats Critical Focus, Endurance, Improved Critical (Longbow), Improved Precise Shot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Skill Focus (Stealth), Stealthy, Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +12 (+14 vs. aberrations, +14 vs. fey, +16 vs. humans, +18 vs. evil outsiders), Diplomacy +12, Escape Artist +5, Handle Animal +12, Heal +19, Intimidate +9, Knowledge (geography) +19 (+21 vs. aberrations, +21 vs. fey, +23 vs. humans, +25 vs. evil outsiders, +23 while in forest terrain, +21 while in plains terrain, +23 while in underground terrain), Knowledge (nature) +19 (+21 vs. aberrations, +21 vs. fey, +23 vs. humans, +25 vs. evil outsiders), Perception +21 (+23 vs. aberrations, +23 vs. fey, +25 vs. humans, +27 vs. evil outsiders, +25 while in forest terrain, +23 while in plains terrain, +25 while in underground terrain), Ride +14, Sense Motive +3 (+5 vs. aberrations, +5 vs. fey, +7 vs. humans, +9 vs. evil

outsiders), Stealth +46 (+50 while in forest terrain, +48 while in plains terrain, +50 while in underground terrain), Survival +21 (+23 vs. aberrations, +23 vs. fey, +25 vs. humans, +27 vs. evil outsiders, +25 while in forest terrain, +23 while in plains terrain, +25 while in underground terrain, +28 to track)

Languages Common, Gnome

SQ camouflage, combat styles (archery), favored terrains (forest +4, plains +2, underground +4), hunter's bonds (companions), quarry, swift tracker, track, wild empathy, woodland stride

Other Gear +2 Shadow, greater Studded leather armor, +1 Flaming burst Composite longbow (Str +2), Adamantine battleaxe, Goggles of night, 65 gp

SPECIAL ABILITIES

Camouflage (Ex) Can use the Stealth skill in favored terrain, even without cover/concealment.

Critical Focus +4 to confirm critical hits.

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Pinpoint Targeting Standard action (may not move this round): target of your ranged attack loses armor, natural armor and shield bonuses to AC.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Quarry +2 to hit and other bonuses against your designated quarry.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shot On The Run When attacking with a ranged weapon, you can move - attack - move.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +7 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +15 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne

CR 16

XP 76800

Human Ranger 17

NG Medium Humanoid (human)

Init +4; Senses darkvision; Perception +23

DEFENSE

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

hp 124 (17d10+34)

Fort +11 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +14, Will +8

Defensive Abilities evasion, improved evasion

OFFENSE

Speed 30 ft.

Melee Adamantine battleaxe +19/+14/+9/+4 (1d8+1/x3)

Ranged +1 Flaming burst Composite longbow (Str +2)

+21/+16/+11/+6 (1d8+2+1d6 fire/19-20/x3+2d10 fire)

Special Attacks favored enemies (aberrations +2, evil outsiders +6, fey +2, humans +4)

Ranger Spells Prepared (CL 14):

4 (1/day) Shield of the Dawnflower

3 (3/day) Water Walk, Darkvision, Summon Nature's Ally III

2 (4/day) Barkskin, Snare, Cat's Grace, Owl's Wisdom

1 (5/day) Longstrider, Resist Energy, Entangle (DC 14),

Animal Messenger, Read Magic

STATISTICS

Str 13, Dex 18, Con 12, Int 12, Wis 17, Cha 11

Base Atk +17; CMB +18; CMD 32

Feats Critical Focus, Deafening Critical (DC 27), Endurance, Improved Critical (Longbow), Improved Precise Shot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Skill Focus (Stealth), Stealthy, Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +12 (+14 vs. aberrations, +14 vs. fey, +16 vs. humans, +18 vs. evil outsiders), Diplomacy +14, Escape Artist +6, Handle Animal +14, Heal +20, Intimidate +10, Knowledge (geography) +21 (+23 vs. aberrations, +23 vs. fey, +25 vs. humans, +27 vs. evil outsiders, +25 while in forest terrain, +23 while in plains terrain, +25 while in underground terrain), Knowledge (nature) +21 (+23 vs. aberrations, +23 vs. fey, +25 vs. humans, +27 vs. evil outsiders), Perception +23 (+25 vs. aberrations, +25 vs. fey, +27 vs. humans, +29 vs. evil outsiders, +27 while in forest terrain, +25 while in plains terrain, +27 while in underground terrain), Ride +17, Sense Motive +3 (+5 vs. aberrations, +5 vs. fey, +7 vs. humans, +9 vs. evil outsiders), Stealth +49 (+53 while in forest terrain, +51 while in plains terrain, +53 while in underground terrain), Survival +23 (+25 vs. aberrations, +25 vs. fey, +27 vs. humans, +29 vs. evil outsiders, +27 while in forest terrain, +25 while in plains terrain, +27 while in underground ter-

rain, +31 to track)

Languages Common, Gnome

SQ camouflage, combat styles (archery), favored terrains (forest +4, plains +2, underground +4), hide in plain sight, hunter's bonds (companions), quarry, swift tracker, track, wild empathy, woodland stride

Other Gear +2 greater shadow studded leather armor, +1 flaming burst composite longbow (Str +2), Adamantine battleaxe, Goggles of night, 75 gp

SPECIAL ABILITIES

Camouflage (Ex) Can use the Stealth skill in favored terrain, even without cover/concealment.

Critical Focus +4 to confirm critical hits.

Deafening Critical (DC 27) Critical hit deafens target.

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Hide in Plain Sight (Su) You can use Stealth even while observed, as long as there is a shadow within 10'

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead. If you fail you take half damage.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Pinpoint Targeting Standard action (may not move this round): target of your ranged attack loses armor, natural armor and shield bonuses to AC.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Quarry +2 to hit and other bonuses against your designated quarry.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shot On The Run When attacking with a ranged weapon, you can move - attack - move.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +8 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +17 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Gregor Hawthorne

CR 18

XP 153600

Human Ranger 19

NG Medium Humanoid (human)

Init +4; Senses darkvision; Perception +25

DEFENSE

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

hp 138 (19d10+38)

Fort +12 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +15, Will +9

Defensive Abilities evasion, improved evasion

OFFENSE

Speed 30 ft.

Melee Adamantine battleaxe +21/+16/+11/+6 (1d8+1/x3)

Ranged +1 flaming burst composite longbow (Str +2)

+23/+18/+13/+8 (1d8+2+1d6 fire/19-20/x3+2d10 fire)

Special Attacks favored enemies (aberrations +2, evil outsiders +6, fey +2, humans +4)

Ranger Spells Prepared (CL 16):

4 (2/day) Shield of the Dawnflower, Tree Stride

3 (4/day) Remove Disease, Water Walk, Darkvision, Summon Nature's Ally III

2 (4/day) Barkskin, Snare, Cat's Grace, Owl's Wisdom

1 (5/day) Longstrider, Resist Energy, Entangle (DC 14),

Animal Messenger, Read Magic

STATISTICS

Str 13, Dex 18, Con 12, Int 12, Wis 17, Cha 11

Base Atk +19; CMB +20; CMD 34

Feats Critical Focus, Deadly Aim -5/+10, Deafening Critical (DC 29), Endurance, Far Shot, Improved Critical (Longbow), Improved Precise Shot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Shot On The Run, Skill Focus (Stealth), Stealthy, Toughness, Vital Strike, Weapon Focus (Longbow)

Skills Bluff +15 (+17 vs. aberrations, +17 vs. fey, +19 vs. humans, +21 vs. evil outsiders), Diplomacy +15, Escape Artist +6, Handle Animal +14, Heal +23, Intimidate +10, Knowledge (geography) +23 (+25 vs. aberrations, +25 vs. fey, +27 vs. humans, +29 vs. evil outsiders, +27 while in forest terrain, +25 while in plains terrain, +29 while in underground terrain, +25 while in urban terrain), Knowledge (nature) +23 (+25 vs. aberrations, +25 vs. fey, +27 vs. humans, +29 vs. evil outsiders), Perception +25 (+27 vs. aberrations, +27 vs. fey, +29 vs. humans, +31 vs. evil outsiders, +29 while in forest terrain, +27 while in plains terrain, +31 while in underground terrain, +27 while in urban terrain), Ride +18, Sense Motive +3 (+5 vs. aberrations, +5 vs. fey, +7 vs. humans, +9 vs. evil outsiders), Stealth +51 (+55 while in forest terrain, +53 while in plains terrain, +57 while in underground terrain, +53 while in urban terrain), Survival +25 (+27 vs. aberrations, +27 vs. fey, +29 vs. humans, +31 vs. evil outsiders, +29 while in forest terrain, +27 while in plains terrain, +31 while in underground terrain, +27 while in urban terrain), +34 to track)

Languages Common, Gnome

SQ camouflage, combat styles (archery), favored terrains (forest +4, plains +2, underground +6, urban +2), hide in plain sight, hunter's bonds (companions), improved quarry, swift tracker, track, wild empathy, woodland stride

Other Gear +2 greater shadow studded leather armor, +1 Flaming burst Composite longbow (Str +2), Adamantine battleaxe, Goggles of night, 100 gp

SPECIAL ABILITIES

Camouflage (Ex) Can use the Stealth skill in favored terrain, even without cover/concealment.

Critical Focus +4 to confirm critical hits.

Deadly Aim -5/+10 Trade a penalty to ranged attacks for a bonus to ranged damage.

Deafening Critical (DC 29) Critical hit deafens target.

Endurance +4 to a variety of fort saves, skill and ability checks.

Sleep in L/M armor with no fatigue.

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Far Shot Halve the range increment penalty for extended range.

Hide in Plain Sight (Su) You can use Stealth even while observed, as long as there is a shadow within 10'

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Improved Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead. If you fail you take half damage.

Improved Precise Shot Ignore AC bonuses and miss chance from anything less than total cover/concealment.

Improved Quarry +4 to hit and other bonuses against your designated quarry.

Pinpoint Targeting Standard action (may not move this round): target of your ranged attack loses armor, natural armor and shield bonuses to AC.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shot On The Run When attacking with a ranged weapon, you can move - attack - move.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Track +9 Add the listed bonus to survival checks made to track.

Vital Strike Standard action: x2 weapon damage dice.

Wild Empathy +19 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Myharl Griffonwind CR 1

XP 400

Male Human Expert 1 Warrior 2

LN Medium Humanoid (human)

Init +4; Senses -; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 20 (2d10+1d8+6)

Fort +5, Ref +0, Will +2

OFFENSE

Speed 20 ft.

Melee Light mace +3 (1d6+1/x2)

STATISTICS

Str 13, Dex 11, Con 14, Int 15, Wis 10, Cha 16

Base Atk +2; CMB +3; CMD 13

Feats Alertness, Improved Initiative, Persuasive

Skills Appraise +8 (+10 on items valued by weight when using scales), Bluff +8, Diplomacy +10, Intimidate +10, Perception +8, Sense Motive +7, Sleight of Hand +1, Spellcraft +7, Use Magic Device +8

Languages Common, Dwarven, Orc

Other Gear Breastplate, Light mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 15 gp

SPECIAL ABILITIES

Merchant's scale +2 Appraise for things valued by weight, including anything made of precious metals.

Myharl Griffonwind CR 3

XP 800

Male Human Expert 3 Warrior 2

LN Medium Humanoid (human)

Init +4; Senses -; Perception +10

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 32 (2d10+3d8+10)

Fort +6, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee Light mace +5 (1d6+1/x2)

STATISTICS

Str 13, Dex 11, Con 14, Int 16, Wis 10, Cha 16

Base Atk +4; CMB +5; CMD 15

Feats Alertness, Deceitful, Improved Initiative, Persuasive

Skills Appraise +11 (+13 on items valued by weight when using scales), Bluff +13, Diplomacy +13, Intimidate +13, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +2, Spellcraft +11, Use Magic Device +8

Languages Common, Dwarven, Gnome, Orc

Other Gear Breastplate, Light mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 25 gp

SPECIAL ABILITIES

Merchant's scale +2 Appraise for things valued by weight, including anything made of precious metals.

Myharl Griffonwind CR 6

XP 2400

Male Human Expert 3 Warrior 5

LN Medium Humanoid (human)

Init +5; Senses -; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 53 (5d10+3d8+16)

Fort +7, Ref +3, Will +4

OFFENSE

Speed 20 ft.

Melee Light mace +8/+3 (1d6+1/x2)

STATISTICS

Str 13, Dex 12, Con 14, Int 16, Wis 10, Cha 16

Base Atk +7; CMB +8; CMD 19

Feats Alertness, Deceitful, Improved Initiative, Persuasive, Skill Focus (Diplomacy)

Skills Appraise +14 (+16 on items valued by weight when using scales), Bluff +13, Diplomacy +19, Intimidate +16, Knowledge (history) +5, Knowledge (local) +11, Perception +10, Sense Motive +13, Sleight of Hand +3, Spellcraft +12, Survival +3, Use Magic Device +8

Languages Common, Dwarven, Gnome, Orc

Other Gear Breastplate, Light mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 30 gp

SPECIAL ABILITIES

Merchant's scale +2 Appraise for things valued by weight, including anything made of precious metals.

Myharl Griffonwind CR 8

XP 4800

Male Human Expert 5 Warrior 5

LN Medium Humanoid (human)

Init +5; Senses -; Perception +17

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 65 (5d10+5d8+20)

Fort +7, Ref +3, Will +5

OFFENSE

Speed 30 ft.

Melee +1 thundering heavy mace +10/+5 (1d8+2/x2+1d8 sonic+deafened)

STATISTICS

Str 13, Dex 12, Con 14, Int 16, Wis 10, Cha 16

Base Atk +8; CMB +9; CMD 20

Feats Alertness, Deceitful, Improved Initiative, Persuasive, Scholar (Knowledge [history], Knowledge [local]), Skill Focus (Diplomacy)

Skills Appraise +16 (+18 on items valued by weight when using scales), Bluff +13, Diplomacy +26, Intimidate +16, Knowledge (history) +10, Knowledge (local) +16, Perception +17, Sense Motive +17, Sleight of Hand +6, Spellcraft +14, Survival +3, Use Magic Device +11

Languages Common, Dwarven, Gnome, Orc

SQ glamered, thundering (dc 14)

Other Gear +1 Glamered Chain shirt, +1 Thundering Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 45 gp

SPECIAL ABILITIES

Glamered Assumes appearance of normal clothes on command.

Merchant's scale +2 Appraise for things valued by weight, including anything made of precious metals. Scholar (Knowledge [history], Knowledge [local]) +2 bonus on two Knowledge skills

Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg).

Myharl Griffonwind CR 10

XP 9600

Male Human Expert 6 Warrior 6

LN Medium Humanoid (human)

Init +5; Senses -; Perception +19

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 78 (6d10+6d8+24)

Fort +9, Ref +5, Will +9

OFFENSE

Speed 30 ft.

Melee +1 Thundering Heavy mace +13/+8 (1d8+3/x2+1d8 sonic+deafened)

STATISTICS

Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 16

Base Atk +10; CMB +12; CMD 23

Feats Alertness, Deceitful, Improved Initiative, Iron Will, Persuasive, Scholar (Knowledge [history], Knowledge [local]), Skill Focus (Diplomacy)

Skills Appraise +18 (+20 on items valued by weight when using scales), Bluff +13, Diplomacy +28, Intimidate +20, Knowledge (history) +11, Knowledge (local) +17, Perception +19, Sense Motive +19, Sleight of Hand +8, Spellcraft +16, Survival +3, Use Magic Device +12

Languages Common, Dwarven, Gnome, Orc

SQ glamered, thundering (dc 14)

Other Gear +1 Glamered Chain shirt, +1 Thundering Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 48 gp

SPECIAL ABILITIES

Glamered Assumes appearance of normal clothes on command.

Merchant's scale +2 Appraise for things valued by weight, including anything made of precious metals. Scholar (Knowledge [history], Knowledge [local]) +2 bonus on two Knowledge skills

Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg).

Myharl Griffonwind CR 12

XP 19200

Male Human Expert 7 Warrior 7

LN Medium Humanoid (human)

Init +5; Senses -; Perception +20

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 91 (7d10+7d8+28)

Fort +9, Ref +5, Will +9

OFFENSE

Speed 30 ft.

Melee +1 Thundering Heavy mace +15/+10/+5

(1d8+3/x2+1d8 sonic+deafened)

STATISTICS

Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 16

Base Atk +12; CMB +14; CMD 25

Feats Alertness, Combat Reflexes (2 AoO/round),

Deceitful, Improved Initiative, Iron Will, Persuasive,

Scholar (Knowledge [history], Knowledge [local]),

Skill Focus (Diplomacy)

Skills Appraise +19 (+21 on items valued by weight

when using scales), Bluff +13, Diplomacy +29, In-

timidate +20, Knowledge (history) +17, Knowledge

(local) +20, Perception +20, Sense Motive +20, Sleight

of Hand +11, Spellcraft +19, Survival +5, Use Magic

Device +12

Languages Common, Dwarven, Gnome, Orc

SQ glamered, thundering (dc 14)

Other Gear +1 Glamered Chain shirt, +1 Thunder-

ing Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck,

Hourglass (1 hour), Ink, black, Inkpen, Merchant's

scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet

ring, 50 gp

SPECIAL ABILITIES

Combat Reflexes (2 AoO/round) Can make extra at-

tacks of opportunity/rd, and even when flat-footed.

Glamered Assumes appearance of normal clothes on

command.

Merchant's scale +2 Appraise for things valued by

weight, including anything made of precious metals.

Scholar (Knowledge [history], Knowledge [local]) +2

bonus on two Knowledge skills

Thundering (DC 14) On a critical hit, foe is perma-

nently deafened (Fort neg).

Myharl Gryphonwind

CR 14

Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg)

XP 38400

Male Human Expert 8 Warrior 8

LN Medium Humanoid (human)

Init +5; Senses -; Perception +21

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 104 (8d10+8d8+32)

Fort +10, Ref +5, Will +10

DR 5/magic

OFFENSE

Speed 20 ft.

Melee +2 Thundering Heavy mace +18/+13/+8

(1d8+4/x2+1d8 sonic+deafened)

STATISTICS

Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 17

Base Atk +14; CMB +16; CMD 27

Feats Alertness, Combat Reflexes (2 AoO/round),

Deceitful, Improved Initiative, Improved Iron Will (1/

day), Iron Will, Persuasive, Scholar (Knowledge [his-

tory], Knowledge [local]), Skill Focus (Diplomacy)

Skills Appraise +21 (+23 on items valued by weight

when using scales), Bluff +15, Diplomacy +31, In-

timidate +20, Knowledge (history) +18, Knowledge

(local) +21, Perception +21, Sense Motive +21, Sleight

of Hand +9, Spellcraft +20, Survival +7, Use Magic

Device +15

Languages Common, Dwarven, Gnome, Orc

SQ thundering (dc 14)

Other Gear +2 Invulnerability Chainmail, +2 Thunder-

ing Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck,

Hourglass (1 hour), Ink, black, Inkpen, Merchant's

scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet

ring, 61 gp

SPECIAL ABILITIES

Combat Reflexes (2 AoO/round) Can make extra at-
tacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Re-
duction against all except Magic attacks.

Improved Iron Will (1/day) Can re-roll a Will save, but
must take the second result.

Merchant's scale +2 Appraise for things valued by
weight, including anything made of precious metals.

Scholar (Knowledge [history], Knowledge [local]) +2
bonus on two Knowledge skills

Myharl Griffonwind CR 16

XP 76800

Male Human Expert 9 Warrior 9

LN Medium Humanoid (human)

Init +5; Senses -; Perception +25

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 117 (9d10+9d8+36)

Fort +11, Ref +7, Will +11

DR 5/magic

OFFENSE

Speed 20 ft.

Melee +2 Thundering Heavy mace +19/+14/+9

(1d8+4/x2+1d8 sonic+deafened)

STATISTICS

Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 17

Base Atk +15; CMB +17; CMD 28

Feats Alertness, Combat Reflexes (2 AoO/round),

Deceitful, Desperate Battler, Improved Initiative, Improved Iron Will (1/day), Iron Will, Persuasive, Scholar (Knowledge [history], Knowledge [local]), Skill Focus (Diplomacy)

Skills Appraise +23 (+25 on items valued by weight when using scales), Bluff +20, Diplomacy +33, Intimidate +21, Knowledge (history) +19, Knowledge (local) +22, Perception +25, Sense Motive +23, Sleight of Hand +9, Spellcraft +21, Survival +7, Use Magic Device +15

Languages Common, Dwarven, Gnome, Orc

SQ thundering (dc 14)

Other Gear +2 Invulnerability Chainmail, +2 Thundering Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 78 gp

SPECIAL ABILITIES

Combat Reflexes (2 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Desperate Battler Gain +1 morale bonus on melee attack and damage when alone

Improved Iron Will (1/day) Can re-roll a Will save, but must take the second result.

Merchant's scale +2 Appraise for things valued by

weight, including anything made of precious metals. Scholar (Knowledge [history], Knowledge [local]) +2 bonus on two Knowledge skills
Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg)

Myharl Griffonwind CR 18

XP 153600

Male Human Expert 11 Warrior 9

LN Medium Humanoid (human)

Init +5; Senses -; Perception +27

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 129 (9d10+11d8+40)

Fort +11, Ref +7, Will +12

DR 5/magic

OFFENSE

Speed 20 ft.

Melee +2 Thundering Heavy mace +21/+16/+11/+6

(1d8+4/x2+1d8 sonic+deafened)

STATISTICS

Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 18

Base Atk +17; CMB +19; CMD 30

Feats Alertness, Combat Reflexes (2 AoO/round),

Deceitful, Desperate Battler, Improved Initiative, Improved Iron Will (1/day), Iron Will, Persuasive, Quick Draw, Scholar (Knowledge [history], Knowledge [local]), Skill Focus (Diplomacy)

Skills Appraise +26 (+28 on items valued by weight when using scales), Bluff +25, Diplomacy +37, Intimidate +22, Knowledge (history) +21, Knowledge (local) +24, Perception +27, Sense Motive +25, Sleight of Hand +9, Spellcraft +24, Survival +7, Use Magic Device +17

Languages Common, Dwarven, Gnome, Orc

SQ thundering (dc 14)

Other Gear +2 Invulnerability Chainmail, +2 Thundering Heavy mace, Belt pouch (5 @ 3 lbs), Harrow deck, Hourglass (1 hour), Ink, black, Inkpen, Merchant's scale, Paper, Scroll case (3 @ 0 lbs), Sealing wax, Signet ring, 100 gp

SPECIAL ABILITIES

Combat Reflexes (2 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Desperate Battler Gain +1 morale bonus on melee attack and damage when alone

Improved Iron Will (1/day) Can re-roll a Will save, but must take the second result.

Merchant's scale +2 Appraise for things valued by

weight, including anything made of precious metals.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Scholar (Knowledge [history], Knowledge [local]) +2 bonus on two Knowledge skills

Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg)

Sven Silvermane

CR 1

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength Surge (5/day) (Sp) Grant +1 to a melee attack or strength check.

XP 400

Human Cleric 2

LG Medium Humanoid (human)

Init +1; Senses -; Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 12 (2d8)

Fort +3, Ref +1, Will +5

OFFENSE

Speed 20 ft.

Melee Heavy mace +2 (1d8+1/x2) and

Ranged Javelin +2 (1d6+1/x2)

Spell-Like Abilities

5/day - Strength Surge

Cleric Spells Prepared (CL 2):

1 (3/day) Deathwatch, Magic Weapon, Bless Water (DC 13), Divine Favor

0 (at will) Detect Magic, Guidance, Purify Food and Drink (DC 12), Stabilize

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 15, Cha 13

Base Atk +1; CMB +2; CMD 12

Feats Armor Proficiency (Heavy), Extra Channel

Skills Diplomacy +6, Heal +7, Knowledge (religion)

+6, Perception +4, Sense Motive +6, Spellcraft +5,

Languages Common, Gnome

SQ aura, cleric channel positive energy 1d6 (6/day) (dc 12), domains (healing, strength), rebuke death (5/day), spontaneous casting

Other Gear Half-plate, Heavy mace, Javelin, 8 gp

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 1d6 (6/day) (DC 12)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Healing) Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Strength) Granted Powers: In strength and brawn there is truth—your faith gives you incredible might and power.

Rebuke Death (5/day) (Sp) Heal 1d4+1 damage to creatures at negative HP

Sven Silvermane

CR 3

XP 800

Human Cleric 4

LG Medium Humanoid (human)

Init +1; Senses -; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 20 (4d8)

Fort +4, Ref +2, Will +7

OFFENSE

Speed 20 ft.

Melee Heavy mace +4 (1d8+1/x2)

Ranged Javelin +4 (1d6+1/x2)

Spell-Like Abilities

6/day - Strength Surge

Cleric Spells Prepared (CL 4):

2 (3/day) Bull's Strength, Shield Other, Lesser Restoration, Status

1 (4/day) Deathwatch, Magic Weapon, Protection from Evil, Bless Water (DC 14), Divine Favor

0 (at will) Detect Magic, Guidance, Purify Food and Drink (DC 13), Stabilize

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 16, Cha 13

Base Atk +3; CMB +4; CMD 14

Feats Armor Proficiency (Heavy), Extra Channel, Selective Channeling

Skills Diplomacy +8, Heal +10, Knowledge (religion) +8, Perception +5, Sense Motive +9, Spellcraft +7

Languages Common, Gnome

SQ aura, cleric channel positive energy 2d6 (6/day) (dc 13), domains (healing, strength), rebuke death (6/day), spontaneous casting

Other Gear Half-plate, Heavy mace, Javelin, 17 gp

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 2d6 (6/day) (DC 13)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Healing) Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Strength) Granted Powers: In strength and brawn there is truth—your faith gives you incred-

ible might and power.

Rebuke Death (6/day) (Sp) Heal 1d4+2 damage to creatures at negative HP

Selective Channeling Exclude targets from the area of your Channel Energy.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength Surge (6/day) (Sp) Grant +2 to a melee attack or strength check.

Sven Silvermane

CR 6

XP 2400

Human Cleric 7

LG Medium Humanoid (human)

Init +1; Senses -; Perception +7

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 32 (7d8)

Fort +5, Ref +3, Will +8

OFFENSE

Speed 20 ft.

Melee +1 Frost Heavy mace +7 (1d8+2+1d6 cold/x2)

Ranged Javelin +6 (1d6+1/x2)

Spell-Like Abilities

6/day Strength Surge

Cleric Spells Prepared (CL 7):

4 (1/day) Restoration, Spell Immunity

3 (3/day) Protection from Energy, Remove Disease,

Cure Serious Wounds, Create Food and Water

2 (4/day) Bull's Strength, Shield Other, Delay Poison,

Lesser Restoration, Status

1 (5/day) Deathwatch, Magic Weapon, Protection from

Evil, Bless, Bless Water (DC 14), Divine Favor

0 (at will) Detect Magic, Guidance, Purify Food and

Drink (DC 13), Stabilize

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 16, Cha 13

Base Atk +5; CMB +6; CMD 16

Feats Armor Proficiency (Heavy), Extra Channel,

Scholar (Knowledge [religion], Knowledge [planes]),

Selective Channeling, Skill Focus (Heal)

Skills Diplomacy +10, Heal +16, Knowledge (religion)

+13, Perception +7, Sense Motive +10, Spellcraft +11

Languages Common, Gnome

SQ aura, cleric channel positive energy 4d6 (6/day)

(dc 14), domains (healing, strength), healer's blessing,

rebuke death (6/day), spontaneous casting

Other Gear Half-plate, +1 Frost Heavy mace, Javelin,

24 gp

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 4d6 (6/day) (DC 14)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Healing) Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Strength) Granted Powers: In strength and brawn there is truth—your faith gives you incredible might and power.

Healer's Blessing (Su) Your cure spells are empowered for free.

Rebuke Death (6/day) (Sp) Heal 1d4+3 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength Surge (6/day) (Sp) Grant +3 to a melee attack or strength check.

Sven Silvermane

CR 8

XP 4800

Human Cleric 9

LG Medium Humanoid (human)

Init +1; Senses –; Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 40 (9d8)

Fort +6, Ref +4, Will +9

OFFENSE

Speed 20 ft.

Melee +1 Frost Heavy mace +8/+3 (1d8+2+1d6 cold/x2)

Ranged Javelin +7/+2 (1d6+1/x2)

Spell-Like Abilities

6/day - Strength Surge

Cleric Spells Prepared (CL 9):

5 (1/day) Breath of LifeB (DC 18), Raise Dead

4 (2/day) Neutralize Poison, Restoration, Spell ImmunityB

3 (4/day) Create Food and Water, Cure Serious WoundsB, Protection from Energy, Remove Curse, Remove Disease

2 (5/day) Bear's Endurance, Bull's StrengthB, Delay Poison, Lesser Restoration, Shield Other, Status

1 (5/day) Bless, Bless Water (DC 14), Deathwatch, Divine Favor, Magic WeaponB, Protection from Evil

0 (at will) Detect Magic, Guidance, Purify Food and Drink (DC 13), Stabilize

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 17, Cha 13

Base Atk +6; CMB +7; CMD 17

Feats Armor Proficiency (Heavy), Extra Channel, Extra Channel, Scholar (Knowledge [religion], Knowledge [planes]), Selective Channeling, Skill Focus (Heal)

Skills Diplomacy +13, Heal +17, Knowledge (planes) +9, Knowledge (religion) +14, Perception +8, Sense Motive +10, Spellcraft +12

Languages Common, Gnome

SQ aura, cleric channel positive energy 5d6 (8/day) (dc 15), domains (healing, strength), healer's blessing, might of the gods (9 rounds/day), rebuke death (6/day), spontaneous casting

Other Gear Half-plate, +1 Frost Heavy mace, Javelin, 36 gp

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 5d6 (8/day) (DC 15)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Healing) Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Strength) Granted Powers: In strength and brawn there is truth—your faith gives you incredible might and power.

Healer's Blessing (Su) Your cure spells are empowered for free.

Might of the Gods (9 rounds/day) (Su) Add your cleric level to your STR for checks.

Rebuke Death (6/day) (Sp) Heal 1d4+4 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Strength Surge (6/day) (Sp) Grant +4 to a melee attack or strength check.

Sven Silvermane CR 12

XP 19,200

Human Cleric of Irori 13

LG Medium humanoid (human)

Init +1; Senses -; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 dodge)
hp 56 (13d8)

Fort +8, Ref +5, Will +12

OFFENSE

Speed 20 ft.

Melee +1 frost heavy mace +11/+6 (1d8+2+1d6 cold)

Ranged javelin +10 (1d6+1)

Special Attacks channel positive energy 8/day (DC 17, 7d6), might of the gods (+13, 13 rounds/day)

Domain Spell-Like Abilities (CL 13th; concentration +17)

7/day—rebuke death, strength surge (+6)

Cleric Spells Prepared (CL 13th; concentration +17):

7th—mass cure serious wounds, regenerate [D]

6th—heal [D], mass bull's strength, mass cure moderate wounds

5th—breath of life (DC 19), mass cure light wounds, raise dead, righteous might [D]

4th—cure critical wounds [D], divine power, holy smite (DC 18), neutralize poison, restoration, spell immunity

3rd—create food and water, magic vestment [D], protection from energy, remove curse, remove disease, remove disease

2nd—bear's endurance, bull's strength [D], delay poison, lesser restoration, shield other, status

1st—bless, bless water (DC 15), cure light wounds [D], deathwatch, divine favor, shield of faith

0 (at will)—detect magic, detect magic, purify food and drink (DC 14), stabilize

[D] Domain spell; Domains Healing, Strength

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 18, Cha 13

Base Atk +9; CMB +10; CMD 22

Feats Armor Proficiency (Heavy), Combat Casting, Dodge, Extra Channel, Extra Channel, Scholar, Selective Channeling, Skill Focus (Heal)

Skills Diplomacy +16, Heal +25, Knowledge (planes) +14, Knowledge (religion) +20, Perception +8, Sense Motive +12, Spellcraft +13, Survival +7

Languages Common, Gnome

SQ aura, domains (healing, strength), healer's blessing

Other Gear +1 half-plate, +1 frost heavy mace, javelin

SPECIAL ABILITIES

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 7d6 (8/day) (DC 17)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Healer's Blessing (Su) Your cure spells are empowered for free.

Might of the Gods (13 rounds/day) (Su) Add your cleric level to your STR for checks.

Rebuke Death (7/day) (Sp) Heal 1d4+6 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Strength Surge (7/day) (Sp) Grant +6 to a melee attack or strength check.

Sven Silvermane CR 14

XP 38,400

Human Cleric of Irori 15

LG Medium humanoid (human)

Init +1; Senses -; Perception +11

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 dodge)
hp 64 (15d8)

Fort +9, Ref +6, Will +13

OFFENSE

Speed 20 ft.

Melee +2 icy burst mithral heavy mace +14/+9/+4
(1d8+3+1d6 cold)

Ranged javelin +12 (1d6+1)

Special Attacks channel positive energy 8/day (DC 18, 8d6), might of the gods (+15, 15 rounds/day)

Domain Spell-Like Abilities (CL 15th; concentration +19)

7/day—rebuke death, strength surge (+7)

Cleric Spells Prepared (CL 15th; concentration +19):

8th—mass cure critical wounds [D], mass cure critical wounds

7th—mass cure serious wounds, mass cure serious wounds, regenerate [D]

6th—heal [D], heroes' feast, mass bull's strength, mass cure moderate wounds

5th—break enchantment (DC 19), breath of life (DC 19), mass cure light wounds, raise dead, righteous might [D]

4th—cure critical wounds [D], divine power, holy smite (DC 18), neutralize poison, restoration, spell immunity

3rd—create food and water, magic vestment [D], protection from energy, remove curse, remove disease, remove disease

2nd—bear's endurance, bull's strength [D], delay poison, lesser restoration, shield other, status

1st—bless, bless water (DC 15), cure light wounds [D], deathwatch, divine favor, shield of faith

0 (at will)—detect magic, detect magic, purify food and drink (DC 14), stabilize

[D] Domain spell; Domains Healing, Strength

STATISTICS

Str 12, Dex 13, Con 11, Int 12, Wis 18, Cha 13

Base Atk +11; CMB +12; CMD 24

Feats Alignment Channel, Armor Proficiency (Heavy),

Combat Casting, Dodge, Extra Channel, Extra Channel, Scholar, Selective Channeling, Skill Focus (Heal) Skills Diplomacy +18, Heal +27, Knowledge (planes) +18, Knowledge (religion) +21, Perception +11, Sense Motive +12, Spellcraft +13, Survival +7

Languages Common, Gnome

SQ aura, domains (healing, strength), healer's blessing

Combat Gear strand of prayer beads (greater); Other Gear +1 half-plate, +2 icy burst mithral heavy mace, javelin

SPECIAL ABILITIES

Alignment Channel (Evil) Channel Energy heals or harms outsiders of the chosen alignment.

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 8d6 (8/day) (DC 18)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Healer's Blessing (Su) Your cure spells are empowered for free.

Might of the Gods (15 rounds/day) (Su) Add your cleric level to your STR for checks.

Rebuke Death (7/day) (Sp) Heal 1d4+7 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Strength Surge (7/day) (Sp) Grant +7 to a melee attack or strength check.

Sven Silvermane CR 16

XP 76,800

Human Cleric of Irori 17

LG Medium humanoid (human)

Init +5; Senses -; Perception +11

DEFENSE

AC 24, touch 12, flat-footed 22 (+12 armor, +1 Dex, +1 dodge)

hp 89 (17d8+17)

Fort +11, Ref +6, Will +14

Defensive Abilities fortification 50%

OFFENSE

Speed 20 ft.

Melee +4 axiomatic icy burst heavy mace +17/+12/+7 (1d8+5+2d6 vs. Chaotic+1d6 cold)

Ranged +2 returning thundering javelin +15 (1d6+3+1d8 sonic+deafened)

Special Attacks channel positive energy 8/day (DC 19, 9d6), might of the gods (+17, 17 rounds/day)

Domain Spell-Like Abilities (CL 17th; concentration +21)

7/day—rebuke death, strength surge (+8)

Cleric Spells Prepared (CL 17th; concentration +21):

8th—holy aura, mass cure critical wounds [D], mass cure critical wounds

7th—mass cure serious wounds, mass cure serious wounds, regenerate [D], resurrection

6th—heal [D], heroes' feast, mass bear's endurance, mass bull's strength, mass cure moderate wounds

5th—break enchantment (DC 19), breath of life (DC 19), mass cure light wounds, raise dead, righteous might [D]

4th—cure critical wounds [D], divine power, holy smite (DC 18), neutralize poison, restoration, spell immunity

3rd—create food and water, magic vestment [D], protection from energy, remove curse, remove disease, remove disease

2nd—bear's endurance, bull's strength [D], delay poison, lesser restoration, shield other, status

1st—bless, bless water (DC 15), cure light wounds [D], deathwatch, divine favor, shield of faith

0 (at will)—detect magic, detect magic, purify food and drink (DC 14), stabilize

[D] Domain spell; Domains Healing, Strength

STATISTICS

Str 12, Dex 13, Con 12, Int 12, Wis 18, Cha 13

Base Atk +12; CMB +13; CMD 25

Feats Alignment Channel, Armor Proficiency (Heavy), Combat Casting, Dodge, Extra Channel, Extra Channel, Improved Initiative, Scholar, Selective Channeling, Skill Focus (Heal)

Skills Bluff +3, Diplomacy +19, Heal +29, Knowledge (planes) +18, Knowledge (religion) +23, Perception +11, Sense Motive +12, Spellcraft +13, Survival +10
Languages Common, Gnome

SQ aura, domains (healing, strength), healer's blessing
Combat Gear potion of barkskin +3, potion of darkvision (2), strand of prayer beads (greater); Other Gear +3 fortification (moderate) full plate, +2 returning thundering javelin, +4 axiomatic icy burst heavy mace

SPECIAL ABILITIES

Alignment Channel (Evil) Channel Energy heals or harms outsiders of the chosen alignment.

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 9d6 (8/day) (DC 19)

(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Fortification 50% You have a chance to negate critical hits on attacks.

Healer's Blessing (Su) Your cure spells are empowered for free.

Might of the Gods (17 rounds/day) (Su) Add your cleric level to your STR for checks.

Rebuke Death (7/day) (Sp) Heal 1d4+8 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Strength Surge (7/day) (Sp) Grant +8 to a melee attack or strength check.

Sven Silvermane CR 18

XP 153,600

Human Cleric of Irori 19

LG Medium humanoid (human)

Init +5; Senses -; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 22 (+12 armor, +1 Dex, +1 dodge)

hp 99 (19d8+19)

Fort +12, Ref +7, Will +15

Defensive Abilities fortification 50%

OFFENSE

Speed 20 ft.

Melee +4 axiomatic icy burst heavy mace +19/+14/+9 (1d8+5+2d6 vs. Chaotic+1d6 cold)

Ranged +2 returning thundering javelin +17 (1d6+3+1d8 sonic+deafened)

Special Attacks channel positive energy 8/day (DC 22, 10d6), might of the gods (+19, 19 rounds/day)

Domain Spell-Like Abilities (CL 19th; concentration +23)

7/day—rebuke death, strength surge (+9)

Cleric Spells Prepared (CL 19th; concentration +23):

8th—fire storm (DC 22), holy aura, mass cure critical wounds [D], mass cure critical wounds

7th—mass cure serious wounds, mass cure serious wounds, regenerate [D], regenerate, resurrection

6th—heal [D], heroes' feast, mass bear's endurance, mass bull's strength, mass cure moderate wounds

5th—break enchantment (DC 19), breath of life (DC 19), mass cure light wounds, raise dead, righteous might [D]

4th—cure critical wounds [D], divine power, holy smite (DC 18), neutralize poison, restoration, spell immunity

3rd—create food and water, magic vestment [D], protection from energy, remove curse, remove disease, remove disease

2nd—bear's endurance, bull's strength [D], delay poison, lesser restoration, shield other, status

1st—bless, bless water (DC 15), cure light wounds [D], deathwatch, divine favor, shield of faith

0 (at will)—detect magic, detect magic, purify food and drink (DC 14), stabilize

[D] Domain spell; Domains Healing, Strength

STATISTICS

Str 12, Dex 13, Con 12, Int 12, Wis 18, Cha 13

Base Atk +14; CMB +15; CMD 27

Feats Alignment Channel, Armor Proficiency (Heavy), Combat Casting, Dodge, Extra Channel, Extra Channel, Improved Channel, Improved Initiative, Scholar, Selective Channeling, Skill Focus (Heal)

Skills Bluff +3, Diplomacy +19, Heal +29, Knowledge (planes) +18, Knowledge (religion) +25, Perception +14, Sense Motive +15, Spellcraft +15, Survival +10
Languages Common, Gnome

SQ aura, domains (healing, strength), healer's blessing
Combat Gear potion of barkskin +3, potion of darkvision (2), strand of prayer beads (greater); Other Gear +3 fortification (moderate) full plate, +2 returning thundering javelin, +4 axiomatic icy burst heavy mace

SPECIAL ABILITIES

Alignment Channel (Evil) Channel Energy heals or harms outsiders of the chosen alignment.

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Cleric Channel Positive Energy 10d6 (8/day) (DC 22) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Fortification 50% You have a chance to negate critical hits on attacks.

Healer's Blessing (Su) Your cure spells are empowered for free.

Might of the Gods (19 rounds/day) (Su) Add your cleric level to your STR for checks.

Rebuke Death (7/day) (Sp) Heal 1d4+9 damage to creatures at negative HP

Scholar (Knowledge [religion], Knowledge [planes]) +2 bonus on two Knowledge skills

Selective Channeling Exclude targets from the area of your Channel Energy.

Strength Surge (7/day) (Sp) Grant +9 to a melee attack or strength check.

Thyron Warstriker

CR 1

XP 400

Human Paladin 2

LG Medium Humanoid (human)

Init +0; Senses -; Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 15 (2d10)

Fort +5, Ref +2, Will +8

OFFENSE

Speed 20 ft.

Melee Longsword +5 (1d8+2/19-20)

Ranged Heavy crossbow +2 (1d10/19-20)

Special Attacks smite evil (1/day)

Spell-Like Abilities

At will - Detect Evil

STATISTICS

Str 15, Dex 10, Con 11, Int 13, Wis 16, Cha 14

Base Atk +2; CMB +4; CMD 14

Feats Skill Focus (Diplomacy), Weapon Focus (Longsword)

Skills Diplomacy +10, Handle Animal +6, Heal +7, Knowledge (nobility) +6, Knowledge (religion) +6, Sense Motive +8

Languages Celestial, Common

SQ aura of good, lay on hands (1d6) (3/day)

Other Gear Chainmail, Heavy wooden shield, Longsword, Heavy Crossbow, 15 gp

SPECIAL ABILITIES

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (At will) (Sp) You can use detect evil at will (as the spell).

Lay on Hands (1d6) (3/day) (Su) You can heal 1d6 damage, 3/day

Smite Evil (1/day) (Su) +2 to hit, +2 to damage, +2 deflection bonus to AC when used.

Thyron Warstriker

CR 3

Paladin Channel Positive Energy 2d6 (2/day) (DC 14)
(Su) Positive energy heals the living and harms the undead; negative has the reverse effect.
Smite Evil (2/day) (Su) +2 to hit, +4 to damage, +2 deflection bonus to AC when used.

XP 800

Human Paladin 4

LG Medium Humanoid (human)

Init +0; Senses -; Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 25 (4d10)

Fort +6, Ref +3, Will +9

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee Longsword +7 (1d8+2/19-20/x2)

Ranged Heavy crossbow +4 (1d10/19-20/x2)

Special Attacks smite evil (2/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 1):

1 (1/day) Protection from Evil

STATISTICS

Str 15, Dex 10, Con 11, Int 13, Wis 17, Cha 14

Base Atk +4; CMB +6; CMD 16

Feats Extra Mercy, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Skills Diplomacy +12, Handle Animal +6, Heal +8,

Knowledge (nobility) +8, Knowledge (religion) +8,

Perception +4, Sense Motive +10

Languages Celestial, Common

SQ aura of courage, aura of good, lay on hands (2d6) (4/day), mercies (mercy [fatigued], mercy [sickened]),

paladin channel positive energy 2d6 (2/day) (dc 14

Other Gear Chainmail, Heavy wooden shield, Heavy crossbow, Longsword, 25 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune to Fear. Allies within aura gain a morale bonus to saves vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (At will) (Sp) You can use detect evil at will (as the spell).

Lay on Hands (2d6) (4/day) (Su) You can heal 2d6 damage, 4/day

Mercies (Su) Fatigued, Sickened

Thyron Warstriker

CR 6

XP 2400

Human Paladin 7

LG Medium Humanoid (human)

Init +4; Senses -; Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)
hp 40 (7d10)

Fort +7, Ref +4, Will +10

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 Longsword +11/+6 (1d8+3/19-20/x2)

Ranged Heavy crossbow +7/+2 (1d10/19-20/x2)

Special Attacks smite evil (3/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 4):

2 (1/day) Resist Energy

1 (2/day) Protection from Evil, Bless Weapon

STATISTICS

Str 15, Dex 10, Con 11, Int 13, Wis 17, Cha 14

Base Atk +7; CMB +9; CMD 19

Feats Extra Channel, Extra Mercy, Improved Initiative,
Skill Focus (Diplomacy), Weapon Focus (Longsword)

Skills Diplomacy +15, Handle Animal +6, Heal +13,
Knowledge (nobility) +8, Knowledge (religion) +11,
Perception +4, Ride -2, Sense Motive +12

Languages Celestial, Common

SQ aura of courage, aura of good, divine bonds (weapon [1/day]), lay on hands (3d6) (5/day), mercies (mercy [fatigued], mercy [sickened], mercy [staggered]),

paladin channel positive energy 4d6 (4/day) (dc 15)

Other Gear Chainmail, Heavy steel shield, +1 Longsword, Heavy crossbow, 35 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune to Fear. Allies within aura gain a morale bonus to saves vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Detect Evil (At will) (Sp) You can use detect evil at will (as the spell).

Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)

Weapon shines with light and gains enhancement bonuses or chosen properties.

Lay on Hands (3d6) (5/day) (Su) You can heal 3d6 damage, 5/day

Mercies (Su) Fatigued, Sickened, Staggered (This does not help if the target is at 0 HP)

Paladin Channel Positive Energy 4d6 (4/day) (DC 15) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Smite Evil (3/day) (Su) +2 to hit, +7 to damage, +2 deflection bonus to AC when used.

Thyron Warstriker

CR 8

XP 4800

Human Paladin 9

LG Medium Humanoid (human)

Init +4; Senses -; Perception +4

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)
hp 50 (9d10)

Fort +8, Ref +5, Will +11

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 flaming longsword (1/day) +14/+9
(1d8+4+1d6 fire/19-20/x2+1d10 fire)

Ranged Heavy crossbow +9/+4 (1d10/19-20/x2)

Special Attacks smite evil (3/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 6):

2 (2/day) Resist Energy, Shield Other

1 (3/day) Protection from Evil, Bless Weapon, Resistance

STATISTICS

Str 16, Dex 10, Con 11, Int 13, Wis 17, Cha 14

Base Atk +9; CMB +12; CMD 22

Feats Extra Channel, Extra Mercy, Improved Initiative,
Power Attack -3/+6, Skill Focus (Diplomacy), Weapon
Focus (Longsword)

Skills Diplomacy +17, Handle Animal +8, Heal +13,
Knowledge (nobility) +8, Knowledge (religion) +12,
Perception +4, Ride +1, Sense Motive +13

Languages Celestial, Common

SQ aura of courage, aura of good, aura of resolve,
divine bonds (weapon [2/day]), lay on hands (4d6) (6/
day), mercies (mercy [cursed], mercy [fatigued], mercy
[sickened], mercy [staggered]), paladin channel posi-
tive energy 5d6 (5/day) (dc 16)

Other Gear +1 Half-plate, Heavy steel shield, +1 flam-
ing longsword Heavy crossbow, 40 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune
to Fear. Allies within aura gain a morale bonus to saves
vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good

with power equal to her class level.

Aura of Resolve +4 (10' radius) (Su) You are immune
to charm. Allies within aura gain a morale bonus to
saves vs charm.

Detect Evil (At will) (Sp) You can use detect evil at will
(as the spell).

Divine Bond (Weapon +2) (9 minutes) (2/day) (Sp)
Weapon shines with light and gains enhancement bo-
nuses or chosen properties.

Lay on Hands (4d6) (6/day) (Su) You can heal 4d6
damage, 6/day

Mercies (Su) Cursed (removes curses, as per the *re-
move curse* spell at a caster level of your paladin level),
Fatigued, Sickened, Staggered (Removes the staggered
condition. This does not help if the target is at 0 HP)
Paladin Channel Positive Energy 5d6 (5/day) (DC 16)
(Su) Positive energy heals the living and harms the
undead; negative has the reverse effect.

Power Attack -3/+6 You can subtract from your attack
roll to add to your damage.

Smite Evil (3/day) (Su) +2 to hit, +9 to damage, +2
deflection bonus to AC when used.

Thyron Warstriker

CR 10

XP 9600

Human Paladin 11

LG Medium Humanoid (human)

Init +4; Senses -; Perception +5

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)
hp 60 (11d10)

Fort +9, Ref +5, Will +12

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 Flaming Longsword +16/+11/+6
(1d8+4+1d6 fire/19-20/x2)

Ranged Heavy crossbow +11/+6/+1 (1d10/19-20/x2)

Special Attacks smite evil (4/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 8):

3 (1/day) Prayer

2 (2/day) Resist Energy, Shield Other

1 (3/day) Protection from Evil, Bless Weapon, Resistance

STATISTICS

Str 16, Dex 10, Con 11, Int 13, Wis 17, Cha 14

Base Atk +11; CMB +14; CMD 24

Feats Extra Channel, Extra Mercy, Improved Initiative,
Power Attack -3/+6, Shield Focus, Skill Focus (Diplomacy),
Weapon Focus (Longsword)

Skills Diplomacy +22, Handle Animal +8, Heal +14,
Knowledge (nobility) +9, Knowledge (religion) +14,
Perception +5, Ride +2, Sense Motive +15

Languages Celestial, Common

SQ aura of courage, aura of good, aura of justice, aura
of resolve, divine bonds (weapon [2/day]), lay on
hands (5d6) (7/day), mercies (mercy [cursed], mercy
[fatigued], mercy [sickened], mercy [staggered]), pala-
din channel positive energy 6d6 (5/day) (dc 17)

Other Gear +1 Half-plate, Heavy steel shield, +1 Flam-
ing Longsword, Heavy crossbow, 45 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune
to Fear. Allies within aura gain a morale bonus to saves
vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good

with power equal to her class level.

Aura of Justice (10' radius) (Su) You may expend two
uses of your Smite Evil ability to allow your allies
within aura to Smite evil, using your bonuses.

Aura of Resolve +4 (10' radius) (Su) You are immune
to charm. Allies within aura gain a morale bonus to
saves vs charm.

Detect Evil (At will) (Sp) You can use detect evil at will
(as the spell).

Divine Bond (Weapon +3) (11 minutes) (2/day) (Sp)
Weapon shines with light and gains enhancement bo-
nuses or chosen properties.

Lay on Hands (5d6) (7/day) (Su) You can heal 5d6
damage, 7/day

Mercies (Su) Cursed (removes curses, as per the *re-
move curse* spell at a caster level of your paladin level),
Fatigued, Sickened, Staggered (Removes the staggered
condition. This does not help if the target is at 0 HP)
Paladin Channel Positive Energy 6d6 (5/day) (DC 17)
(Su) Positive energy heals the living and harms the
undead; negative has the reverse effect.

Power Attack -3/+6 You can subtract from your attack
roll to add to your damage.

Shield Focus +1 Shield AC

Smite Evil (4/day) (Su) +2 to hit, +11 to damage, +2
deflection bonus to AC when used.

Thyron Warstriker

CR 12

XP 19200

Human Paladin 13

LG Medium Humanoid (human)

Init +4; Senses -; Perception +8

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)
hp 70 (13d10)

Fort +10, Ref +6, Will +14

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 Flaming Longsword +18/+13/+8
(1d8+4+1d6 fire/19-20/x2)

Ranged Heavy crossbow +13/+8/+3 (1d10/19-20/x2)

Special Attacks smite evil (5/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 10):

3 (1/day) Prayer

2 (3/day) Resist Energy, Bull's Strength, Shield Other

1 (4/day) Protection from Evil, Bless, Bless Weapon,
Resistance

STATISTICS

Str 16, Dex 10, Con 11, Int 13, Wis 18, Cha 14

Base Atk +13; CMB +16; CMD 26

Feats Critical Focus, Extra Channel, Extra Mercy,
Improved Initiative, Power Attack -4/+8, Shield Focus,
Skill Focus (Diplomacy), Weapon Focus (Longsword)
Skills Diplomacy +24, Handle Animal +8, Heal +16,
Knowledge (nobility) +11, Knowledge (religion) +16,
Perception +8, Ride +2, Sense Motive +17

Languages Celestial, Common

SQ aura of courage, aura of good, aura of justice, aura
of resolve, divine bonds (weapon [3/day]), lay on
hands (6d6) (8/day), mercies (mercy [cursed], mercy
[fatigued], mercy [paralyzed], mercy [sickened], mercy
[staggered]), paladin channel positive energy 7d6 (6/
day) (dc 18)

Other Gear +1 Half-plate, Heavy steel shield, +1 Flam-
ing Longsword, Heavy crossbow, 50 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune
to Fear. Allies within aura gain a morale bonus to saves
vs Fear.

Aura of Good (Ex) The paladin has an Aura of Good
with power equal to her class level.

Aura of Justice (10' radius) (Su) You may expend two
uses of your Smite Evil ability to allow your allies
within aura to Smite evil, using your bonuses.

Aura of Resolve +4 (10' radius) (Su) You are immune
to charm. Allies within aura gain a morale bonus to
saves vs charm.

Critical Focus +4 to confirm critical hits.

Detect Evil (At will) (Sp) You can use detect evil at will
(as the spell).

Divine Bond (Weapon +3) (13 minutes) (3/day) (Sp)
Weapon shines with light and gains enhancement bo-
nuses or chosen properties.

Lay on Hands (6d6) (8/day) (Su) You can heal 6d6
damage, 8/day

Mercies (Su) Cursed (removes curses, as per the *re-
move curse* spell at a caster level of your paladin level),
Fatigued, Paralyzed, Sickened, Staggered (Removes the
staggered condition. This does not help if the target is
at 0 HP).

Paladin Channel Positive Energy 7d6 (6/day) (DC 18)
(Su) Positive energy heals the living and harms the
undead; negative has the reverse effect.

Power Attack -4/+8 You can subtract from your attack
roll to add to your damage.

Shield Focus +1 Shield AC

Smite Evil (5/day) (Su) +2 to hit, +13 to damage, +2
deflection bonus to AC when used.

Thyron Warstriker

CR 14

XP 38400

Human Paladin 15

LG Medium Humanoid (human)

Init +4; Senses -; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)
hp 80 (15d10)

Fort +11, Ref +7, Will +15

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +2 Flaming burst Longsword +21/+16/+11
(1d8+5+1d6 fire/19-20/x2+1d10 fire)

Ranged Heavy crossbow +15/+10/+5 (1d10/19-20/x2)

Special Attacks aura of faith, smite evil (5/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 12):

4 (1/day) Dispel Evil (DC 16)

3 (2/day) Magic Circle against Evil, Prayer

2 (3/day) Resist Energy, Bull's Strength, Shield Other

1 (4/day) Protection from Evil, Bless, Bless Weapon,
Resistance

STATISTICS

Str 16, Dex 10, Con 11, Int 13, Wis 18, Cha 14

Base Atk +15; CMB +18; CMD 28

Feats Critical Focus, Extra Channel, Extra Lay on
Hands, Extra Mercy, Improved Initiative, Power Attack
-4/+8, Shield Focus, Skill Focus (Diplomacy), Weapon
Focus (Longsword)

Skills Diplomacy +26, Handle Animal +8, Heal +18,
Knowledge (nobility) +11, Knowledge (religion) +18,
Perception +11, Ride +2, Sense Motive +18

Languages Celestial, Common

SQ aura of courage, aura of good, aura of justice, aura
of resolve, divine bonds (weapon [3/day]), lay on
hands (7d6) (11/day), mercies (mercy [cursed], mercy
[diseased], mercy [fatigued], mercy [paralyzed], mercy
[sickened], mercy [staggered]), paladin channel posi-
tive energy 8d6 (7/day) (dc 19)

Other Gear +1 Half-plate, Heavy steel shield, +2 Flam-
ing burst Longsword, Heavy crossbow, 55 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune

to Fear. Allies within aura gain a morale bonus to saves
vs Fear.

Aura of Faith (10' radius) (Su) Your weapons, and
attacks against enemies in aura are considered good-
aligned for overcoming DR.

Aura of Good (Ex) The paladin has an Aura of Good
with power equal to her class level.

Aura of Justice (10' radius) (Su) You may expend two
uses of your Smite Evil ability to allow your allies
within aura to Smite evil, using your bonuses.

Aura of Resolve +4 (10' radius) (Su) You are immune
to charm. Allies within aura gain a morale bonus to
saves vs charm.

Critical Focus +4 to confirm critical hits.

Detect Evil (At will) (Sp) You can use detect evil at will
(as the spell).

Divine Bond (Weapon +4) (15 minutes) (3/day) (Sp)
Weapon shines with light and gains enhancement bo-
nuses or chosen properties.

Lay on Hands (7d6) (11/day) (Su) You can heal 7d6
damage, 11/day

Mercies (Su) Cursed (removes curses, as per the *re-
move curse* spell at a caster level of your paladin level),
Diseased (Removes disease, as per the *remove disease*
spell at a caster level of your paladin level), Fatigued,
Paralyzed, Sickened, Staggered (Removes the staggered
condition. This does not help if the target is at 0 HP)
Paladin Channel Positive Energy 8d6 (7/day) (DC 19)
(Su) Positive energy heals the living and harms the
undead; negative has the reverse effect.

Power Attack -4/+8 You can subtract from your attack
roll to add to your damage.

Shield Focus +1 Shield AC

Smite Evil (5/day) (Su) +2 to hit, +15 to damage, +2
deflection bonus to AC when used.

Thyron Warstriker

CR 16

XP 76800

Human Paladin 17

LG Medium Humanoid (human)

Init +4; Senses -; Perception +14

DEFENSE

AC 24, touch 10, flat-footed 24 (+11 armor, +3 shield)
hp 107 (17d10+17)

Fort +13, Ref +7, Will +16

DR 5/evil; Immune aura of righteousness, charm, compulsion, disease, fear

OFFENSE

Speed 20 ft.

Melee +2 Flaming burst Longsword +23/+18/+13/+8
(1d8+5+1d6 fire/19-20/x2+1d10 fire)

Ranged Heavy crossbow +17/+12/+7/+2 (1d10/19-20/x2)

Special Attacks aura of faith, smite evil (6/day)

Spell-Like Abilities

At will - Detect Evil

Paladin Spells Prepared (CL 14):

4 (1/day) Dispel Evil (DC 16)

3 (2/day) Magic Circle against Evil, Prayer

2 (4/day) Bull's Strength, Resist Energy, Remove Paralysis, Shield Other

1 (5/day) Bless, Bless Water (DC 13), Bless Weapon, Protection from Evil, Resistance

STATISTICS

Str 16, Dex 10, Con 12, Int 13, Wis 18, Cha 14

Base Atk +17; CMB +20; CMD 30

Feats Cleave, Critical Focus, Extra Channel, Extra Lay on Hands, Extra Mercy, Improved Initiative, Power Attack -5/+10, Shield Focus, Skill Focus (Diplomacy), Weapon Focus (Longsword)

Skills Diplomacy +28, Handle Animal +8, Heal +20, Knowledge (nobility) +12, Knowledge (religion) +19, Perception +14, Ride +3, Sense Motive +19

Languages Celestial, Common

SQ aura of courage, aura of good, aura of justice, aura of resolve, divine bonds (weapon [4/day]), lay on hands (8d6) (12/day), mercies (mercy [cursed], mercy [diseased], mercy [fatigued], mercy [paralyzed], mercy [sickened], mercy [staggered]), paladin channel positive energy 9d6 (8/day) (dc 20)

Other Gear +2 Full plate, Heavy steel shield, +2 Flaming burst Longsword, Heavy crossbow, 60 gp

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune to Fear. Allies within aura gain a morale bonus to saves vs Fear.

Aura of Faith (10' radius) (Su) Your weapons, and attacks against enemies in aura are considered good-aligned for overcoming DR.

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

Aura of Justice (10' radius) (Su) You may expend two uses of your Smite Evil ability to allow your allies within aura to Smite evil, using your bonuses.

Aura of Resolve +4 (10' radius) (Su) You are immune to charm. Allies within aura gain a morale bonus to saves vs charm.

Aura of Righteousness +4 (10' radius) (Su) You are immune to compulsion. Allies within aura gain a morale bonus to saves vs compulsion.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Critical Focus +4 to confirm critical hits.

Damage Reduction (5/evil) You have Damage Reduction against all except Evil attacks.

Detect Evil (At will) (Sp) You can use detect evil at will (as the spell).

Divine Bond (Weapon +5) (17 minutes) (4/day) (Sp)

Weapon shines with light and gains enhancement bonuses or chosen properties.

Immunities: Charm, Compulsion, Disease, Fear (Ex)

Lay on Hands (8d6) (12/day) (Su) You can heal 8d6 damage, 12/day

Mercies (Su) Cursed (removes curses, as per the *remove curse* spell at a caster level of your paladin level), Diseased (Removes disease, as per the *remove disease* spell at a caster level of your paladin level), Fatigued, Paralyzed, Sickened, Staggered (Removes the staggered condition. This does not help if the target is at 0 HP) Paladin Channel Positive Energy 9d6 (8/day) (DC 20) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Shield Focus +1 Shield AC

Smite Evil (6/day) (Su) +2 to hit, +17 to damage, +2 deflection bonus to AC when used.

Thyron Warstriker

CR 18

ing burst Longsword, Heavy crossbow, 85 gp

XP 153600

Human Paladin 19

LG Medium Humanoid (human)

Init +4; Senses -; Perception +16

DEFENSE

AC 24, touch 10, flat-footed 24 (+11 armor, +3 shield)
hp 119 (19d10+19)

Fort +14, Ref +8, Will +17

DR 5/evil; Immune aura of righteousness, charm, compulsion, disease, fear

OFFENSE

Speed 20 ft.

Melee +2 Flaming burst Longsword +25/+20/+15/+10
(1d8+5+1d6 fire/19-20/x2+1d10 fire)

Ranged Heavy crossbow +19/+14/+9/+4 (1d10/19-20/
x2)

Special Attacks aura of faith, smite evil (7/day)

Spell-Like Abilities

At will - Detect Evil (At will)

Paladin Spells Prepared (CL 16):

4 (2/day) Dispel Evil (DC 16), Break Enchantment
(DC 16)

3 (3/day) Magic Circle against Evil, Prayer, Daylight

2 (4/day) Resist Energy, Remove Paralysis, Bull's
Strength, Shield Other

1 (5/day) Protection from Evil, Bless, Bless Water (DC
13), Bless Weapon, Resistance

STATISTICS

Str 16, Dex 10, Con 12, Int 13, Wis 18, Cha 14

Base Atk +19; CMB +22; CMD 32

Feats Cleave, Critical Focus, Extra Channel, Extra Lay
on Hands, Extra Mercy, Great Cleave, Improved Initia-
tive, Power Attack -5/+10, Shield Focus, Skill Focus
(Diplomacy), Weapon Focus (Longsword)

Skills Diplomacy +30, Handle Animal +8, Heal +22,
Knowledge (nobility) +13, Knowledge (religion) +20,
Perception +16, Ride +3, Sense Motive +21

Languages Celestial, Common

SQ aura of courage, aura of good, aura of justice, aura
of resolve, divine bonds (weapon [4/day]), lay on hands
(9d6) (13/day), mercies (mercy [cursed], mercy [dis-
eased], mercy [fatigued], mercy [paralyzed], mercy
[poisoned], mercy [sickened], mercy [staggered]), pala-
din channel positive energy 10d6 (8/day) (dc 2)

Other Gear +2 Full plate, Heavy steel shield, +2 Flam-

SPECIAL ABILITIES

Aura of Courage +4 (10' radius) (Su) You are immune
to Fear. Allies within aura gain a morale bonus to saves
vs Fear.

Aura of Faith (10' radius) (Su) Your weapons, and at-
tacks against enemies in aura are considered good-
aligned for overcoming DR.

Aura of Good (Ex) The paladin has an Aura of Good
with power equal to her class level.

Aura of Justice (10' radius) (Su) You may expend two
uses of your Smite Evil ability to allow your allies within
aura to Smite evil, using your bonuses.

Aura of Resolve +4 (10' radius) (Su) You are immune to
charm. Allies within aura gain a morale bonus to saves
vs charm.

Aura of Righteousness +4 (10' radius) (Su) You are im-
mune to compulsion. Allies within aura gain a morale
bonus to saves vs compulsion.

Cleave If you hit a foe, attack an adjacent target at the
same attack bonus but take -2 AC.

Critical Focus +4 to confirm critical hits.

Damage Reduction (5/evil) You have Damage Reduc-
tion against all except Evil attacks.

Detect Evil (At will) (Sp) You can use detect evil at will
(as the spell).

Divine Bond (Weapon +5) (19 minutes) (4/day) (Sp)
Weapon shines with light and gains enhancement bo-
nuses or chosen properties.

Immunities: Charm, Compulsion, Disease, Fear (Ex)

Lay on Hands (9d6) (13/day) (Su) You can heal 9d6
damage, 13/day

Mercies (Su) Cursed (removes curses, as per the *remove
curse* spell at a caster level of your paladin level), Dis-
eased (Removes disease, as per the *remove disease* spell
at a caster level of your paladin level), Fatigued, Para-
lyzed, Poisoned (Neutralizes poisons, as per the *neutral-
ize poison* spell at a caster level of your paladin level),
Sickened, Staggered (Removes the staggered condition.
This does not help if the target is at 0 HP)

Paladin Channel Positive Energy 10d6 (8/day) (DC 21)
(Su) Positive energy heals the living and harms the un-
dead; negative has the reverse effect.

Power Attack -5/+10 You can subtract from your attack
roll to add to your damage.

Shield Focus +1 Shield AC

Smite Evil (7/day) (Su) +2 to hit, +19 to damage, +2 de-
flection bonus to AC when used.





