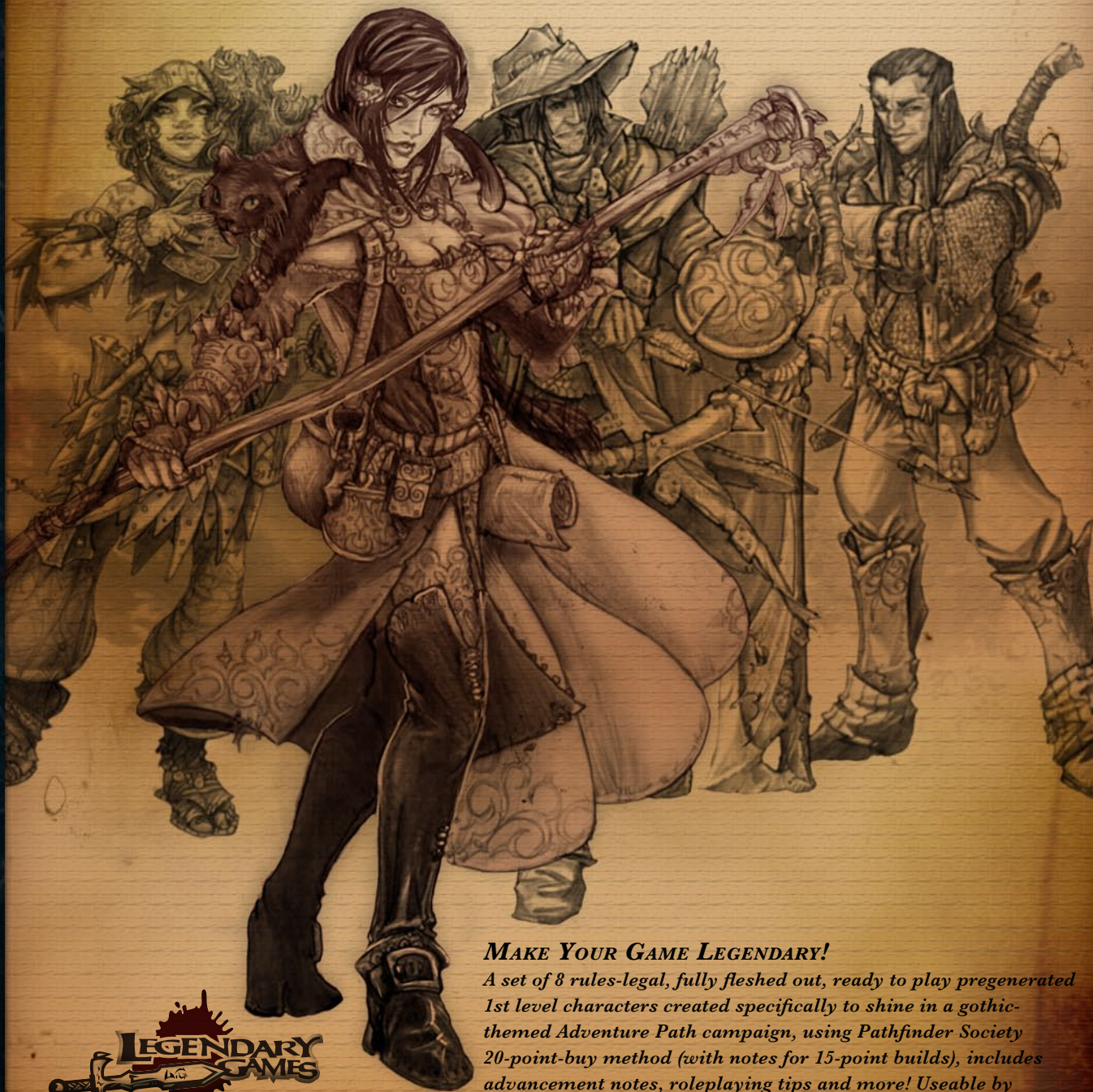


Gothic Heroes

Pregenerated Characters

BY NEIL SPICER

WITH THE LEGENDARY GAMES DESIGN TEAM

**MAKE YOUR GAME LEGENDARY!**

A set of 8 rules-legal, fully fleshed out, ready to play pregenerated 1st level characters created specifically to shine in a gothic-themed Adventure Path campaign, using Pathfinder Society 20-point-buy method (with notes for 15-point builds), includes advancement notes, roleplaying tips and more! Useable by players as PCs, by GMs as NPCs or rival adventurers.



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GOTHIC ADVENTURE PATH PLUGINS

Gothic Heroes

Pregenerated Characters

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ABOUT LEGENDARY GAMES

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Welcome to Adventure Path Plug-Ins

When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers, artists and layout experts so you can feel comfortable that Legendary Games products will be the most creative, rules-legal, and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they’re also designed for easy inclusion in your home game regardless of what campaign you run.

Why Pregenerated Characters? I’ll Tell You...

Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by Paizo’s amazing stable of writers. That’s where we come in. Let those very same writers provide you with the characters you need to succeed, all rules-legal and fully compliant! We guarantee each character will provide an interesting and unique roleplaying experience, because these pregens are more than just a collection of stats—they are fully formed character concepts with identities and personalities created by the best in the industry. You’ll find no cardboard cutouts here. We feel comfortable you can make your own dwarven fighters and elven wizards. But the discriminating gamer wants more—you want the awesomesauce. Well, here it is. Or, here they are. And each with amazing art by Hugo Solis!

Paizo products have long been as much about story as about combat, and these pregens are no different. But because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each challenge they’ll face. When it’s time to throw down, none of these pregens will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the specific campaign’s Player’s Guide, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you are working towards.

Plenty of our products are geared for the hardworking GM, but this one is for every gamer out there. If you are a player, these PCs should provide endless opportunities for adventure. If you are a GM, you can use these pregenerated characters as NPCs or rival adventuring parties. And if you play or run Pathfinder Society adventures, with a few tweaks these PCs will work for you, too.

Power to the players! Now go roll initiative!

Clark Peterson

How We Did It

We created the characters in this product using the “purchase” system for generating ability scores assuming a 20-point buy. While this makes these PCs a cut-above the usual iconic pregens from prior Adventure Paths, our research has determined most players gravitate to a 20-point buy vs. 15-point buy. So, when in doubt, we’d rather make the characters we’d want to run through Adventure Paths ourselves. And we believe a 20-point buy will certainly help make your characters “Legendary” right from the start. In addition, the 20-point buy has the added benefit of matching the standard for Pathfinder Society organized play. And, while we won’t incorporate every rule difference from Pathfinder Society play, we believe this approach provides the easiest baseline for you to make such adjustments, if you so choose. The same goes for 15-point buy. If your GM favors a “standard fantasy” campaign, we include sidebars with each pregen explaining what changes we’d recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected from the Pathfinder Roleplaying Game Core Rulebook, Advanced Player’s Guide, Pathfinder Bestiary, and Pathfinder Bestiary 2, as can be found in the Pathfinder Reference Document (paizo.com/pathfinderRPG/prd/). Traits were selected from the online Character Traits Web Enhancement (also in the Advanced Player’s Guide) as well as the Carrion Crown Player’s Guide, both available free at paizo.com. Some content, such as the changeling, appears in the monthly Pathfinder Adventure Path products. Any content used from any source other than the core rules is identified with an asterisk (*) or any other mark.

Hey, What’s With the Names?

You will see us use phrases such as “Gothic Campaign” instead of title of the most recent Adventure Path. Or you may see us use the names “The Professor” or “The Professor’s Daughter” or “Immortal Principality” or “Goddess of Valor” instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these “replacement phrases.” Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these pregenerated characters for use in your “gothic Adventure Path,” set in the “small gothic town” helping the “Professor’s Daughter” and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn’t so hard, was it?

Special Electronic Features

We’ve hyperlinked this product internally from the Table of Contents page. Click on any entry on that page to be taken directly to that character. Additionally, some of the content in the stat blocks of the pregens has been linked to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, such as the changeling, for example, we used the d20PFSRD). If it is in the core rulebook, we generally didn’t link to it. The point is not to supercede the game books, but rather to help support you, the player, in accessing rules. We did link some of the more unusual things, like feats or abilities. On occasion, we linked to content from the core rules if we thought a rule was obscure.



Agrimar Vaskel

"The Professor helped my sister find me and together we took vengeance on my mother's captor, a vile necromancer and his undead slaves. For that, I am grateful. The darkness of those deeds still lingers in my heart. And I spent many hours discussing with the Professor the manner in which I dispatched those terrible things. It was to the Professor

I first swore a vow to bring holy retribution to all undead. And through his introductions to the holy church, I did so once again to the Inheritor herself."

- Agrimar Vaskel



Agrimar Vaskel

Gothic Heroes
Pre-generated Characters

*See Advanced Player's Guide
†See Carrion Crown Player's Guide

AGRIMAR VASKEL

Male half-orc paladin of the Goddess of Valor (**undead scourge***) 1
LG Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 12 (1d10+2)
Fort +4, **Ref** +1, **Will** +3
Defensive Abilities orc ferocity

OFFENSE

Spd 20 ft. (base 30 ft.)
Melee greataxe +3 (1d12+3/x3), falchion +3 (2d4+3/18–20)
Ranged dagger +2 (1d4+2/19–20)
Special Attacks smite evil (+2 attack and AC, +1 damage),
+1 on damage rolls vs. undead
Paladin Spell-Like Abilities
At will—*detect evil*

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 13, **Wis** 12, **Cha** 15
Base Atk +1; **CMB** +3; **CMD** 14
Feats **Pass For Human***
Traits Sacred Conduit*, Subject of Study**
Skills Diplomacy +6, Disguise +3 (+13 to pass as human),
Intimidate +4, Knowledge (religion) +5, Sense Motive +5;
Racial Modifiers +2 Intimidate
Languages Abyssal, Common, Orc
SQ aura of good, code of conduct, orc blood, weapon familiarity
Gear chainmail, greataxe, falchion, dagger, backpack, bedroll,
crowbar, tindertwigs (3), trail rations (5 days), traveler's outfit,
waterskin, whetstone, winter blanket, wooden holy symbol

SPECIAL ABILITIES

Sacred Conduit* (Su) Agrimar's birth was particularly difficult for his mother, who needed potent divine magic to ensure he survived. His mother, however, did not. The magic invoked by the orc healers attending her, infused Agrimar from an early age. This divine energy has continued to build, and eventually manifests as a +1 trait bonus to the save DC of his channeled energy once he gains that ability as a paladin of the Goddess of Valor.

Smite Evil (Su) This functions as the paladin ability of the same name, but the undead scourge does not deal 2 points of damage per level on the first successful attack against evil dragons and evil outsiders. Instead, he deals 2 points of damage per level on all smite attacks made against evil undead creatures.

Subject of Study† (Ex) Agrimar has proven his combat effectiveness against undead and further studied their weaknesses with the help of the Professor. As a result, he gains a +1 bonus on all damage rolls against undead.

HIT POINTS

NOTES

Background: The birth of Agrimar Vaskel (AG-ruh-MAHR VAZZ-kuhl) came as the product of his mother's abduction by a depraved orc necromancer. Unfortunately, he never got to know her as she died during childbirth and his orc father reanimated her body as yet another undead servant. Agrimar's life proved exceptionally harsh among the orcs, instilling him with both a fear and hatred of his cruel kin—as well as the undead commanded by his father. Fortunately, on his fourteenth birthday, Agrimar's older "sister," Ysabot, found and freed him. Together, they took revenge on their mother's captors, slaying every member of the orc tribe and all his father's undead servants.

Since that time, Agrimar has devoted himself to the worship of the Goddess of Valor, operating as her willing paladin—a calling which he sought at the direction of the Professor. He came to know and trust the Professor through Ysabot, appreciative of the assistance he provided his "sister" in tracking down their mother's abductor. Agrimar feels he owes his life to Ysabot and the Professor, fully aware things could have turned out much differently for him if not for their actions. He does anything to protect Ysabot as if she were his true sister. He has no idea of her changeling ancestry and assumes they shared the same mother.

Note: For maximum roleplaying impact, if there is another human PC in the group (and no one plays Ysabot), that person, with their consent, should be chosen as Agrimar's half-brother or -sister instead.

Physical Description: Agrimar stands an imposing 6-feet, 10-inches tall with long dark hair and an impressive, muscular build. He lacks the protruding lower canines of many of his kind and, on first glance, the cast of his skin is much more olive than green. The fact that Agrimar almost always wears his favored armor also permits him to pass as human in most instances. His yellow-tinted, orcish eyes and their burning intensity, however, sometimes give away his monstrous heritage, particularly when angry.

Personality: Though Agrimar struggles at times with the inner demons of his orc lineage, he uses his devotion to the principles of the Goddess of Valor to keep his more brutal instincts at bay. Inwardly, he feels ashamed of his orc blood, having endured enough racial prejudice in his fog-shrouded homeland to encourage him to hide behind his armor, helm, or hooded cloak—and having seen enough real orc atrocities to understand the reason for such intolerance. Agrimar also has a soft spot in his heart for the downtrodden and the weak. He routinely gives what he can to help others, whether in donations of coin, intercessory prayers to the Inheritor, or his mighty strength.

Advancement: With each new level, Agrimar adds a paladin class level and corresponding powers. He always increases his skill ranks in Knowledge (religion) and Sense Motive, while alternating increases in Diplomacy, Disguise, and Intimidate as necessary for the campaign. Agrimar quickly acquires banded mail to increase his armor bonus until he can attain full plate. At 3rd level he chooses the Power Attack feat. He also obtains *oil of bless weapon* (a potion) as soon as possible for the combination of his smite evil power and **ble**ss **w**ea**po**n's to effect of confirming critical hits, which leads him to begin using his falchion due to its expanded critical threat range. At 4th level Agrimar increases his Charisma and gains a 1st level paladin spell. Not surprisingly, he selects *bless weapon*.

Roleplaying Ideas

- Agrimar constantly struggles with the inner demons of his monstrous lineage.
- His instinct may be to react violently, but he always masters these impulses through the self-discipline of the Inheritor's faith.
- If the party also includes Ysabot, Agrimar respects her authority and often defers to her.
- Agrimar views himself as an outsider in the Immortal Principality, hiding his orc heritage to avoid the prejudice of its people, even as he accepts such treatment stoically when faced with it.



Scaling the PC

Under a 15-point buy, Agrimar's Intelligence should be reduced by 5 points. This necessitates the removal of 2 skill ranks (Diplomacy and Disguise) and 1 language (Abyssal).



Dominnia Vorsaiife

“You look like you’re spoiling for a fight. Well let me introduce you to someone who’d love to oblige you. This is Theodric...an ancestor of mine. He fought with distinction in the crusade hundreds of years ago, sacrificing his life to save this country. Now he’s more like a guardian angel. My guardian angel. And he’s more than capable of teaching you the lesson you so richly deserve.”

—Dominnia Vorsaiife before unleashing her vengeful, armor-clad eidolon on some unsuspecting troublemakers



Dominnia Vorsaiife

Gothic Heroes
Pregenerated Characters

*See Advanced Player's Guide
**See Carrion Crown Player's Guide

DOMINNIA VORSAIFE

Female **aasimar** summoner* 1
NG Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 11 (1d8+3)
Fort +2, **Ref** +2, **Will** +3; +2 vs. fear effects
Resist acid 5, cold 5, electricity 5

OFFENSE

Spd 30 ft.
Melee spear +1 (1d8+1/x3), dagger +1 (1d4+1/19–20)
Ranged spear +2 (1d8+1/x3), dagger +2 (1d4+1/19–20)
Spell-Like Abilities (CL 1st; concentration +4)
1/day—*daylight*
6/day—*summon monster I*
Summoner Spells Known (CL 1st; concentration +4)
1st (2/day)—*lesser rejuvenate* **eidolon***, *shield*
0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

STATISTICS

Str 13, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +0; **CMB** +1; **CMD** 13
Feats **Summoner's Call***
Traits Child of the Temple*, Making Good on Promises**
Skills Diplomacy +5, Knowledge (arcana) +5, Knowledge (nobility) +2, Knowledge (religion) +2, Perception +3, Spellcraft +5, Use Magic Device +7; **Racial Modifiers** +2 Diplomacy, +2 Perception
Languages Celestial, Common
SQ **eidolon***, **life link***
Gear studded leather, spear, dagger, greatsword, backpack, bedroll, spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Child of the Temple* (Ex) Dominnia grew up in the grandest temples of the Inheritor, often interacting with nobles who shared her faith. She not only picked up many of the aristocracy's customs, but also spent many hours in the temple libraries studying her faith. As a result, she gains a +1 trait bonus on all Knowledge (nobility) and Knowledge (religion) skill checks.

Making Good on Promises** (Ex) The Professor once interceded on Dominnia's behalf, hiding her from members of her family sent to bring her home. But the Professor's aid also came under the condition she would someday have to repay him. Dominnia has always dreaded the day when he might request that favor, unsure of what risk it might pose and whether he would reveal her presence if she refused. In time, she learned to deal with the anxiety and fear of being a runaway and now gains a +2 trait bonus on saves against fear effects.

THEODRIC VORSAIFE, EIDOLON

NG Medium outsider (humanoid base form)
Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 6 (1d10+1)
Fort +3, **Ref** +3, **Will** +2

OFFENSE

Spd 30 ft.
Melee greatsword +5 (2d6+6/19–20), 2 claws +5 (1d4+4)

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +1; **CMB** +5; **CMD** 16
Feats Martial Weapon Proficiency (greatsword)
Skills Intimidate +4, Knowledge (history) +2, Knowledge (nobility) +2, Perception +5
Languages Celestial, Common
SQ **evolutions*** (ability increase [Str], claws, improved natural armor, limbs [arms], limbs [legs]), link, share spells.

Background: Dominnia Vorsaife (DOE-min-NEE-uh VOR-sayf) comes from a prominent family of nobles in a neighboring town. Born an aasimar, her bloodline includes a long history of celestial influence as far back as anyone can remember. Several generations have passed, however, since the gods bestowed such a blessing on her family and most assume her birth holds great spiritual significance as a portent for the years to come. After all, her aasimar ancestors fought with great distinction in the crusade against the lich-king and her father has groomed her since birth to follow in their footsteps.

Some of Dominnia's normal siblings have already left to join the templars in their crusade to hold back the demon hordes of the north. Everyone expected her to follow suit, but she actually feared that calling, certain it would lead to a violent, meaningless death far away from home. Raised in the faith of the Goddess of Valor, she fervently prayed for another path or a sign from the goddess that she should accomplish something different in the Inheritor's name. That very night, the angelic spirit of Theodric Vorsaife—a former family patriarch and knight—came to her as an eidolon. Whether formed from Dominnia's subconscious mind after studying the annals of their family history, or a real guardian angel, she never knew. Theodric had no more understanding of why the Inheritor might have sent him than Dominnia herself. In fact, he recalled very little from his former life, but, together, they researched his accomplishments and discovered the real Theodric fell hundreds of years ago against the armies of the lich-king.

Drawn to Theodric's story and that period of history, Dominnia now believes she's meant to retrace her ancestor's footsteps and help him complete some unfinished task. Her father would hear none of it, however, so she ran away rather than march north with her brothers and sisters. Scandalized, her family sent the knights to search for her and they nearly caught up to her. But the Professor took pity on her plight, deeming the young girl mature enough to make her own decisions and he helped throw off her trackers from her trail. Intrigued by her eidolon, and after a lengthy conversation with Theodric, the Professor also introduced her to a trusted friend at the Goddess of Valor's shrine. From there, she has always known the Professor would someday ask a favor in return for all of his assistance, even as she continues to learn more about her ancestry and Theodric's past.

Physical Description: Dominnia is quite simply a strikingly beautiful young woman, turning heads wherever she goes and further complicating her attempts to hide from her family. She has long blonde hair and almost otherworldly, crystal-blue eyes. In bright sunlight (or when inside the nimbus of her *daylight* spell-like ability), a golden haze resembling a halo sometimes forms over her head. She often conceals this—as well as her hair—beneath a hooded cloak, only removing it when necessary. Dominnia measures 5-feet, 9-inches in height and weighs approximately 145 pounds.

Personality: Dominnia has a bright personality and charming laugh, something she struggles to contain when among true friends. She's often reluctant to trust newcomers, however, always fearful they might learn her identity and send word back to her family of an aasimar in the Immortal Principality. Dominnia also possesses an intense curiosity and reverence for her family's history and

purpose within the will of The Inheritor. Her eidolon, Theodric, is her closest friend. She trusts him implicitly and supports him at all costs, believing their fates to be intertwined.

Advancement

Dominnia advances as a summoner for each of her new class levels. At 2nd level, she picks up an initial rank in Diplomacy, Knowledge (religion), and Perception, while adding *message* and *mage armor* to her known spells. At 3rd level, Dominnia spends her new feat on Spell Focus (conjuration) with the intention of eventually adding Augment Summoning. She also adds new spells for *guidance* and *summon monster I*. At 4th level, Dominnia increases her Strength by 1 to raise her combat effectiveness alongside her eidolon. She also adds *bull's strength* and *bear's endurance* to her known spells.

Roleplaying Ideas

- Dominnia feels a significant responsibility to live up to the expectations others ascribe to her kind. She goes out of her way to accomplish good deeds, determined to help others and make a difference in the world around her. But she does so while also deflecting any praise or recognition, fearful she'll call too much attention to herself.
- Even after so many years of enduring the stares and gossip of those obsessed with her celestial-inspired beauty, Dominnia still feels out of place and struggles to develop deeper relationships with would-be suitors.
- Dominnia yearns to find a greater purpose for herself, believing there must be a reason for celestial powers to have merged with her bloodline. The existence of an aasimar in her family skipped several generations before manifesting with her and surely that means she's intended to do something greater with her life.
- More than anyone else, Dominnia confides in her eidolon, Theodric, often staying up late into the night seeking his counsel. For his part, Theodric resembles a stern, fatherly figure when summoned, appearing sometimes even when Dominnia doesn't consciously call him. This can make for awkward moments when she's trying to have an intimate conversation or contemplating a course of action she'd rather keep hidden from him.
- Dominnia stole Theodric's ancient greatsword from her family vault before leaving. Believing it focuses the summoning of her eidolon, she lends it to him before each battle.

Scaling the PC

Under a 15-point buy, Dominnia reduces her Strength by 3 points and her Wisdom by 2. This lowers her attack and damage rolls by 1 and her Will save by the same. Any Strength- or Wisdom-based skills (such as Perception) likewise have their skill totals reduced by 1.





Eilnica Ziorec

"Love will find you by the first Oathday in the 4th month. I know this by the positioning of the seventh star of the Eternal Rose's lovers in the house of the Hunter. And the Harrow cards. See here? The Unicorn is aligned in the present alongside the Dance and the Marriage card, indicating the same thing. As for your dream...well, it doesn't take a diviner to interpret something that lucid. I wish my dreams were as simple. And as entertaining."

—a fortune told by Eilnica Ziorec by a campfire under the open sky.



Eilunica Ziorec

Gothic Heroes
Pre-generated Characters

*See Advanced Player's Guide

**See Carrion Crown Player's Guide

†Abbreviated, see "Races" in the official campaign setting book

††Abbreviated, see "Languages" in the official campaign setting book

EILINICA ZIOREC

Female human (Varis.†) cleric of the Goddess of Dreams 1
CG Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Spd 30 ft.

Melee heavy mace +2 (1d8+2), starknife +2 (1d4+2/x3)

Ranged light crossbow +1 (1d8/19–20), starknife +1 (1d4+2/x3)

Special Attacks channel positive energy 7/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—**touch of good** (+1)

Cleric Spells Known (CL 1st; concentration +3)

1st—*bless*, *longstrider*^D, *protection from evil*

0 (at will)—*brand** (DC 12), *disrupt undead*, *guidance*, *stabilize*

D Domain spell; **Domains** Good, Travel

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 13

Feats Extra Channel, Turn Undead

Traits Devotee of the Green*, Inspired By Greatness**

Skills Knowledge (geography) +1, Knowledge (nature) +5,

Knowledge (religion) +4, Sense Motive +7

Languages Common, 1 additional (suggested: Varis.††)

SQ agile feet (6/day), aura, +10 base speed from Travel domain

Gear scale mail, light steel shield, heavy mace, starknife, light crossbow with 10 bolts, backpack, bedroll, flint and steel, fortune teller's deck (common), ink (1 vial), inkpen, parchment (5 sheets), pocketed scarf, scroll case, spell component pouch, trail rations (5 days), traveler's outfit, waterskin, whetstone, wooden holy symbol

SPECIAL ABILITIES

Devotee of the Green* (Ex) As a young girl, Eilunica developed a deeper appreciation of traveling the wilds and sleeping out under the stars. Her travels have brought her into contact with a variety of cultures as well as the natural habitats of animals and beneficial plant-life. As a result, she gains a +1 trait bonus on Knowledge (geography) and Knowledge (nature) skill checks and Knowledge (nature) is always a class skill for her.

Inspired By Greatness** (Ex) Eilunica met the Professor on a number of occasions, sometimes traveling together and sharing stories of all the places they'd been. Eilunica took a great amount of inspiration from the Professor's experiences and used that to push herself further and broaden her horizons. As a result, she learned to cast the *longstrider* spell at +1 caster level.

HIT POINTS

NOTES

Background: Eilunica Ziorec (EYE-lin-UH-cuh zhor-REK) left the squalor of the Shingles for the open road as soon as she learned to take care of herself. A native-born of the Wild Frontier Region, she traveled with the caravans of her people for several years, winding north into the Frigid Viking Homeland and as far east as her ancestral home of the Immortal Principality. Along the way, she also joined the faith of the Goddess of Dreams as a healer and protector, making the road much safer for her friends and allies. In this capacity, she also became something of a fortuneteller, helping her fellow travelers interpret their dreams and performing the occasional Harrow reading.

Before leaving home, Eilunica's grandmother gave her a distinctive scarf known as a kapenia—a badge of honor usually denoting a child's coming of age. Eilunica's scarf bears elaborate embroidery denoting her family's entire genealogy. She counts it among her most prized possessions and has used it to guide her travels over the years, retracing her roots by visiting each deceased relative's grave in order to honor them. Since her people travel wide and often, these journeys have taken up much of her young adulthood, but she cherishes every moment, enjoying the friends she makes and the sites she's seen.

One such trip enabled her to meet the Professor. While wintering in Raven, they struck up a fast friendship, regaling one another with tales of their adventures. The Professor often asked Eilunica to deliver missives to his friends or procure samples of various wildflowers or other reagents he wished to examine for his studies. Eilunica never accepted payment for these services, enjoying the thrill of the road and the sharing of new stories with the Professor more than anything else.

Physical Description: Eilunica dresses in the festive colors of all her people, favoring orange, green, and violet to denote her life as a wandering priest of the Goddess of Dreams. She also wears her kapenia, draping it around her neck to ward off the cold or store various small items in the concealed pockets of its lining. Eilunica's hair is dark and curly and her face bears the somewhat ruddy complexion of her people. She stands 5-feet, 7-inches tall and weighs about 140 pounds. An artistic tattoo of a dazzling butterfly swarm runs from her shoulder down her right arm and all the way to the back of her wrist.

Personality: Eilunica relishes her freedom, never really at peace unless undertaking another journey somewhere interesting or important. She's exceptionally friendly and outgoing, but has a sixth sense for reading others when they're inclined to make trouble, giving them a wide berth unless backed into a corner. She takes omens and fortunetelling very seriously, believing her goddess makes her will known through patterns in the stars, the interpretation of dreams, or the reading of her Harrow cards. She scoffs at anyone who calls these things superstitious.

Advancement

Eilunica always advances as a cleric. At 2nd level, she adds a rank in Diplomacy, Knowledge (geography), and Spellcraft, alternating these at each level thereafter with Heal, Knowledge (religion), and Sense Motive. She typically prepares *guidance* and *divine favor*

with her new spell slots. At 3rd level, Eilunica uses her new feat on Improved Channel to more effectively damage or turn undead. She also adds *augury* and *spiritual weapon* to her prepared spells, and selects *align weapon* as her new domain spell. At 4th level, Eilunica raises her Wisdom by 1. She also adds *shield of faith* and *lesser restoration* to her normally prepared spells.

Roleplaying Ideas

- Eilunica keeps an elaborate star chart on a huge piece of parchment, which she consults every night while stargazing. When traveling, she folds it into a tight bundle and stores it in one of the many pockets of her kapenia.
- Those traveling with Eilunica always become her adopted family. She cares and looks after them as efficiently (and sometimes annoyingly) as a mother hen, a habit she picked up from watching after the many children among the colorful caravans of her people.
- Eilunica suffers from recurring nightmares related to an ancestor on her father's side of the family, always imagining him as a wolf or similar beast stalking her in the wilds of the Immortal Principality. These dreams become more prominent the closer she comes to a location marked in her family genealogy as the resting place of the same ancestor from her dreams.
- One of the reasons Eilunica left home at such an early age was because her father had already made plans to marry her off to a thug to curry his gang's favor and protection. She has no desire to settle down yet, and especially not to an active criminal in the slums of the largest city of her homeland.



Scaling the PC

Under a 15-point buy, Eilunica reduces her Strength and Charisma by 2 points. This drops her attack and damage rolls by 1, as well as her CMB and CMD. It also reduces her channeling of positive energy to 6/day at DC 11.

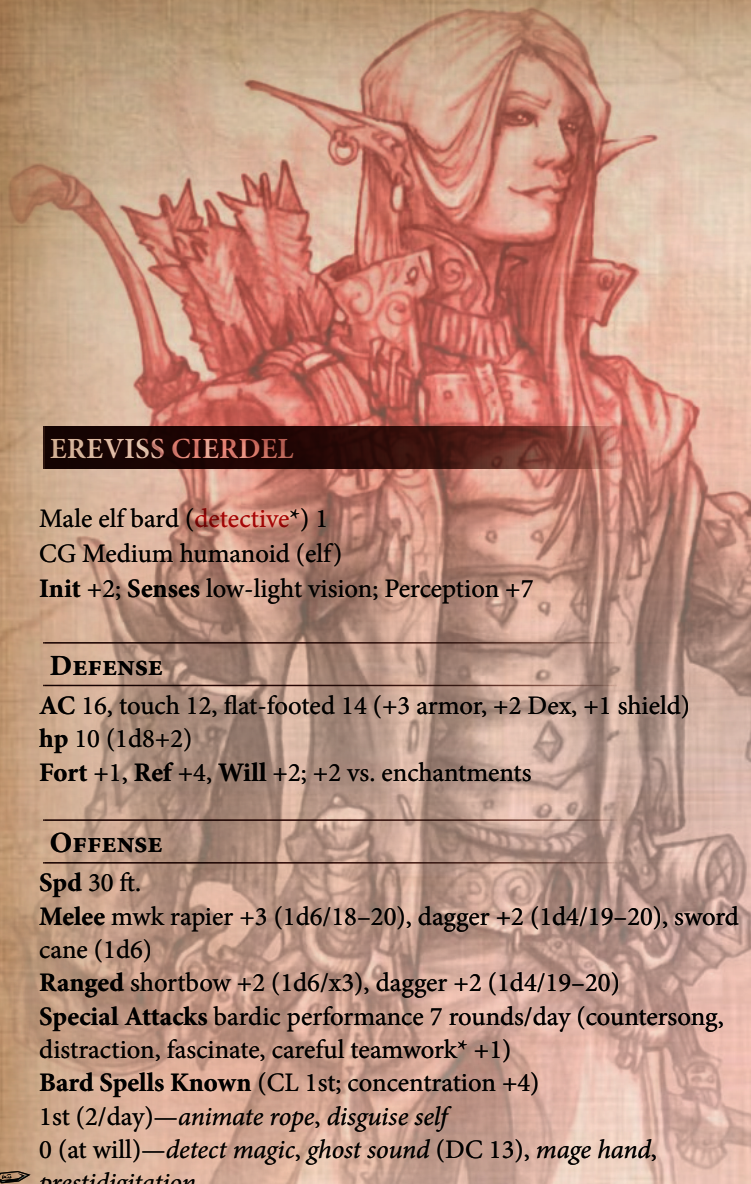


Ereviss Cierdel

"You don't know the first thing about this painting, do you, my clueless friend?

Well, at the risk of ruining an evening of dancing all night with this lovely lady on my arm, allow me to enlighten you as to the true depiction of Orveau's 'Battle in the Steps of Saint Lym'rín' and the many who gave their lives there holding back the forces of darkness summoned by none other than the lich-king, at the very height of his power."

- Ereviss Cierdel



*See Advanced Player's Guide
 **See Carrion Crown Player's Guide
 †Abbreviated, see "Languages" in the official campaign setting book

EREVISS CIERDEL

Male elf bard (**detective***) 1

CG Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** +2; +2 vs. enchantments

OFFENSE

Spd 30 ft.

Melee mwk rapier +3 (1d6/18–20), dagger +2 (1d4/19–20), sword cane (1d6)

Ranged shortbow +2 (1d6/x3), dagger +2 (1d4/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, careful teamwork* +1)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*animate rope, disguise self*

0 (at will)—*detect magic, ghost sound* (DC 13), *mage hand, prestidigitation*

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Weapon Finesse

Traits Inspired By Greatness**, Rich Parents*

Skills Bluff +7, Diplomacy +7 (+8 on gather information checks),

Knowledge (history) +6, Knowledge (local) +3, Knowledge (nobility) +6, Perception +7, Perform (oratory) +7, Sense Motive +5, Spellcraft +6 (+8 to identify magic item properties); **Racial**

Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Aklo, Common, Elven, 1 additional (suggested: Varis.†)

SQ arcane investigation, elven magic, eye for detail* +1, weapon familiarity

Combat Gear wand of *cure light wounds* (37 charges remaining);

Other Gear studded leather, buckler, rapier, dagger, shortbow with 20 arrows, sword cane, backpack, bedroll, courtier's outfit, ink (1 vial), inkpen, parchment (5 sheets), scroll case, spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Arcane Investigation* (Sp) Erevis adds the following spells to his class spell list: 1st—*detect chaos/evil/good/law*; 2nd—*zone of truth*; 3rd—*arcane eye, speak with dead, speak with plants*; 4th—*discern lies*; 5th—*prying eyes, stone tell*; 6th—*discern location, find the path, greater prying eyes, moment of prescience*. He may add one of these spells or any divination spell on the bard spell list to his list of spells known at 2nd level and every 4 levels thereafter. This ability replaces versatile performance.

Careful Teamwork* (Su) Erevis can use his bardic performance to keep his allies coordinated, alert, and ready for action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus to Reflex saves and to AC against traps when they are flat-footed. Using this ability requires 3 rounds of continuous performance and the targets must be able to see and hear him throughout the performance. This ability is language-dependent and requires visual and audible components. This performance replaces inspire courage.

Eye For Detail* (Ex) As a detective, Erevis gains a bonus equal to half his level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information (+1 minimum). This ability replaces bardic knowledge.

Inspired By Greatness** (Sp) Erevis knew the Professor as a colleague and friendly competitor, inspired by his career of discovery to hone his own craft and reach his full potential. In time, he mastered the use of the *disguise self* spell, often using it to infiltrate scholarly functions in order to trick others into sharing information and secrets they would otherwise have denied him. As a result, he now casts *disguise self* at +1 caster level.

Rich Parents* (Ex) The son of a minor elven noble, Erevis secured a sizeable fortune before leaving home and turning to a life of adventure, enjoying a one-time benefit to his initial finances of 900 gp.

Background: Erevis Cierdel (AYR-uh-viss SEER-dayl) spent the first hundred years of his long elven lifespan languishing in the elvish homeland. Bored with the countless courtly functions his father forced him to attend, he longed to move beyond the borders of his homeland and retrace the steps of his more adventurous ancestors. To this end, he devoted himself to the study of ancient histories involving his kindred, curiously drawn to their participation in the crusade against the lich-king. Using the excuse of “finding his Brightness,” he eventually convinced his father to finance a private, multi-year journey to the Immortal Principality so he could look upon the lands where his forefathers fought.

Fifty years later, he has yet to return, for Erevis discovered a number of kindred spirits in the scholars and academics in the local universities. He enrolled in many of them, journeying from one county to another, sampling the youthful exuberance of his fellow students and establishing decades-long relationships with many of his instructors. Eventually, he crossed paths with the Professor, a man as interested in discovery and adventure as anyone he’d ever met. They struck up a fast friendship, even as they sometimes competed against one another to attain the greatest personal achievements in rediscovering the past.

While the Professor’s early successes far surpassed Erevis, the young elf knew he had the balance of time on his side, content to give the old man a headstart before eventually overtaking him. In the meantime, Erevis continued his sophomoric lifestyle among the academic elite. But the recent death of the Professor has shaken him to the core. Setting aside his hedonistic, carefree lifestyle, he’s focused his life in a new direction now. Instead of relishing the opportunity to eclipse his former rival, he’s now matured enough to apply himself to continuing the Professor’s work, determined to pick up his legacy and honor his life.

Physical Description: Erevis measures just over 6-feet tall and weighs 130 pounds. His long blonde hair and attractive countenance often turns heads among the ladies, a fact he capitalizes on as often as possible. Immaculately dressed and always in style, he cuts a striking figure in any room, relishing the spotlight, both as an orator and a conversationalist. He usually keeps a rapier strapped to his side when adventuring, but replaces that with a slim dagger in his boot at social functions. He also carries a surprise sword cane if situations truly get out of hand.

Personality: Erevis views himself as a genius in his own mind, but more importantly, an applied genius in how he processes and uses information to win friends and influence people. Indeed, his affable demeanor seemingly opens every door and gains the trust of everyone with whom he interacts. And, even in those rare circumstances where natural charm and wit fail him, he establishes a second chance by adopting an entirely new persona through the use of magical disguises, filing away which roles proved more receptive so he can use them again and again. Curious, confident, and even arrogant at times, Erevis backs up the annoying habit of his wild guesses and assertions always being right with good-natured camaraderie among his friends.

Advancement

Erevis advances as a bard for each of his new class levels. At 2nd level, he increases his Bluff, Diplomacy, Perception, Perform, and Sense Motive skills, while picking up new ranks in Disable Device, Disguise, and Knowledge (arcana), alternating their advancement with Knowledge (history), Sleight of Hand, and Stealth, thereafter. At 3rd level, Erevis acquires Combat Expertise to further improve his dueling ability with the rapier. His spells increase by adding *read magic*, *detect evil*, and *expeditious retreat* at 2nd level, *dancing lights* and *feather fall* at 3rd level, and *detect thoughts* and *heroism* at 4th level.

Roleplaying Ideas

- Erevis can never resist a good mystery, always drawn to solving it, even if only for his own self-satisfaction.
- Periodically, Erevis receives missives from his father, inquiring into his health and his progress with “finding his Brightness.” He then spends many hours fretting over the right reply to convince his father to prolong his sabbatical rather than return him to his courtly duties.
- Erevis has an eye for the ladies, easily drawn in by the fairer sex, even when it involves women he shouldn’t trust.
- Erevis has a particular distaste for those who live a life of ease without ever tasting the adrenaline rush of adventure. He enjoys playing their little games and exposing the depth of their self-delusion by citing the very real experiences of truly legendary adventurers, hoping to one day count himself among such worthy luminaries.

HIT POINTS

NOTES

Scaling the PC

Under a 15-point buy, Erevis reduces his Charisma by 1 point and his Strength by 2. This drops the DCs of his spells by 1 as well as his bardic performance. It also reduces his attack and damage rolls by 1.



Jevall Ardain

"Quiet! You hear that? That's the sound of the walking dead, clawing their way from the ground where we laid them to rest. That could have been me, yet by the grace of the Lady of Graves and the fate she poured upon the waters of my life. By her leave, we'll give these souls a permanent rest and send them back to the Lady for judgment."

—a pronouncement of doom from the undead slayer, Jevall Ardain, a stilling hand in the darkest night.





Jevalt Ardain

Gothic Heroes
Pre-generated Characters

*See Pathfinder Roleplaying Game Bestiary 2

**See Advanced Player's Guide

†See Carrion Crown Player's Guide

JEVALT ARDAIN

Male **dhampir*** inquisitor** 1

N Medium humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)

hp 13 (1d8+5)

Fort +3, **Ref** +3, **Will** +4; +2 vs. disease and mind-affecting effects

Defensive Abilities **negative energy affinity***, **resist energy drain***

Weaknesses **light sensitivity***

OFFENSE

Spd 20 ft.

Melee morningstar +2 (1d8+2), dagger +2 (1d4/19–20), wooden stake +2 (1d4)

Ranged light crossbow +3 (1d8/19–20), dagger +2 (1d4/19–20), wooden stake +3 (1d4)

Spell-Like Abilities (CL 1st; concentration +3)

3/day—detect undead

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—**gentle rest**

Domain Repose

Inquisitor Spells Known (CL 1st; concentration +3)

1st (2/day)—*inflict light wounds* (DC 13), **wrath****

0 (at will)—**brand**** (DC 12), *disrupt undead*, *guidance*, *stabilize*

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Toughness

Traits Armor Expert**, Chance Savior†

Skills Bluff +7, Intimidate +6, Knowledge (religion) +4 (+6 to identify abilities and weaknesses of undead), Perception +4, Sense Motive +7, Stealth +2, Survival +6; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Common

Gear scale mail, heavy wooden shield, morningstar, dagger, light crossbow with 10 bolts, wooden stake, backpack, bedroll, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Armor Expert** (Ex) Jevalt wears armor almost as naturally as his own skin, moving with grace and purpose despite its weight. When he wears armor of any sort, he reduces that suit's armor check penalty by 1 to a minimum of 0.

Chance Savior† (Ex) In his nightly sojourns, Jevalt chanced upon an opportunity to save the Professor from certain death and did so. His ability to think quickly on his feet has stayed with him over the years and he almost always finds himself in the right place at the right time. As a result, he gains a +2 trait bonus on Initiative checks.

HIT POINTS

NOTES

Background: Jevalt Ardain (juh-VAWLT AR-dayn) suffers under a cruel fate, trapped in a thankless life halfway between the living and the dead. While still in the womb, he shared the corrupting influence of a vampire's bite inflicted on his pregnant mother as she walked the streets of the capital of the Immortal Principality. A priest of the Lady of Graves recognized the signs of her demise and acted swiftly to save Jevalt, delivering him into a twisted half-mockery of life. Now the sun burns his eyes, the divine essence of the gods wounds his flesh, and, as a dhampir, few truly accept him as an authorized agent of the Lady of Graves' church.

Jevalt spent his first fifteen years as a temple orphan, raised by the same priest who saved him. Unable to share many of the normal rites of the Lady of Graves, he eventually shunned the idea of joining the clergy and turned instead to the way of the inquisitor. Trained in the arts of combat, he became a hunter of undead, proving so effective even the church elders had to recognize his skill and devotion. So they assigned him the task of safeguarding the temple while they slept at night, an assignment Jevalt voluntarily extended to the city streets.

In this role, he diligently kept watch for more vampire activity, secretly hoping to identify his mother's killer and avenge her death as well as the curse inflicted upon him. One night he happened upon the Professor and helped the old man fight off a vampire spawn's assault. The Professor's gratitude proved effusive and the two have kept in contact ever since.

Physical Description: Jevalt stands 6-feet tall and weighs 185 pounds with shoulder-length auburn hair and pallid skin. His eyes are the color of liquid ink in the day and glowing embers in the dark. He's rarely without his suit of scale mail, purposefully blackened to dull its appearance while he hunts the night. His remaining garments are similarly dark, morbid, and non-descript.

Personality: Jevalt lives a haunted existence. Rebuked by the sun because of his half-vampire heritage, he prefers the night where he can blend more easily into the dark. Conversely, he hates the morning, preferring to sleep late. He makes few friends, keeping a stoic distance to most of his relationships so he can focus on the greater task he believes his goddess defined for him. Jevalt greatly admires and respects those who share his hatred of undead and supports them whenever he can.

Advancement

Jevalt adds a level in the inquisitor class each time he advances in experience. At 2nd level, he increases his Knowledge (religion), Stealth, and Survival skills, while picking up new ranks in Acrobatics, Climb, and Knowledge (planes). He also learns *resistance* and *hide from undead* as new spells. At 3rd level, Jevalt spends his new feat on Dodge to improve his AC with the intention of eventually pursuing Wind Stance. He also acquires Precise Strike as his teamwork feat and his spells increase yet again with the addition of *sift* and *true strike*. At 4th level, Jevalt increases his Dexterity by 1. He also acquires *see invisibility* and *weapon of awe* as new spells.

Roleplaying Ideas

- Jevalt targets undead opponents above all others, attacking them with all the zeal of a devout follower of the Lady of Graves, convinced such creatures pose a greater danger to the natural order than any beast or man.
- With his unsettling pallor and almost strained, sibilant voice, Jevalt recognizes he sometimes unnerves people. As a result, he doesn't make friends easily, but cherishes the few he has.
- Jevalt still searches for the vampire who took his mother from him before he was even born. He keeps a specially-carved, wooden stake he hopes to use in avenging her someday, often examining it during times of quiet contemplation.
- Jevalt hesitates at the sight or smell of blood. Whether because he feels some vampiric compulsion to taste it or if it simply sours his stomach, he refuses to say.



Scaling the PC

Under a 15-point buy, Jevalt reduces his Dexterity and Charisma by 2 points. This drops his AC, Reflex save, and all of his Dexterity-based and Charisma-based skill totals by 1.



Merenso Kull

"Yeah, I know the way there. It'll be fast, too. All we gotta do is head down that ravine, scale the other side, cut our way through the thickets and over the hillside, then pick our way down the rocks on the far slope and we should come back out right above the highland road. Of course, bandits like to use the clearing there as a hideout. I caught seven of 'em red-handed about three years ago. And I nearly scared 'em to death while they were countin' their coins by makin' 'em think I was a werewolf come to eat 'em. Aaaaaroooo!"

—Merenso Kull relating yet another outlandish tale of his adventurous exploits while simultaneously emulating his incredibly realistic wolf howl.



Merenso Kull

Gothic Heroes
 Pregenerated Characters

*See Advanced Player's Guide
 **See Carrion Crown Player's Guide

STATISTICS

Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 17

Feats Skill Focus (Stealth), Toughness

Traits Indomitable Faith*, On The Payroll**

Skills Intimidate +4, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Perception +6, Stealth +7, Survival +4 (+5 to identify and follow tracks); Racial Modifiers +2 Perception

Languages Common, Elf

SQ elf blood, track +1, wild empathy +1

Gear chain shirt, buckler, longsword, handaxe, dagger, composite longbow (Str +1) with 20 arrows, backpack, bedroll, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket

SPECIAL ABILITIES

Indomitable Faith* (Ex) Where most citizens of the Immortal Principality worship the Lady of Graves or the Goddess of Dreams, Merenso has long practiced the faith of Old Deadeye in shepherding the wilds. His constant struggle to maintain his faith has bolstered his drive. He gains a +1 trait bonus on Will saves as a result.

On The Payroll (Ex)** The Professor often hired Merenso as both a bodyguard and a guide while traveling through the fog-shrouded Immortal Principality and beyond its borders. Merenso was well-compensated for his time and service, granting him an additional 150 gp in starting wealth.

MERENSO KULL

Male half-elf ranger (**skirmisher***) 1

NG Medium humanoid (elf, human)

Init +3; Senses low-light vision; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

hp 16 (1d10+6)

Fort +4, Ref +5, Will +1; +2 vs. enchantments

OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3/19-20), handaxe +4 (1d6+3/x3), dagger +4 (1d4+3/19-20)

Ranged composite longbow +4 (1d8+1/x3), dagger +4 (1d4+2/19-20)

Special Attacks favored enemy (humans +2)

HIT POINTS

NOTES

Background: Merenso Kull (MUH-rin-ZO KULL) used to live with his family at the base of nearby mountains. His father had managed to woo an elf maiden into settling down with him in a log cabin and they had several children of varying age before the man passed away of natural causes. Merenso's elven mother raised him and his siblings after that, relying on them to do the chores and hunting while she looked after the home. Unfortunately, orc raiders attacked their homestead during one of Merenso's hunting trips. When he and his two brothers returned, they found the rest of their family dead and the cabin burned to the ground.

Together, the boys tracked and harried the orcs, picking them off one by one with coordinated attacks before fading back into the forest. But the wily orcs eventually ran them down, forcing a battle on their terms. Only Merenso survived, killing the last orc with his father's blade. After that, he felt no desire to stay in the mountains. They held enough bad memories for him to pack up his things and wander across the remainder of the fog-shrouded land. In time, he hired himself out as a guide, having learned all the roads and trails as surely as the back of his hand. This line of work brought him into contact with the Professor, who retained Merenso as both a bodyguard and scout while traveling to various ruins or landmarks. Merenso was quite surprised to hear of the Professor's death, as the old man always demonstrated remarkable fortitude. It surprised him even more to receive an invitation to the Professor's funeral. Relishing the opportunity for yet another trip, Merenso agreed to attend.

Physical Description: Merenso wears his brown hair fairly short, though his bangs often hang over his eyes when he forgets to trim them. He seemingly always sports three-days growth of beard, but never lets it get too long—an admonishment he often endured from his mother. He measures 5-feet, 10-inches in height and weighs about 165 pounds. Although his hunter green clothing often looks worn, threadbare, or heavily patched, his longsword, handaxe, and longbow are always in good repair.

Personality: Merenso loves to talk, usually about himself as he relates some grand adventure he's undertaken or a beautiful site visited during his many travels. It doesn't even matter if others decline to engage him in such conversation, as he's more than willing to share these tales with the world around him just to hear the sound of his own voice. Merenso always comes across as practical and fair-minded. He won't tolerate fools or tricksters, viewing the world through a prism of right and wrong instilled by honest living in the wilds. He also loves children, as they put him at far more ease than the judgmental eyes and machinations of other adults.

Advancement

Merenso rises in level as a ranger each time he advances. At 2nd level, he selects the two-weapon combat style and Two-Weapon Fighting feat. He also increases his skill ranks in Intimidate, Knowledge (dungeoneering), Knowledge (nature), Perception, Stealth, and Survival. At 3rd level he chooses the Two-Weapon Defense feat to maintain his AC without the need for a buckler. He also selects forest as his first favored terrain and looks to upgrade

his composite longbow to a higher Strength bonus. At 4th level Merenso increases his Dexterity and establishes his hunter's bond ability with his fellow adventuring companions.

Roleplaying Ideas

- Merenso feels uneasy and out of place among large crowds and urban areas, far preferring the forest trails and haunted hillsides of the Immortal Principality to its cities. He often comes across as uncouth and poor-mannered among more civilized folks.
- Hunting and fishing is a favorite past-time of Merenso's and he loves taking time to do so when traveling cross-country, quietly slipping away from his fellow travelers before returning with a fresh kill for the stew pot. He equally enjoys telling tall-tales of such excursions, embellishing each one as he can.
- Merenso's own experience and sense of duty make it very difficult for him to ignore anyone in need. Capable of living off the land whenever he wants, he has little use for money and often spares what he can for the downtrodden, especially small children and orphans.
- With all his years of experience navigating the fog-shrouded countryside, Merenso always seems to know a shortcut to get where he wants to go. Unfortunately for those traveling with him, these shortcuts often prove hazardous or tiring for the unprepared and less wilderness-savvy. But the half-elf never seems to break a sweat himself, always eager to press on.



Scaling the PC

Under a 15-point buy, Merenso's Strength should be reduced by 2 points. This decreases his melee attack rolls and damage rolls by 1.



Xiuji Hak Leyng

“Go away! I have no liquors here for you to take, nor drugs or powders to make you see spirits or dance like demons. I am just an old man with no gold or treasures—so go away!”

—a lengthy series of outright lies told by the crossbow-toting Xiuji Hak Leyng, traditionally his final warning before he sets trespassers on fire with heavy explosives.



Xiu Hak Leyng

Gothic Heroes
Pre-generated Characters

*See Advanced Player's Guide

**See Carrion Crown Player's Guide

†Abbreviated, see "Races" in the official campaign setting book

††Abbreviated, see "Languages" in the official campaign setting book

XIUJ HAK LEYNG OF THE SEVEN-GHOST-NEEDLES

Male middle-aged human (Tia.†) alchemist* 1
LN Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 10 (1d8+2)
Fort +3, **Ref** +4, **Will** +1

OFFENSE

Spd 30 ft.
Melee club +2 (1d6+2), dagger +2 (1d4+2/19–20)
Ranged light crossbow +2 (1d8/19–20), dagger +2 (1d4+2/19–20)
Special Attacks **bomb*** 6/day (1d6+3 fire, DC 13)
Alchemist Extracts Known (CL 1st)
1st—*cure light wounds, enlarge person*

HIT POINTS

NOTES

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 17, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Brew Potion, **Extra Bombs***, Point Blank Shot, **Throw Anything***

Traits Anatomist*, On The Payroll**

Skills Appraise +7, Craft (alchemy) +7 (+8 to craft alchemical items), Disable Device +5, Heal +5, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +5, Use Magic Device +3

Languages Celestial, Common, 2 additional (suggested: Tie., Varis.††)

SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/–2, +2 natural, 10 minutes)

Combat Gear acid (3 flasks), smokestick, tanglefoot bag, thunderstone; **Other Gear** studded leather, club, dagger, light crossbow with 10 bolts, alchemist's kindness, alchemist's kit, backpack, bedroll, chalkboard, chalk (2 pieces), earplugs, inkpen, ink (1 vial), monk's outfit, rice paper (10 sheets), scroll case, sunrod, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, winter blanket
Formula Book *cure light wounds, disguise self, enlarge person, expeditious retreat, shield*

SPECIAL ABILITIES

Anatomist* (Ex): Leyng's study in the workings of anatomy helps him know exactly where to aim blows so they strike vital organs. As a result, he gains a +1 trait bonus on all rolls to confirm critical hits.

On The Payroll** (Ex): Leyng often served as a consultant to the Professor, retained for his insights into anatomy, physiology, and alchemical expertise. The Professor paid him a generous wage, allowing Leyng an additional 150 gp in starting equipment and alchemical items.



Background: Xiuj Hak Leyng (ZOOSH HOCK LAYNG) does not speak often of his life in the far-off academies, or the strange internal alchemies which his undying masters taught him in that place beyond the farthest oceans. Here, in a quiet hermitage softly rotting into the grey earth of the deep woods of the fog-shrouded Immortal Principality, the ancient-looking man called Student Leyng has spent the last thirty years of his life quietly plying a trade in the reduction of fevers, the telling of pregnancies, the secrets of gardening, and the occasional application of strange needles to the purpose of redirecting the life force within the body. Whispers claim, however, that within his shuttered lab are reagents which, when mixed in the proper sequence, can bring the dead back to life or restore sight to the blind, and that Leyng recalls the recipe for a mysterious elixir from forgotten lands which can call up a foul-smelling, many-fanged, iron-skinned yin-devil from within his very bones. While many of these claims are naught but wild fabrications and uneducated misunderstandings, Leyng perpetuates many of these myths to maintain his distance from those who annoy him—but also to create an aura of mystery and respect, which salves his fragile ego.

Xiuj Hak Leyng came to his new gothic homeland by way of gypsy caravans. He fled his homeland after an altercation where he defended his academy's honor against a rival monastery—one which enjoyed far more popularity and routinely snubbed his own school as well as his masters. After arranging a quite spectacular explosion in the heart of the rival institution, he found it necessary to pursue a change in scenery, parlaying his skills as a healer into free passage, eventually settling in this current moribund nation, where he discovered a great many clients willing to experiment with the exotic acupuncture and alchemy which only he could provide.

In time, Leyng's skill captured the attention of the Professor, who consulted with him on a number of matters, even hiring the alchemist to test various substances he himself had secured, or to seek out rare reagents for him in the hills. Leyng has served as his retainer for nearly ten years now, thoroughly enjoying each new alchemical mystery they explored together.

Physical Description: Leyng looks much older than his true age, which he never divulges since he refuses to taunt the universe with how long he's managed to survive lest it strike him down. In actuality, he's only 49 years old, but looks 20 years beyond that. He shaved his head before leaving the east, but maintains a stark-white, sharply-pointed beard and narrow, drooping mustache which immediately marks him as an exotic outsider in his current land. He typically dresses in simple sandals, loose breeches, and a loose-fitting silk shirt bound together with several sashes which conceal or hold a variety of tools and weapons. Leyng stands only 5-feet, 6-inches in height and the compacted muscle of his tightly-wound body weighs 120 pounds soaking wet.

Personality: Leyng has an abrasive, spiteful personality, often presenting a sour face to the rest of the world when it intrudes on him. While among fellow scholars and alchemists, however, he gradually warms to a more grudging, if not enlightening, conversation, basking in the glow of any compliments and flattery offered for his unique cultural outlook—which he deems superior to all others. But Leyng is also paranoid, constantly fretting over people

out to steal his secrets, prying into his personal identity, or unwilling to acknowledge the quality of his alchemy and unorthodox healing techniques. He makes a determined enemy, but also a staunch ally to those who earn his respect and reciprocate in kind. Unfortunately, regardless of how others pronounce his name, Leyng yells at them for getting it wrong—even changing his own pronunciation of it to perpetuate such conflict for his own entertainment.

Advancement

At 2nd level, Leyng multiclasses by adding a level in monk to gain combat skills he can complement with his transformative mutagens. He adds skill ranks in Acrobatics, Climb, Craft (alchemy), Escape Artist, Perception, Profession (gardener), Profession (herbalist), and Stealth. He also selects Dodge as a bonus feat. Thereafter, Leyng advances both as an alchemist and a monk, choosing the former as his favored class and alternating between them as necessary. At 3rd level, Leyng advances once more as an alchemist, selecting the precise bombs discovery so he can better target opponents without endangering his allies. He also learns the formula for *true strike*. At 4th level, Leyng increases his Wisdom while gaining another level as a monk. He also acquires Scorpion Style as a bonus feat.

Roleplaying Ideas

- Leyng serves as a useful sage for any party with his skills in Appraise, Craft (alchemy), Heal, Knowledge (arcana), Knowledge (nature), and eventually Profession (herbalist).
- Always maintaining an air of mystery with his Tien alchemy and study of physiology, Leyng augments his healing skills with a strange acupuncture technique known as the Seven-Ghost-Needles. He swears by it as the most effective means of reducing stress, healing injuries, and improving the blood flow in support of a healthy life.
- Leyng constantly carries on about the importance of obscure traditions which only he understands, quoting confusing philosophies and flat-out gibberish (which no one can adequately refute) in an attempt to get his way.
- Leyng often tests new compounds and admixtures on his companions, willing or otherwise. These experiments almost always prove harmless...almost.

Scaling the PC

Under a 15-point buy, Leyng reduces his Strength by 4 points. This drops his attack and damage rolls by 2, as well as his CMB and CMD. Any Strength-related skills are likewise affected.



Ysabet Vaskel

"I've never lacked for companionship my whole life, but it's been a lonely road knowing I'm the daughter of some hag who only brought me into this world to suit some plan or purpose of her own design. Far more important to me is my newfound brother, Agrimar. Both of us owe our lives to the Professor. And we look forward to someday repaying that debt."

- Ysabet Vaskel



*See "changeling" entry in the Bestiary of Pathfinder Adventure Path #43: The Haunting of Harrowstone

**See Advanced Player's Guide

†See Carrion Crown Player's Guide

††Abbreviated, see "Languages" in the official campaign setting book

YSABOT VASKEL

Female **changeling*** witch 1

CG Medium humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 7 (1d6+1)

Fort +0, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee claw +0 (1d4), dagger +0 (1d4/19–20), quarterstaff +0 (1d6)

Ranged dagger +2 (1d4/19–20), dart +2 (1d4)

Special Attacks **hexes**** (*cauldron*, *evil eye* [–2, 6 rounds])

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*mage hand*

Witch Spells Prepared (CL 1st; concentration +4)

1st—*burning hands* (DC 14), *hypnotism* (DC 14)

0 (at will)—*message*, *spark***, *stabilize*

Patron Agility

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Brew Potion, **Extra Hex****

Traits Magical Talent**, Teacher's Pet†

Skills Bluff +2 (+4 vs. anyone sexually-attracted to her), Craft (alchemy) +11, Knowledge (arcana) +7, Knowledge (history) +9, Knowledge (nature) +7, Perception +1 (+3 if familiar is within arm's reach), Sense Motive +1 (+3 if familiar is within arm's reach), Spellcraft +7, Stealth +5; **Racial Modifiers** +2 Bluff vs. anyone sexually-attracted to her

Languages Abyssal, Common, Aklo, 1 additional (suggested: Varis.††)

SQ hag trait* (green widow), witch's familiar (cat named Persimmon)

Gear dagger, darts (6), quarterstaff, backpack, bedroll, candles (3), cauldron, chalk (1 piece), fortune teller's deck (common), ink (1 vial), inkpen, parchment (5 sheets), scroll case, spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Claws* (Ex) As a changeling, Ysabot's hands and fingernails have hardened and become sharp since her adolescence. This gives her the claw (1d4) natural attack.

Hag Trait* (Ex) Descended from a green hag, Ysabot finds it especially easy to lure and trick potential mates into pursuing her. This grants her a +2 trait bonus.

Magical Talent† (Sp) Through a combination of inborn talent and obsessive study of the Professor's strange tomes, Ysabot mastered the use of the *mage hand* cantrip. She may cast it once per day as a spell-like ability at the same caster level as her witch spells, but using her Charisma modifier for concentration checks instead of Intelligence.

Natural Armor* (Ex) As the secret offspring of a hag, Ysabot has uncommonly tough skin, granting her a +1 natural armor bonus.

Teacher's Pet† (Ex) Ysabot once studied as the Professor's student, often debating with him over the finer points of local history. She gains a +2 trait bonus on Knowledge (history) checks and Knowledge (history) is always a class skill for her.

PERSIMMON, CAT FAMILIAR

N Tiny magical beast

Init +2; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 3 (1 HD)

Fort +1, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

OFFENSE

Spd 30 ft.

Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)

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

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

SQ alertness, empathic link, share spells

Stored Spells 0—all; 1st—*burning hands*, *cure light wounds*, *hypnotism*, *identify*, *inflict light wounds*, *obscuring mist*

Background: Ysabot Vaskel (EEZ-uh-BOE VAZZ-kuhl) spent her first ten years assuming she was her mother's natural born daughter. But when orc raiders stole her mother away, Ysabot's entire world came crashing down. Her stricken father nearly drank himself to death. And, from his drunken ramblings, she pieced together the truth of her adoption. Some soul had left her on the doorstep of a local church as a baby, and the priests of the Lady of Graves convinced the Vaskel family to take her as their own. After all, her father's impotence had failed to give his wife a child. So, it all made perfect sense.

But the trauma of her mother's abduction, combined with her coming adolescence, began to unravel poor Ysabot's mind. Strange voices began calling to her at night. Voices only she could hear. She tried to ignore them at first, afraid to mention their disturbing whispers lest everyone doubt her sanity. She left home at the first opportunity, enrolling in a nearby all-girls' school. Only when the Professor ventured to her school as a guest lecturer and took an active interest in her exceptionally bright mind, did she finally confide in someone. He helped her understand her changeling nature, the unlikely offspring of a green hag, left to be raised by some unwitting family until her real mother called her home. He cautioned Ysabot against heeding the hag's call, explaining in detail what would happen if she did. Instead, he offered her a chance to travel and study with him until the voices stopped.

She did exactly that. But, ever curious, she also plied the Professor to further research her origins while learning under his tutelage. Together, they conducted various auguries and harrow readings into the guiding influences on her life. She never learned anything more about her real mother, but she did learn of her adopted mother's fate, as well as the existence of the half-orc baby, Agrimar, to which she'd given birth while in captivity. Ysabot made it her goal to seek him out, to rescue Agrimar from the dark influence of the orcs, and also to punish those who'd abused her mother. The Professor helped her complete that task. And now she, and her "brother" Agrimar, owe him a great debt. One they can only hope to repay.

Physical Description: Ysabot is quite diminutive and rail-thin compared to her "brother" Agrimar. She weighs only 110 pounds, but stands 5-feet, 6-inches tall with long black hair and a very pale complexion. She most frequently wears a blue, hand-made robe and matching cloak, and is almost always accompanied by her black cat, Persimmon.

Personality: Ysabot typically keeps her own counsel until she can thoroughly process every bit of information about a particular situation. Many take the quietly thoughtful girl as timid, but she proves calculating and bold when she chooses to speak her mind. Ysabot also takes great satisfaction and confidence in outlasting her hag mother's call. Even as she broadens her study in the mysteries of witchcraft, she's determined not to let it sway her to the evil her true mother intended. In this regard, she feels a kinship with the inner struggles of her half-orc "brother" and looks after him as surely as any true sibling would.

Advancement

Ysabot adds a level in the witch class each time she advances. She prefers to always enhance her skills in Craft (alchemy), Knowledge (arcana), Knowledge (nature), and Spellcraft, but adds a new rank in Bluff, Diplomacy, and Sense Motive as she can. At 2nd and 4th level, Ysabot picks up the misfortune and fortune hexes, respectively. At 3rd level, she spends her new feat on an Extra Hex to gain access to cackle, thereby extending the effects of her other hexes. In terms of advancing her spells, Ysabot learns dancing lights, jump, and mage armor at 2nd level. She then adds false life at 3rd level, followed by cat's grace, hold person, and ray of enfeeblement at 4th level. As soon as she can, Ysabot acquires an alchemist's lab so she can use her Brew Potion feat and Craft (alchemy) skill to create items to further support her companions.

Roleplaying Ideas

- On occasion, Ysabot still hears the siren call of her hag mother, urging her to join their coven and become a green hag.
- Ysabot is an especially curious girl, particularly when it involves mysteries of arcane alchemy and spellcraft. She obsessively collects unusually gross reagents from the strangest specimens.
- Ysabot's cat familiar, Persimmon, often spies on her acquaintances, allies, and enemies alike. He seemingly shows up at the most inopportune times and unreachable places, unnerving those who cross his path.
- Ysabot views herself as a protector, first and foremost of her "brother" Agrimar, but to the rest of her companions, as well. She always seems to know more than she lets on, maintaining an air of cleverness and playfulness that can annoy the impatient. And she sometimes lashes out at those who belittle or devalue her "brother" upon learning of his orc heritage.

HIT POINTS

NOTES

Scaling the PC

Under a 15-point buy, Ysabot reduces her Intelligence by 1 point and her Wisdom by 2. This drops the DCs of her spells and her Will save by 1. It also causes the removal of 1 skill rank (in Knowledge [history]) and 1 language (Abyssal).

Stand-Up Figures

		Hagabot Hakkel
		King Hak Leng
		Merengo Kall
		Jevale Ardain
		Ereviss Tierdel
		Elinica Ziorec
		Dominica Vorgesäte
		Agrimar Hakkel

Bios

NEIL SPICER won Paizo Publishing's second annual design contest for RPG Superstar in 2009, going on to write the acclaimed Pathfinder adventure module, *Realm of the Fellnight Queen*. After joining Paizo's talented pool of freelancers, he followed that success with consistent contributions to their Pathfinder Adventure Paths, penning the Kingmaker adventure, *Blood for Blood*; the Serpent's Skull adventure, *Sanctum of the Serpent God*; and the gothic vampire adventure *Ashes at Dawn* for the Carrion Crown Adventure Path. He also co-authored material to enhance the Pathfinder Campaign Setting in Paizo's *Guide to the River Kingdoms* and recently-released *Rival Guide*. Neil returned to RPG Superstar in 2011 as a guest judge, helping select that year's Top 32 competitors while offering unrivaled encouragement and feedback through every round of the contest. Prior to writing for Paizo, Neil wrote a variety of d20 products for third-party publishers and co-authored a softcover supplement called the *Future Player's Companion* for d20 Future through The Game Mechanics and Green Ronin Publishing. He joins Legendary Games with an interest in creating new, innovative products for the Pathfinder Roleplaying Game and looks forward to doing so alongside a dream team of industry veterans and rising superstars.

CLINTON J. BOOMER, known to his friends as 'Booms,' resides in the quaint, leafy, idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of *Planescape*, which shaped his Jr. High years, was first published professionally in the *Ennie* Award-winning *Pathfinder Chronicles Campaign Setting* from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! competition, and currently devotes a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3900 subscribers on YouTube and have been viewed more than a million times. A member of the *WereCabbages* creative guild, a frequent freelance contributor to Rite Publishing, Sean K. Reynolds Games, Paizo Publishing, Reality Deviants Press, *Zombie Sky Press* and the *Hellcrashers* setting, his debut novel *The Hole Behind Midnight* was released in 2011; Daniel O'Brien, columnist for *Cracked.com* and contributor to the New York Times bestseller *You Might Be a Zombie and Other Bad News* called it "... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME." Boomer is honored and humbled to bring his gonzo, his ink and - if need be - his blood to the pages of *Legendary Games*, and is currently the happiest he has ever been in his whole life.

CLARK PETERSON founded *Necromancer Games, Inc.*, and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, *ENnie*-award winning adventure, *The Wizard's Amulet*. Clark produced a number of key third party products for Third Edition, from the famed *Creature Collection* and *Relics and Rituals with Sword and Sorcery Studios*, to the indispensable *Tome of Horrors* series. He wrote a large number of classic "First Edition Feel" adventures, from *The Tomb of Abysthor* and *Bard's Gate to Rappan Athuk*, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on *Necropolis*, *Flying Buffalo* on *The Wurst of Grimtooth's Traps* and the honor of bringing *Judges Guild's Wilderlands of High Fantasy* and *City State of the Invincible Overlord* to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. *Legendary Games* is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim certainly belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his pup and quiet dinners with his very patient wife, Kate. Currently making his professional RPG debut with *Legendary Games* and *Open Design*. He is thrilled for the opportunity to give form to the fiction, and to be counted amongst such prestigious company.

HUGO SOLIS, also know as *Butterfrog*, found his love of RPGs in 1990 when he miraculously encountered the *Dark Sun* boxed set at his local game store—no mean feat in Guadalajara, México! Hugo resides in Mexico with his patient wife, who is his toughest art critic, and their two Schnauzers. He followed the dark and bloody career of a GM and eighteen years later began illustrating character artwork for the fans on the Paizo Boards. Shortly thereafter he created the award winning *Wayfinder* fanzine with Liz Courts as a way to bring the Paizo fan community to a whole new level. Hugo now does freelance illustration and cartography for many companies including Paizo Publishing, *4 Winds Fantasy*, *Open Design*, *Rite Publishing*, *SKR Games*, among others, and is now pleased to join the *Legendary Games* team of all-stars, while secretly hoping they won't find out the big mistake they are making...

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THE MURMURING FOUNTAIN

A “set piece” adventure by Clark Peterson and Jason Nelson designed to give 1st to 3rd level characters the chance to earn additional experience and Trust within a gothic-themed Adventure Path campaign. Includes elements inspired by the works of Edgar Allan Poe and H.P. Lovecraft. Provides the party with the possibility of acquiring a spectral “pet.”

THE FIDDLER’S LAMENT

Another mini-adventure for low level PCs, this time by none other than Greg Vaughan, designed to expand opportunities to earn experience and gain Trust while adding additional flavor to your game. Involves a mysterious and infernal lesser artifact, known as the Rebec Malevolenti.

TOMES OF ANCIENT KNOWLEDGE

A supplement including variant rules for addressing mythos-inspired madness as well as several fully-detailed tomes of unspeakable knowledge and also including horrific mythos spells (and mythos versions of common spells) suitable for any gothic-themed Adventure Path campaign.

CONSTRUCT CODEx

With creatures ranging from the crowflight carriage, a shining black carriage construct drawn by spectral horses used by vampire lords, to the living crematory, an automaton that roams battlefields disposing of the dead in a frighteningly efficient manner, the Codex is a supplement containing 11 gothic-themed constructs to flesh out a world of gothic horror.

