



Ultimate Relationships

#1: THE LONELY LYRAKIEN



ULTIMATE PLUG-INS

Ultimate Relationships

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Ultimate Relationships #1:

The Lonely Lyrakien © 2015, Legendary Games; Author Mark Seifter.

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WHAT YOU WILL FIND IN ULTIMATE RELATIONSHIPS!

Running an Adventure Path is a long journey for the PCs, whether the action of the Adventure Path takes place within a single city, a small kingdom, or an epic journey across a continent or an island archipelago, and Ultimate Relationships can serve as a toolbox for creating stories for your own NPCs or for use with character modules we will be creating for published Adventure Paths. Whether your PCs' journey is literal or figurative, Ultimate Relationships can help you encompass the flow and span of the campaign as a metaphor for the inner journey that each character takes along the way, progressing into someone different than they were at the beginning. With Ultimate Relationships, your PCs can join each NPC along his or her own personal journey. With their lives and fates intertwined, your game will never be the same.

The original Ultimate Relationships provided the basic rules and structure for building effective and fun relationships with NPCs in the game, and this ongoing series takes that a step further by providing you with a fully developed, robustly detailed NPC in every product, some drawn from published Adventure Paths, others from Legendary Games products, and still others entirely new. Each installment includes the character's game statistics as well as the relationship characteristics that make them a long-running campaign character that your players will talk about for years to come.

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- Jason Nelson

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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THE JOKE

THE LONELY LYRAKIEN

LONELY LYRAKIEN

Female Lyrakien cleric 3

CG Tiny outsider (azata, chaotic, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; **Perception** +14

DEFENSE

AC 20, touch 17, flat-footed 15 (+3 armor, +5 Dex, +2 size)

hp 41 (6 HD; 3d10+3d8+12)

Fort +6, **Ref** +9, **Will** +11

DR 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 80 ft. (perfect)

Melee mwk starknife +11 (1d2–1/x3) and mwk starknife +11 (1d2–1/x3) or mwk starknife +13 (1d2–1/x3)

Ranged mwk starknife +13 (1d2–1/x3)

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

Special Attacks channel positive energy 8/day (DC 16, 2d6), starlight blast

Cleric Spell-Like Abilities (CL 3rd; concentration +8)

8/day—liberty's blessing

Lyrakien Spell-Like Abilities (CL 3rd; concentration +8)

Constant—detect evil, detect magic, freedom of movement

At will—dancing lights, daze (DC 15), summon instrument, ventriloquism (DC 16)

1/day—cure light wounds, lesser confusion (DC 16), silent image (DC 16)

1/week—commune (6 questions, CL 12th)

Spells Prepared (CL 3rd; concentration +8)

2nd—lesser restoration, remove paralysis^D, spiritual weapon

1st—command (DC 16), divine favor, magic stone, remove fear, sanctuary^D (DC 16)

0th (at will)—detect magic, mending, read magic, stabilize

^D Domain spell; **Domains** Liberation (Freedom subdomain^{APG}), Travel

STATISTICS

Str 9, **Dex** 20, **Con** 15, **Int** 12, **Wis** 20, **Cha** 20

Base Atk +5; **CMB** +8; **CMD** 17

Feats Scribe Scroll, Two-Weapon Fighting, Weapon Finesse

Traits: Magical Knack^{UCam} (cleric), Patient Optimist^{UCam}

Skills Fly +26, Heal +11, Knowledge (religion) +10, Perception +14, Spellcraft +10, Stealth +22

Languages Celestial, Draconic; truespeech

SQ agile feet (8/day), traveler's friend

Combat Gear scrolls of cure moderate wounds (2), scrolls of lesser restoration (3), scroll of remove disease; Other Gear masterwork studded leather, masterwork starknives (3)

Description and Overview: The Lonely Lyrakien is a Lyrakien azata^{B2} and a cleric of Lady Luck who once traveled as the ally of a more powerful human cleric until her companion met an untimely end. Afterwards, she prayed to Lady Luck to show her guidance in her travels and set off on a random path, letting luck and the stars decide. Eventually, she reached the place where she saw a sign and decided to stay (in the Far Eastern Adventure Path, that location is an abandoned graveyard). There she has been watching and waiting to see why that spot is where she should stay. In addition to the Far Eastern Adventure Path, the Lonely Lyrakien is an excellent match for any Adventure Path or home game with a Chaotic Good outlook, particularly those involving travel or overthrowing tyranny. The Lonely Lyrakien's relationship link is focused self-discovery and understanding more of her role in the universe. As she grows closer to the PC, she becomes more willing to talk about her former companion, and her thoughts about destiny and luck.

Preferred Gifts and Interactions: The Lonely Lyrakien is difficult to influence with gifts and interactions. She prefers unique experiences and tires of repetition more quickly than usual. The one thing she appreciates most of all is something that can lift an oppressive mood and bring optimism and good cheer to others; in her mind, a perfectly-crafted joke can do all of those things, but she dislikes mean-spirited and hurtful jokes.

Affinity Notes: The Lonely Lyrakien has a positive affinity for clergy of Lady Luck, like herself and her former companion. She has negative affinity for evil characters and particularly for demons and those who worship them. If an adventuring party includes both the Lonely Lyrakien and the Mute Harpy, this antagonism might lead to interesting interactions between the PCs and NPCs.

Joining the Party: When the party comes across the place where the Lonely Lyrakien ended her guided flight, she hides and follows them curiously. She is willing to help them if she sees them in trouble, at least while they adventure near her chosen location, and a request via Diplomacy (DC 20) can convince her to join the party for at least a short time; she can always fly back if necessary, and, though she's keeping it to herself, she realizes that the party might be why she was guided here.

Staying with the Party: Eventually, the Lonely Lyrakien will reach a decision point where she has to decide whether she's going to go all-in with the party or part ways and return to the spot her goddess showed her. In general, this should be at a point in the campaign that seems like a point of no return, like just before heading up into the North Pole in the Far Eastern Adventure

Path. In the unlikely event that a character has reached rank 6 or higher with the Lonely Lyrakien before this decision point, she automatically stays. To convince the Lonely Lyrakien to stay otherwise requires a character to make a plea to her as a request using the Diplomacy rules. Each character at least at rank 3 with her can make request separately; characters can't aid another. The request counts as lengthy and dangerous aid (DC 30), but she counts as helpful if the character is at least at rank 4, lowering the DC to 20, and if the PC is at rank 5, she decides that the aid isn't so lengthy after all, lowering the DC to 15.

Advancement: The Lonely Lyrakien advances as a cleric of Lady Luck. For experience points, if you want her to be a strong option for the party, consider her to be a 5th level character to start as a lyrakien cleric 3. Otherwise, you should consider her as a level or two higher than that. Either way, if you give important NPCs traits, Magical Aptitude is particularly useful for her, as it increases her cleric caster level to compensate for her outsider HD.

Participation: The Lonely Lyrakien, unlike most NPCs, has exploration literally in her blood, so she is generally happy to come with the PCs, even at low relationship ranks. However, she is prone to her own ideas of what might be interesting to see, so until a PC reaches rank 4 with her, there is a 25% chance that she decides to do something else on a given day. The Lonely Lyrakien will agree to become a cohort to a PC only after she is at Rank 7 with that PC and has expressed her grief over the last time she was a cohort. As a free spirit, she generally prefers not to be a cohort, and even as a cohort, she won't always follow orders from her PC.

Romance: The Lonely Lyrakien is willing to try anything at least once, and, more surprised that a PC would propose it than shy or dismissive, she would be willing to pursue a romance as early as Rank 4. In her friendships, the Lonely Lyrakien is extremely loyal, but in her intimate affections, she is still a chaotic outsider, prone to fits of whimsy and rapid changes of heart. A character romancing her should expect an on-again off-again relationship that flirts between casual and more intimate at times, all the way up to Rank 10, at which point even the Lonely Lyrakien could become seriously committed.

BOONS

Lonely Lyrakien's Comrade (Rank 7)—While the Lonely Lyrakien is quick to make friends, she is slower to truly trust, and you are one of the few in her most trusted circles. You become specialized in your choice of Knowledge (planes) and Perform (comedy), and you gain a +1 bonus on saving throws against entangle and paralysis effects.

Lonely Lyrakien's Lifeline (Rank 10)—The Lonely Lyrakien owes part of her epiphany to her friendship with you, and she trusts that even if she is destroyed, you will carry on her memory. If you have a campaign trait with the Lonely Lyrakien, double all trait bonuses you receive from the trait. Twice per day as an immediate action, you can gain the effects of *freedom of movement* for 1 round.

RANK-UPS

Rank 1—The Lonely Lyrakien introduces herself to the PC and asks the PC to tell her more about himself or herself. She is particularly curious about the PC's religious beliefs.

DC 12 Diplomacy. On failure, the Lonely Lyrakien becomes distracted, tells the PC that they should speak again later, and flies off.

Rank 2—The Lonely Lyrakien wants to hear more about the PC, including the PCs' adventures so far. Her goal is to subtly test the PC's personality, good nature, and sense of humor, while also learning what the PC has been up to before meeting her.

DC 14 Diplomacy or Perform related to telling a story. On failure, the Lonely Lyrakien says that she'd like to hear more at a later time.

Rank 3—The Lonely Lyrakien wants to go trailblazing a bit with the PC, discovering the secrets of the land around them in honor of Lady Luck.

DC 16 Survival. On failure, the Lonely Lyrakien chuckles good-naturedly at the way the PC is getting turned around and offers to go exploring again later.

Rank 4 (Breakthrough)—The Lonely Lyrakien is considering the branching paths of luck and possibility that brought her here with the PCs.

DC 20 Sense Motive. On failure, the PC doesn't recognize the Lonely Lyrakien's contemplative mood. If successful, the PCs realizes that she is pondering the situation deeply with intense introspection, not typical for the usually gregarious Lonely Lyrakien. If the PC offers to join her or discuss what's on her mind, the Lonely Lyrakien gives a sad smile and asks the PC what he knows about what sort of creature she is.

DC 18 Knowledge Planes and DC 18 Knowledge Religion. On failure, the PC still might know basic facts, like that she is a lyrakien, but the Lonely Lyrakien shakes her head and says it's deeper than that. On a success, the PC realizes that as a servant of Lady Luck, it was very unusual that the Lonely Lyrakien would have been staying in one place for so long where the PCs found her. The Lonely Lyrakien nods sadly and explains that she met with a great loss, so she took part in a ritual to Lady Luck where she let the glinting lights of the night stars off her starkknife guide her in seemingly random

directions, hoping she would find a sign. When she saw the location where the PCs found her (a beautiful cemetery shrine of Lady Luck in disrepair, in the case of the Far Eastern Adventure Path), she knew it was a sign, and she stayed to reconsecrate the place and wait to see why it might be significant. She admits to the PC that she believes it is possible that the PCs' arrival was what she was waiting for, but she still needs to wait and pray and contemplate to see if that turns out to be so. She welcomes the PC in joining her. Future PCs use the next version of Rank 4 instead.

Rank 4—The Lonely Lyrakien is curious what the PC thinks about her kind.

DC 18 Knowledge (planes). On failure, the PC doesn't remember anything much about lyrakiens, and the Lonely Lyrakien makes a joke involving incorrect facts about humans and suggests the PC learn more about his traveling companions. On success, she smiles and tells the PC that she is learning more about the PC, and the other PCs, as well.

Rank 5--The Lonely Lyrakien is interested in sharing jokes; particularly, she wants to hear the best one the PC has to offer. She points out that humor is a great way to maintain optimism even in the face of uncertainty, so since Lady Luck is a goddess of eternal optimism, a joke is like a prayer to Lady Luck.

DC 20 Perform (comedy). On failure, she shakes her head and asks the PC to come up with something better than that. On success, she laughs and claps her hands, sharing a joke of her own in return.

Rank 6—The Lonely Lyrakien muses over the group's many adventures so far, and she wonders what the PC sees as the driving philosophical force behind the journey.

DC 22 Knowledge (Religion). On failure, the Lonely Lyrakien asks the PC to keep thinking about it and come back to her later. On success, the PC is able to explain his beliefs or to determine that the Lonely Lyrakien sees Lady Luck's fingerprints on the group's journeys so far. The Lonely Lyrakien shares her viewpoint, that the group has been guided by Lady Luck, citing any twists of luck in the group's favor, the journey they have taken together, and any plans that fall in line with Lady Luck's purview (for instance, freeing the Empire of Dawn from tyranny in the Far Eastern Adventure Path). The Lonely Lyrakien thinks it's all just too perfect to be merely a coincidence.

Rank 7 (Breakthrough)—The Lonely Lyrakien seems uncharacteristically quiet.

DC 25 Sense Motive. On failure, the PC can't figure out why. On success, the PC realizes that the Lonely Lyrakien has grown somber over an extremely weighty topic. If the PC offers to join her, the Lonely Lyrakien tells the PC that she isn't in the mood for talking right now, but she'd be happy to quietly share a few jokes under the starlight.

DC 24 Perform (comedy). On failure, the Lonely Lyrakien forces a smile, thanks the PC, and heads off on her own. On success, the Lonely Lyrakien is able to feel more comfortable, so she tells the PC all about her previous companion, a priestess of Lady Luck, and their adventures together, culminating in how the priestess was devoured by a plant creature, while the Lonely Lyrakien could do nothing to stop the plant, even though the plant couldn't grapple her or stop her from flying away. As the priestess was dying, she told



the Lonely Lyrakien to fly away, and not to stay there and perish alongside her friend.

DC 24 Knowledge (planes) and DC 24 Spellcraft. On failure, the Lonely Lyrakien tells the PC she is glad she was able to tell her story, but the PC doesn't realize the further implications yet, though she might later on. On success, the PC realizes that as an outsider, a being made of soul energy, if the Lonely Lyrakien dies, she is gone for good, and only the most powerful magics could bring her back. The Lonely Lyrakien nods, sadly, and tells the PC that at that the time, she had been willing to accept that fate if there had been some way to save her companion, but there wasn't one. But now, the Lonely Lyrakien feels that the PCs' current endeavor is a worthy cause. She knows that with the battles getting deadlier and deadlier, while other PCs and NPCs might survive with a *breath of life* spell, some day, the Lonely Lyrakien might be felled by an attack and die forever. She tells the PC that she has come to terms with that, and even if she must be a sacrifice along the journey, she trusts Lady Luck that it will be worth it in the good that their journey will bring for so many others. Future PCs use the next version of Rank 7 instead.

Rank 7—The Lonely Lyrakien shares more jokes with the PC.

DC 24 Perform (comedy). On failure, the Lonely Lyrakien tells the PC to practice his delivery next time.

Rank 8—The Lonely Lyrakien wants to go flying with the PC, enjoying the rush of the air and the way the sky feels as they chat together. If somehow the PCs have absolutely no means to fly by this point, she offers to help scribe a scroll of *fly* or cast a spell like *wind walk* if she can cast it yet. If that's still not enough for the PC to be able to fly, she is willing to accept a substitute adventure, grudgingly.

DC 26 Fly check. On failure, the Lonely Lyrakien's perfect maneuverability leaves the PC in the dust. She laughs with glee and promises to help teach the PC how to fly. If the PC succeeds, he can see how joyous the Lonely Lyrakien is when she's flying free, and they can discuss many things together in the sky.

Rank 9—In keeping with the optimism of a priestess of Lady Luck, the Lonely Lyrakien has at this point decided that the PCs' great adventure will be a success, so she's busy planning several future journeys. She tells the PC that he is welcome to come with her, and she asks for some advice on exciting geographical locations

DC 28 Knowledge (geography). On failure, she agrees that the PC's suggestions are interesting, but she says that nothing has really sparked her imagination yet. On success, she is delighted and agrees that the suggested location is a place she just has to go see.

Rank 10 (breakthrough)—The Lonely Lyrakien is on the cusp of a major epiphany. While she'd like the PC to join her, she also needs time to think without the words of conversation interrupting her train of thought.

DC 30 Sense Motive. On failure, the PC doesn't realize, and likely either heads off or speaks, disrupting her concentration. On success, the PC realizes that for the moment, and contrary to normal, the best thing is to sit with the Lonely Lyrakien and wait, even though the Lonely Lyrakien herself is not simply sitting but instead pacing through the air. Eventually, she stops pacing and turns to face the PC. She smiles and thanks the PC for waiting for her and asks if the PC expects a joke. Whatever the PC answers, the Lonely Lyrakien admits that much as a joke might be a good distraction, now is not the time for one just yet. She asks the PC to consider with her the intertwined roles she bears as both a lyrakien, a creature created to serve Lady Luck, and a priestess of Lady Luck. She wonders, between the two of those roles, whether her nature, no matter how free-spirited, was never free for her to choose, and whether she possesses significant individuality to herself, to call her own.

DC 30 Knowledge (religion) and Diplomacy. On failure, the PC might still make a response, but it doesn't seem to satisfy the Lonely Lyrakien. On success, the PC can convince the Lonely Lyrakien what the azata herself is already beginning to understand; that she has become more than her ordinary lyrakien sisters but that ultimately, her fate has always belonged to her, even before she was reborn as an azata in Elysium. The Lonely Lyrakien wonders if her friend, the deceased priestess of Lady Luck, will become one of her sisters one day and rejoin her in that way. Joyful, she takes the PC up to fly with her again in the starlight, her spirit feeling as light as the air itself.

Fly DC 30. On failure, she leaves the PC behind but promises to fly with the PC again later. On success, the two soar through the starlit night and see a shooting star pass above them. The Lonely Lyrakien smiles and tells the PC that no matter what happens to her, she knows the PC will carry on her memory, and she will do the same for the PC. She promises the PC that if the PC's soul becomes a good outsider, she'll find and befriend that outsider too.