



# WINTER HEROES







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# Credits

**AUTHOR:** Liz Courts

**ARTISTS:** Bob Greyvenstein

**EDITING AND DEVELOPMENT:** Jason Nelson

**DESIGN AND LAYOUT:** Richard Kunz

**LEGENDARY GAMES TEAM MEMBERS:** Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Pedro Coelho, Matthew Goodall, Jim Groves, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson.

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**BUSINESS DIRECTOR:** Rachel Ventura

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# Table of Contents

BRYNLA .....	2
MAJA .....	5
PERO .....	8
ROELOF .....	11
SENKA .....	14
STOJAN .....	17
ZAKHAR .....	20
ZUZA .....	23

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**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





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## 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 organized play. And, while we won’t incorporate every rule difference from organized 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* and the following additional books, indicated by the following superscripts:

<sup>ACG</sup> = *Pathfinder Roleplaying Game Advanced Class Guide*

<sup>APG</sup> = *Pathfinder Roleplaying Game Advanced Player’s Guide*

<sup>ARG</sup> = *Pathfinder Roleplaying Game Advanced Race Guide*

<sup>B1</sup> = *Pathfinder Roleplaying Game Bestiary*

<sup>ISM</sup> = Codex of monsters in the inland sea region of the official Pathfinder game setting.

<sup>OA</sup> = *Pathfinder Roleplaying Game: Occult Adventures*

<sup>PCSPP</sup> = Guide to prestige class paths in the official Pathfinder game setting.





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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.

Power to the players! Now, go roll initiative!

- Jason Nelson





# BRYNLA



The earth provides, tis true. But people forget that beyond the farmlands, nature is fury: it daws, growls, and bares its teeth, daring you to look it in the eye and survive. Maybe some folk need reminding of that. That the beating wildness in the heart puts us closer to the beasts than they might like. - the  
— musings of the outcast half orc druid, Brynla



## BRYNLA

Female half-orc druid (green faith initiate<sup>PPCFP</sup>) 1

N Medium humanoid (human, orc)

**Init** -1; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

**hp** 11 (1d8+3)

**Fort** +4, **Ref** -1, **Will** +6

**Defensive Abilities** orc ferocity

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** scythe +3 (2d4+4/x4) or sickle +3 (1d6+3)

**Druid Spells Prepared** (CL 1st; concentration +5)

1st—*endure elements*, *enlarge person*<sup>D</sup> (DC 15), *thunderstomp*<sup>ACG</sup>

o (at will)—*create water*, *know direction*, *mending*

**Domain** Plant (*Growth*<sup>APG</sup> subdomain)

### STATISTICS

**Str** 16, **Dex** 9, **Con** 14, **Int** 10, **Wis** 18, **Cha** 7

**Base Atk** +0; **CMB** +3 (+4 sunder); **CMD** 12 (13 vs. bull rush, 13 vs. overrun)

**Feats** Blood Vengeance<sup>ARG</sup>

**Traits** blood of giants, devotee of the green

**Skills** Acrobatics -4 (-8 to jump), Intimidate +0, Knowledge (local) +1, Knowledge (nature) +7, Profession (baker) +8, Survival +10; **Racial Modifiers** +2 Intimidate

**Languages** Common, Druidic, Orc

**SQ** enlarge 7/day, nature bond (growth domain), nature sense, orc blood, wild empathy -1

**Combat Gear** *potion of shield of faith* +2; **Other Gear** hide armor, scythe, sickle, backpack, belt pouch, blanket<sup>APG</sup>, bread (5), cold weather outfit, flint and steel, holly and mistletoe, mess kit<sup>UE</sup>, pot, soap, spell component pouch, trail rations (2), waterskin, whetstone, 40 gp, 8 sp

### SPECIAL ABILITIES

**Blood of Giants** Brynla gains a +1 trait bonus on combat maneuver checks to sunder, and a +1 trait bonus to her CMD against bull rush and overrun combat maneuvers.

**Blood Vengeance**<sup>ARG</sup> Whenever one of Brynla's allies is reduced to negative hit points or killed, she enters a state similar to but less powerful than a barbarian's rage as a free action on her next turn. This weaker rage gives her all the benefits and penalties of a barbarian's rage, except her morale bonus to Strength and Constitution is only +2. In either case, this state lasts for 4 rounds.

As with a barbarian's rage, when this weaker rage ends, she is fatigued; if another ally falls before this duration ends, the weaker rage lasts for an additional 4 rounds. This feat does not allow her to enter a rage if she is fatigued. She may only use this feat if the fallen ally had at least as many Hit Dice as her (excluding conjured or summoned allies).

**Devotee of the Green** Brynla's faith in the natural world makes it easy for her to pick up on related concepts. She gains a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks.

**Enlarge (Su)** As a swift action, Brynla can *enlarge* herself for 1 round, as if she were the target of the *enlarge person* spell. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

**Background:** Many half-orcs raised in human lands face a lifetime of prejudice based solely on their heritage. Brynla (brinn-lah) was not an exception to this bigotry. With her mother dead after giving birth to her, she often wondered why her father didn't just simply leave her to die in the woods. Bullied by her three older brothers, beset with hours of endless labor by her father, Brynla's one true solace was out in the fields tending the rows of grain. The silent companions that never once commented on her skin, her teeth, or her height became her friend, and if weren't for the warm attic by the chimney, she might well have stayed out there.

Two events coincided to change the course of her life, though. When one of her older brothers left the pig pens open and blamed his carelessness on her, Brynla was sent to chase the wandering livestock down. Succeeding at catching them despite the bites they inflicted or the mud that caked her newest dress, she managed to get them all back to their pens: except for the prized sow. Unable to find the pig, Brynla knew that she would be punished for her failure, but she didn't expect her father to throw the scalding-hot bowl of soup in her face. Running from her home, she held back tears of fury and pain, stopping only when the stitch in her side became too great to bear.

Only the sound of a snuffling pig—the same one that was the cause of her troubles—brought her out of her reverie, tended by an aged human man wearing patchwork clothes. Asking in a voice that had not seen much use, his simple inquiry to see if she needed help was enough to unlock all the tears that she had left unshed over the years. Learning that he was a druid that tended the wild places and kept some of its ancient secrets safe from the ignorant, Brynla spent many hours talking to the old man. A balm to her troubled soul, she found a strange sort of peace talking to him, a peace that she only previously found in the fields of her father's farm. Though she refused the druid's aid of healing, she did accept his offer to guide her back to her home along with her father's pig. She had certainly heard the tales of how orcs would scar their flesh in horrible rites to intimidate those weaker than themselves, and though the burns ached, she knew that there was truth in



it, a confirmation of the pulsing wildness that flowed in her veins. Keeping her scars just how they were, she returned to father's house that day and the days after, but also returned to the forest to learn from the old druid whose ways brought comfort and understanding.

Like waiting for the spring rains to come and feed the fields, Brynla has waited for the right opportunity to finally leave her father's house, and the arrival of snow in summer is all the sign she needs.

**Physical Description:** Towering six and a half feet tall, Brynla's thickly corded muscles under emerald-colored skin indicate a life of hard labor. A sun-faded blue kerchief holds back shoulder-length black hair, while deep set yellow-green eyes gaze warily out from a scarred face. The tips of her lower canines pull her upper lip down, a permanent scowl only exacerbated by her oversized lower jaw. The scent of herbs and baked bread clings to Brynla in a miasma, along with the smell of rich earthen loam and sun-warmed leather. If it were not for the hide armor, Brynla would not look out of place in any field, in a simple woven dress dyed woad-blue, sleeves rolled up, sturdy footwear, and a sharpened scythe at her side.

**Personality:** Brynla trusts her gut instincts—unlike people, it has yet to fail her. Slow to trust, and even slower to feel comfortable around someone, Brynla has a grim, pragmatic view of the world. Keeping her emotions tightly bottled gives her a constant air of tension, like the slow build of air pressure before a storm. Her rage results from her inability to protect those around her, an incongruity with her learned distrust of others—a point that if brought up she admits to with a great deal of embarrassment.

### ADVANCEMENT

Brynla draws on the peace and fury of the natural world in equal measure. Selecting feats like **Nature Magic**<sup>ACG</sup>, **Nature Soul**<sup>PPCFP</sup>, and **Summon Plant Ally**<sup>PPCHW</sup> allow her to become closer to the plant world, and learning to wild shape gives her the connection to beasts that she has long sought. Eventually, Brynla might have gained enough knowledge of the animal world to take levels in the **Green Faith acolyte**<sup>PCSP</sup> prestige class, putting to rest the lingering doubt she about her chosen path.

### ROLEPLAYING IDEAS

- Brynla never got the good side of having siblings, and the twin half-elves Stojan and Zakhar remain an utter mystery to her in their devotion to each other—why does blood matter so much? Her inability to understand them often makes her impatient and irritable, something that Stojan never fails to point out with a slew of wisecracks.
- Brynla does not know what to think of the summoner Pero. Uncomfortable with the attention that Pero lavishes upon her, she does not know how to react to the idea of someone treating her like a big sister. Only slightly more concerning to Brynla is his eidolon, which Brynla views as unnatural (not to mention unnerving).
- Over time, Brynla becomes very fond of the dwarf witch Roelof, as they have similar outlooks and methods on magic and how it interacts with the natural world. She is never more keenly aware of her orc blood when she looks at him, though. The slaughter carried out against orcs and dwarves goes back millennia, and she is far too unsure of herself to make her desires known for fear of rejection.

### SCALING THE PC

Under a 15-point buy, Brynla's statistics change as follows.

**hp** 10 (1d8+2)

**Fort** +3, **Ref** -1, **Will** +6

**Melee** scythe +2 (2d4+3/x4) or sickle +2 (1d6+2)

**Str** 15, **Dex** 9, **Con** 13, **Int** 10, **Wis** 18, **Cha** 7

**Base Atk** +0; **CMB** +2 (+3 sunder); **CMD** 11 (12 vs. bull rush, 12 vs. overrun)



# MAJA



It's funny how a lifetime of lies helps you out on a case. You can see through another's manipulation, the subtle tactics, the hint of truths designed to string you along like a drug. I can't deny there was that sense of community in the cult. I suppose that's why we all stuck with it as long as we did, but I never have gotten over that bitter falling in my mind when I wonder how much of it was real and how much of it was a ploy. I guess that's why I like taking on the cases nobody else does, to speak the truth that nobody wants to voice. I like to kick the rocks over and watch them scurry and try to hide their lies but I know how they work. Their lies won't work on me anymore.

— an observation by Maja Tasker, recovering cultist and investigator



## MAJA TASKER

Female halfling investigator<sup>ACG</sup> (sleuth) 1

LN Small humanoid (halfling)

**Init** +3; **Senses** Perception +2

### DEFENSE

**AC** 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

**hp** 9 (1d8+1)

**Fort** +1, **Ref** +4, **Will** +3; +4 vs. fear

### OFFENSE

**Speed** 20 ft.

**Ranged** light crossbow +2 (1d6/19-20)

**Melee** sword cane +0 (1d4-1)

### STATISTICS

**Str** 8, **Dex** 12, **Con** 10, **Int** 18, **Wis** 10, **Cha** 15

**Base Atk** +0; **CMB** -2; **CMD** 9

**Feats** Courageous Resolve<sup>ARG</sup>

**Traits** child of the temple, vigilante witch hunter

**Skills** Acrobatics +3 (-1 to jump), Bluff +6, Climb +1, Craft (alchemy) +7, Diplomacy +6, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (religion) +8, Linguistics +8, Perception +2, Profession (barrister) +4, Sense Motive +5, Stealth +9; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Abyssal, Common, Dwarven, Elven, Gnome, Halfling, Haleet

**SQ** deed (daring, opportunist evasion, sleuth's initiative), inspiration (3/day), sleuth's luck, trapfinding +1

**Other Gear** lamellar cuirass<sup>UC</sup>, crossbow bolts (30), light crossbow, sword cane<sup>APG</sup>, hex nail (3), backpack, bedroll, belt pouch, flint and steel, halfling jugglesticks<sup>ARG</sup>, halfling trail rations<sup>UE</sup> (2), ink, black, inkpen, journal<sup>UE</sup>, mess kit<sup>UE</sup>, soap, wandermeal<sup>UE</sup> (5), waterskin, 1 gp, 3 sp, 5 cp

### SPECIAL ABILITIES

**Child of the Temple** Along with her siblings, Maja served at a temple in a city, and not only did she pick up on many of the nobility's customs, she spent much time in the temple libraries studying the faith. She gains a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and Knowledge (religion) is always a class skill for her.

**Vigilante Witch Hunter** Maja does not trust witches. Barely escaping her grisly fate as a promised sacrifice to a White Witch, she hates witches, and has dedicated her life to ferreting them out and exposing their wickedness for all to see. She gains a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for her.

**Background:** It would be easier to pry a bone from a dog's mouth than to get Maja Tasker (mah-YAH task-her) to open up about her childhood. In the witching hours of the night, Maja often tries to sort out her memories and decipher which ones can be believed and which others can be discarded as

tainted. Both of her parents were cultists, which she admits to readily. That they worshipped the Deathless Frost, the demon lord Kostchtchie, she does not give voice to. Life at the temple was certainly not great, as her family and others were hardly better than slaves, but it did provide a measure of security and comfort. Not many would willingly strike down a servant of Kostchtchie in a house dedicated to him, even a halfling one.

The case that Maja has always wanted to solve is why her parents worshipped Kostchtchie. Perhaps there was a bargain that they had to see through, an ancient treaty that they were stuck with, an offering to protect others: all of these scenarios and more have played through Maja's mind. Her parents kept Maja and her four siblings as far removed from the gore-filled details of worshipping a demon lord as possible, often sending them to clean laundry, work the kitchens, or maintain the library.

By far, the library was Maja's favorite chore, as she had worked out an efficient method that allowed her sufficient free time to study the materials therein. The temple was not dedicated to Kostchtchie when it was built, but was the home of one of the northern Winter Witches—the topic of many of the library's books. Unobtrusive in her cleaning, she managed to pick up bits and pieces of several different languages as she overheard others, including a healthy vocabulary in Abyssal, picking up reading and writing along the way as well. As she continued to lose herself in the library, she found across a number of legal documents, but unlike some of the moldering tomes she had painstakingly cleaned, these were fresher, but all caked in the unmistakable color and thickness in blood. Ever-curious, Maja pried open the documents, only to find out that she and her siblings were promised: their flesh and their souls consigned to damnation—but not to the demon lord her parents served. No, they were promised to be gifted to an unnamed White Witch for an equally unknown purpose.

Again, Maja burned to know the why, but before she could confront her parents about it, an adventuring party broke into the temple, killing the high priest, his acolytes, and many of the servants including both of her parents. Looting the place, the adventurers left as swiftly as they arrived, leaving Maja and her siblings in a state of shock and loss. Keeping her wits about her as best she could, Maja and her siblings gathered supplies and headed south to find shelter and a new home.



That itching desire to know the truth has chased Maja all her day. It guided her to seek a legal career to help protect her family, but also to try and find out more about demonic cults. As she studied, she learned that the prospect of Kostchtchie's minions willingly working with a White Witch were astonishingly low. Did she remember things correctly, or was her perception shaded by the trauma of losing her parents in such an abrupt and grisly manner? Though her mind is mostly healed from her time in the demon lord's cult and her personality warm and bubbly after being freed from its strictures, she has bouts of insomnia that plague her as she worries over the unsolved mystery of her parents. Now she seeks to find out what machinations guide both the cult of the Deathless Frost and the White Witches, for she knows that the truth always lies somewhere in the middle. Maybe she will find the truth about her parents there too.

**Physical Description:** Maja exudes a warm and friendly attitude, enhanced by her dark eyes and wide full-lipped smile. Long dark auburn hair is pulled back from her face and arranged in a simple braid. The brightness of her copper-colored skin is offset by the dull gray silk and black leather of her lamellar cuirass, and she constantly fidgets with a cane held in her right hand. The top of the cane is fashioned in the shape of a bloodhound, its brass surface rubbed smooth by her touch. Black woolen leggings are wrapped in gaiters of turquoise-dyed leather with white stitching, covering Maja's legs down to the tops of her wide feet.

**Personality:** Despite her unconventional upbringing, Maja has a positive outlook on the world, trying to do as much good as she can with the knowledge that she has gained through study. Not wholly altruistic, Maja does try and act in such a manner as to cause the least harm, refraining from impulsive action until she has a chance to study a situation thoroughly. With four siblings, she has great experience making disparate personalities work together and often falls into the role of a mother hen without thinking about it. Not above manipulating people or being pedantic when it works out in her favor, Maja will ruefully admit she dabbled in behavioral studies while attending school to become a barrister. She takes great pains to avoid naming gods and other powerful outsider entities by name, often referring to them by their epithet. Actions that affect innocent bystanders draws her ire, especially wanton acts of violence.

## ADVANCEMENT

Maja continues to gain levels in the investigator class, focusing on increasing her Charisma-based skills and selecting feats that help her manipulate people. She is very interested in items that can disable spellcasters (such as a *rod of cancellation*), and poisons her crossbow bolts to specifically target spellcasters. If she has a good relationship with the rest of her party, she picks up the **Lucky Halfling**<sup>APG</sup> feat as soon as possible, along with Antagonize and Persuasive.

## ROLEPLAYING IDEAS

- Maja never let on what she had found in the temple's library to her brothers and sisters, and has kept her obsessions secret from them as well. Tulo, Maja's older brother, works as an informant for the White Witches, and should the PCs be caught working against the White Witches in Part Two of the Adventure Path, the family reunion will be quite awkward.
- Maja wants to concoct a poison that replicates **spellblight**<sup>UM</sup> effects to use against witches and other spellcasters. A PC who offers to make this item for Maja might earn a friend for life—if not more than a friend.
- While the exact reason for her parents' betrayal might never be known, through the course of the Adventure Path, Maja might find research on the cult of Kostchtchie that will help her puzzle out several different possibilities. Higher level divination spells might also be able to peer into the past and find the truth, helping Maja finally put her insomnia to rest.

## SCALING THE PC

Under a 15-point buy, Maja's abilities change to the following.

**Str 8, Dex 12, Con 10, Int 17, Wis 10, Cha 14**

**Skills** Acrobatics +3 (-1 to jump), Bluff +6, Climb +1, Craft (alchemy) +7, Diplomacy +6, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (religion) +8, Perception +2, Profession (barrister) +4, Sense Motive +5, Stealth +9; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Abyssal, Common, Dwarven, Elven, Halfling



# PERO



*By the gods! SNOW! Look at it, Drahu, it's all over the place! I never thought we'd see something like this. Let's go see how far it goes! — the excited ramblings of the awestruck Pero*



## PERO

Male human **summoner**<sup>APG</sup> 1

LG Medium humanoid (human)

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

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 10 (1d8+2)

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

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Ranged** heavy crossbow +1 (1d10/19-20)

**Summoner Spell-Like Abilities** (CL 1st; concentration +5)

6/day—*summon monster I*

**Summoner Spells Known** (CL 1st; concentration +5)

1st (2/day)—*mage armor*, *lesser rejuvenate eidolon*<sup>APG</sup>

0 (at will)—*arcane mark*, *mage hand*, *mending*, *open/close* (DC 14)

### STATISTICS

**Str** 10, **Dex** 13, **Con** 12, **Int** 13, **Wis** 12, **Cha** 18

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Combat Casting, **Resilient Eidolon**<sup>UM</sup>

**Traits** adaptive magic, dangerously curious

**Skills** Acrobatics -2 (-6 to jump), Handle Animal +8, Knowledge (nature) +5, Spellcraft +5, Use Magic Device +10

**Languages** Common, Gnome

**SQ** eidolon (named Drahu), life link

**Combat Gear** *potion of cure light wounds*; **Other Gear** studded leather, crossbow bolts (10), heavy crossbow, backpack, belt pouch, bread (2), canteen<sup>UE</sup>, flint and steel, mess kit<sup>UE</sup>, soap, winter blanket, 17 gp, 9 sp, 6 cp

### SPECIAL ABILITIES

**Adaptive Magic** Pero's fascination with magic has led him far away from his homelands, but his confidence in his skills has seen him through thus far. Pero gains a +1 trait bonus on Knowledge (arcana) and Use Magic Device checks, and Use Magic Device is a class skill for him.

**Dangerously Curious** Pero gains a +1 bonus on Use Magic Device checks.

**Background:** Almost as soon as he could talk, Pero (PAYR-oh) was making up stories about the world and all the creatures in it. Headless creatures that wandered the desert, faceless marauders that hid in the night sky, or three-tailed cats that licked your toes while you slept—those were just a few of the stories that Pero told to keep himself, his two sisters, and other children of his village entertained while the adults tended the flocks of cattle and goats. But desert oases make excellent targets for raiders, and Pero's village was attacked by a small group looking for fresh meat for the fleshmarkets. Hiding beneath the bed with a few other children, Pero did not expect to survive, mentally conjuring

up a fierce beast that might protect him and the children, but he felt a rush of...something that made his toes tingle as he thought more and more about the form his protector might take. Slinky, serpentine, like a desert asp, with a fierce bite and breath that would melt the flesh, and sticky paws like the little lizards he heard some caravan folk speak of.

The crushing weight of something on the bed startled him, but he had little time to think about it as slavers burst into his hut. The sound of hissing, then the screams of the slavers as an acrid scent filled the hut, then silence. Pero dared to peek out from beneath the bed, only to come face to face with the same creature he had imagined in his head, but now flesh. It made a strange rumbling sound, like a cat's purr, and Pero felt a strange burning heat on his brow, the hut flooded with blue and green light as a mark appeared on the creature's head. It curled at his feet, continuing to make the purring noises, and Pero knew that it was encouraging him.

Dubbing it Drahu, Pero picked up the crossbow that one of the slavers was carrying, running to help out how he could. Fortunately, the other slavers were killed without anyone being injured, a blessing that the villagers laid at the timely appearance of Drahu. Aside from the occasional wandering minstrel or a rare cleric, the village had never seen magic used, and to have one of their own blessed with it was a cause for celebration.

Despite the unexpected praise, Pero knew that his village could not answer all of his questions about Drahu, whom he had quickly come to adore. Where did he come from? Where did he go when he slept at night? Did he still watch him from wherever he went to? What was magic—why him? Some said magic came from the gods, or within, but Pero didn't know which one was he. Though his heart was heavy, Pero decided to leave the village to find his answers, heading from the desert to the city in search someone who can answer his question, his friend always at his side.

It's a big world, and Pero is determined to make the most of it along the way.

**Physical Description:** Just a couple of inches over five feet tall and only 16 years old, Pero hasn't lost the roundness to his cheeks quite yet, constantly visible because he's always smiling. Wide-set gray-green eyes often flick from one point of interest to another, and the flush of excitement



in his cheeks can be seen even in his walnut-brown skin. Flecks of silver have already started to appear at his temples, prematurely graying the coarse dark hair that he keeps bound in braids. His studded leather armor is just a bit too big for him, and the heavy crossbow ludicrously large as he wields it in battle. Most onlookers mistake him to be much older than he is, but a few moments with him is enough to determine that Pero still has a child's sense of wonder and innocence.

**Personality:** Pero has an upbeat and positive personality, and is often a stark contrast to some of his world-weary comrades. Every encounter has something to be learned from it—a new story to tell, a new thing to experience. His desire to try new things can lead him down a fool-hardy path, with Brynla often pulls him back from at the last minute (much to her chagrin and his idolization). He forms friendships easily and is quick to trust, viewing his traveling companions as an extended family.

#### ADVANCEMENT

Up to this point, Pero has had little chance to really explore his love of magical devices—there aren't a lot of artifacts lying around in a desert oasis, after all. He increases his ranks in Knowledge (arcana) and Spellcraft, expanding into Knowledge (planes) as he learns where his summoned monsters (and Drahu) might be formed from.

#### ROLEPLAYING IDEAS

- With his penchant for storytelling, Pero gets along fantastically with the skald Zuza, whose host of stories of her snowbound homeland an untapped source of fuel for his imagination. Between the two, they could probably spin enough tales to keep an audience captivated.
- Pero has an unusually strong bond with his summoned creatures, calling them by name, and takes it quite personally should one of them fall in combat.
- Pero idolizes Brynla—he's never seen a half-orc, or even an orc before, and he pesters her endlessly about her druidic magic and where it came from. Pero easily befriends animals, a talent that fills the half-orc druid with jealousy.

#### SCALING THE PC

Under a 15-point buy, Pero's abilities change as follows.

**hp** 9 (1d8+1)

**Fort** +0, **Ref** +1, **Will** +3

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

**Summoner Spells Known** (CL 1st; concentration +4)

o (at will)—*arcane mark, mage hand, mending, open/close* (DC 13)

**Str** 10, **Dex** 12, **Con** 11, **Int** 13, **Wis** 12, **Cha** 17

**Skills** Acrobatics -2 (-6 to jump), Handle Animal +7, Knowledge (nature) +5, Spellcraft +5, Use Magic Device +9

#### DRAHU

LG Medium outsider

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

**hp** 6 (1d10+1)

**Fort** +1, **Ref** +5, **Will** +2

**Resist** cold 5

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +2 (1d6+1), tail slap -3 (1d6)

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

1/day—*acid splash*

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 15 (can't be tripped)

**Feats** Improved Initiative

**Skills** Acrobatics +4 (+6 to balance, +0 to jump), Climb +9, Perception +4, Sense Motive +4, Stealth +7

**Languages** Common

**SQ** evolutions (basic magic, cold resistance, improved bite, serpentine form)



# ROELOF



*The stone speaks, and I listen. Would that people were so dear in their speech.  
— the grumblings of the outcast dwarf Rodof*



## ROELOF

Male dwarf witch (ley line guardian<sup>OA</sup>) 1

CN Medium humanoid (dwarf)

**Init** +0; **Senses** darkvision 60 ft.; Perception +1

### DEFENSE

**AC** 10, touch 10, flat-footed 10; +4 dodge bonus vs. giants

**hp** 8 (1d6+2)

**Fort** +1, **Ref** +0, **Will** +3; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

### OFFENSE

**Speed** 20 ft.

**Ranged** light crossbow +0 (1d8/19-20)

**Melee** dagger +1 (1d4+1/19-20)

**Special Attacks** hatred

**Witch Spells Known** (CL 1st; concentration +5)

1st (4/day)—*mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*detect magic*, *guidance*, *message*, *read magic*

**Patron** Dimensions

### STATISTICS

**Str** 12, **Dex** 11, **Con** 12, **Int** 18, **Wis** 12, **Cha** 8

**Base Atk** +0; **CMB** +1; **CMD** 11 (15 vs. bull rush, 15 vs. trip)

**Feats** Magical Aptitude

**Traits** dangerously curious, failed winter witch apprentice

**Skills** Acrobatics +0 (-4 to jump), Appraise +3 (+5 to assess nonmagical metals or gemstones), Craft (stonemasonry) +6, Knowledge (arcana) +8 (+9 to identify spells or magical effects with the cold descriptor), Knowledge (history) +8, Knowledge (planes) +8, Perception +1 (+3 to notice unusual stonework), Spellcraft +10 (+11 to identify spells or magical effects with the cold descriptor), Use Magic Device +6;

**Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven, Giant, Gnome, Haleet, Orc, Undercommon

**SQ** conduit surge +1d4-1, greed, hardy, hatred, slow and steady, stability, stonecunning

**Combat Gear** *potion of shield of faith* +2; **Other Gear** crossbow bolts (20), dagger, light crossbow, obsidian dagger, backpack, bedroll, belt pouch, candle (10), chalk (10), flint and steel, ink, black, inkpen, mess kit<sup>UE</sup>, soap, spell component pouch, trail rations (5), waterskin, spring-loaded wrist sheath, 34 gp, 9 sp

### SPECIAL ABILITIES

**Conduit Surge (Su)** Twice per day as a swift action, Roelof can increase his effective caster level for the next spell he casts in that round by 1d4-1 levels. After performing a conduit surge, Roelof must succeed at a Fortitude save (DC = 10 + level of spell cast + number of additional caster levels granted) or become staggered for a number of minutes equal to the level of the spell cast.

**Dangerously Curious** Roelof gains a +1 bonus on Use Magic Device checks.

**Defensive Training** Roelof gains a +4 dodge bonus to AC vs. monsters of the giant subtype.

**Failed Winter Witch Apprentice** Roelof gains a +1 trait bonus on Knowledge (arcana) and Spellcraft checks to identify spells or magical effects with the cold descriptor, and Spellcraft is a class skill for him. In addition, Roelof gains Haleet as a bonus language.

**Hatred** Roelof gains a +1 racial bonus to attacks against goblinoids and orcs.

**Background:** From his earliest memories, the sound of a hammer on stone was Roelof's lullaby. Its susurrus permeated every waking day and night of his life, and the masons of his clan were known the land over for their engineering skill and the quality of the stone they hewed from the living mountain. If his parents had their druthers, he would have joined them in the quarries, learning how to split the stone and turn it into anything he desired: the gentle curves of a marble statue, the gaping maw of a city gate, or the imposing edifice of a castle. But the feel of a hammer and chisel in his hand never felt right, like a too big pair of boots. Dutiful still, he continued on the path that was chosen for him, but it ill-suited him, and he found that accompanying traders selling their stone to cities was only slightly less horrible than being a mason.

When his clan delivered a shipment of stone to its buyer, that's when Roelof finally figured out what he wanted to do with his life. The stone buyer was one of the northern witches, and his clan arrived to find the witch single-handedly fending off raiders, and Roelof was transfixed. Her foes were in disarray: captive in icy blocks, shattered into a thousand blood-stained pieces, or run through with icicles taller than him. She was a terrible sort of beauty: alternately graceful in her command of the snow and ice, but as bloodthirsty as a orc rager. Returning home, he immediately committed to studying arcane lore of every kind: the rarer the better. Surely such magic was studied somewhere, and if it could be taught, he would learn it. Keeping his desires to himself, Roelof left his clan in the middle of the night, heading towards the homeland of the northern witches, determined to impress whomever was responsible for such education.

Reality rarely reflects truth, and Roelof's dreams were crushed to the sound of malicious laughter. No *dwarf* would be allowed to learn the ways of the northern witches, they scoffed. It was unthinkable. Laughable.



Filled with no small amount of shame and feeling the utter fool for devoting years of his life to a hopeless dream, Roelof fled the city, drifting from place to place and earning his keep with a variety of odd jobs. Though he would never learn the ways of the northern witches, he did learn how to listen to the ebb and flow of the earth, feeling how they pushed and pulled in different directions, and it pulled him south. The energy did not flow well here, he sensed, and he has yet to figure out the why.

After running from the stone that had carried him all through his childhood, Roelof has come back to it—but this time, he listens to what it tells him, and not secondhand through someone else. And this suits him just fine.

**Physical Description:** Wearing the patched and worn garb of a traveler, Roelof looks like a tinker, drifting from place to place seeking piecemeal jobs to earn his bread. His dark brown hair is shorn close to his head, his bushy beard trimmed down to long muttonchops. His ruddy skin is sunburned along his forehead and cheeks, and he has alert stone-gray eyes. A sheathed obsidian dagger hangs from a beaded cord around his neck, while a crossbow is slung across his back. A quiver of crossbow bolts hangs from his left hip, and often carries pebbles and small rocks that he picks up as he travels, tossing them from hand to hand.

**Personality:** Roelof embodies the stereotype of the taciturn dwarf very well, and is deliberate and methodical in his speech and actions. Unlike many dwarves, he has a burning curiosity about arcane magic, and he can't hide his delight when confronted with a new problem for him to study and work his way through. Spending several years of his life as a solitary student, or a wandering outcast, he does not make friends easily and hasn't grasped the concept of small talk. In his free time, he attempts to map out the ley lines that he senses, trying to determine what causes some to go awry, keeping his notes in a journal (and a pocket full of rocks from his wanderings).

### ADVANCEMENT

As Roelof progresses, he sticks to the witch class, focusing on earth- and stone-themed spells. If the opportunity arises and he manages to find a willing teacher, he will take levels in the winter witch prestige class<sup>PCSPP</sup>; otherwise, he focuses on gaining levels as a horizon walker<sup>APG</sup>.

### ROLEPLAYING IDEAS

- Roelof knows a remarkable amount about the witches of the north, a fact that his companions remark upon more than once. If pressed about it, he only mentions that his people regularly traded with him, but doesn't reveal that he wanted to study under them (especially once some of their machinations are revealed as the Adventure Path progresses). A promise of being taught by one of these witches is a tempting offer, and one that Roelof might consider—even to the point of betraying his comrades.
- Despite his aborted effort at a proper magical education, Roelof still loves learning everything he can about magic: a trait he shares with the summoner Pero. He gains an odd joy from teaching Pero from what books and tomes he might acquire. Such things were a rarity for Pero's upbringing, while Roelof had access to the long lore and history of his clan.
- Roelof distrusts Senka because of the fetchling's otherworldly ties, and has little time for her antics or her mercenary lifestyle. Her carefree life, accompanied with her lack of purpose, irritates his dwarven sensibilities—ironic, as he left behind his people to pursue his own desires. It makes him a hypocrite, which just irritates him further.

### SCALING THE PC

Under a 15-point buy, Roelof's abilities change as follows.

**Witch Spells Known** (CL 1st; concentration +4)

1st (4/day)—*mage armor*, *ray of enfeeblement* (DC 14)

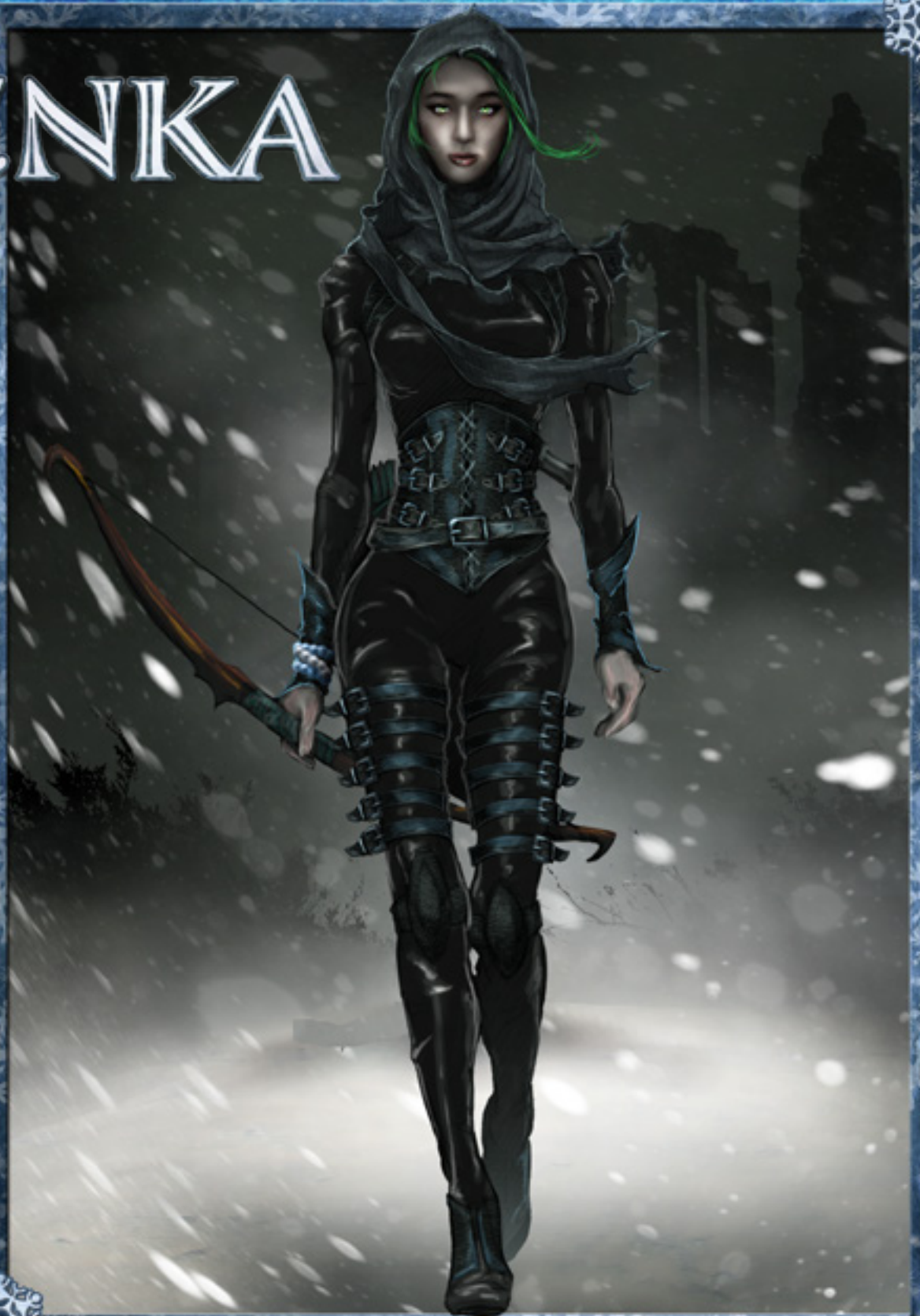
**Str** 12, **Dex** 10, **Con** 12, **Int** 17, **Wis** 12, **Cha** 8

**Skills** Acrobatics +0 (-4 to jump), Appraise +3 (+5 to assess nonmagical metals or gemstones), Knowledge (arcana) +7 (+8 to identify spells or magical effects with the cold descriptor.), Knowledge (history) +7, Knowledge (planes) +7, Perception +1 (+3 to notice unusual stonework), Spellcraft +9 (+10 to identify spells or magical effects with the cold descriptor.), Use Magic Device +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven, Giant, Gnome, Haleet, Orc



# SENKA



*Gold and giggles, that's what I'm about. Life's too short for anything else.  
— the carefree motto of Senka Featherfingers, fetchling rogue*



## SENKA FEATHERFINGERS

Female fetchling<sup>ARG</sup> rogue 1

CG Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

### DEFENSE

**AC** 17, touch 15, flat-footed 12 (+2 armor, +5 Dex)

**hp** 9 (1d8+1)

**Fort** +0, **Ref** +7, **Will** -1; +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters

**Defensive Abilities** shadow blending; **Resist** cold 5, electricity 5

### OFFENSE

**Speed** 30 ft.

**Ranged** shortbow +5 (1d6/x3)

**Melee** dagger +1 (1d4+1/19-20)

**Special Attacks** sneak attack +1d6

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

1/day—*disguise self*

### STATISTICS

**Str** 12, **Dex** 20, **Con** 10, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +0; **CMB** +1; **CMD** 16

**Feats** Point-Blank Shot

**Traits** poverty-stricken, warded against witchery

**Skills** Bluff +4, Climb +5, Disable Device +10, Escape Artist +8, Knowledge (local) +5, Perception +3, Sense Motive +3, Sleight of Hand +9, Stealth +11, Survival +0; **Racial Modifiers** +2 Stealth

**Languages** Aklo, Common

**SQ** trapfinding +1

**Other Gear** leather armor, arrows (20), dagger, shortbow, backpack, bedroll, belt pouch, flint and steel, silk rope (50 ft.), snow goggles<sup>UE</sup>, snowshoes<sup>APG</sup>, thieves' tools, winter blanket, blue freshwater pearl and silver bracelet (worth 35 gp), 11 gp, 21 sp, 11 cp

### SPECIAL ABILITIES

**Poverty-Stricken** Senka's childhood was rough, and she often had to live off the land or sleep in the wild. She gains a +1 bonus on Survival checks, and Survival is always a class skill.

**Shadow Blending (Su)** Attacks against Senka in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

**Warded Against Witchery** Senka gains a +1 trait bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters, and a +1 trait bonus on Spellcraft checks to identify spells cast by evil arcane spellcasters.

**Background:** Senka (sehn-KAH) bought the right to have a family name the hard way. Born into destitution, Senka's parents were bound in serfdom to a tanner, a hard taskmaster given to beatings when production wasn't high

enough. Every copper penny was hard-won, and the idea of new clothes and sweets was an unrealized luxury. Seeking a way out of the poverty she found herself in, Senka tried her hand at thievery, and turned out to be quite good at it. Her natural fetchling ties to the Plane of Shadow only enhanced her talent, but she made a mistake when she broke into a house that had already been marked by a local thieves' guild. Given the option of working for the guild or death, she quickly agreed to join the guild.

As the years progressed, though, she soured on the reality of joining the guild. She learned how to use a bow, crack a safe, be stealthier, true—but the level of “membership fees” that were extorted out of the guild's members were criminal. Even for criminals. The final straw was an assassination contract: take out a fence that had been skimming from the guild for years. With two other guild members, Senka went to meet the fence, with a bag full of stolen jewelry as was expected. As the fence appraised the goods, Senka saw the little framed portrait on her desk, the edges of the wood worn smooth by years of hands passing over it. Senka was struck by the fact that the fence was providing for her family...just as she had done. A few extra silver a month was nothing to what the guild managed to make each month, a drop in a bloody big bucket. Taking a hidden dagger out of her sleeve, Senka attacked and killed one of her guildmates, but couldn't move fast enough before the fence was killed as well. Setting fire to the shop and taking the coin and the jewelry, Senka fled, but not before dropping half of the coin at the fence's home and the rest at her family's.

Among the jewelry was a gorgeous bracelet: silver wire mesh set with blue freshwater pearls, looking like droplets of water frozen in a cobweb. It was by far the most gorgeous piece Senka had ever stolen, and certainly the most expensive thing she ever owned—and it looked really great against her skin. Senka thought that leaving town would be a clean slate, a fresh start, but it wasn't to be. The first major town she went to, she stole fresh bread from the bakery, completely missing the fact that the baker was still working, and the local guard was lined up waiting for the breakfast that was provided for them. She left that town as fast as her feet could carry her. The next town, she slipped on a roof tile, sliding off the building and into the sewage-filled river, crawling out from the putrid soup and onto the back patio of a manor: the very same manor she had attempted to rob.



“Things happen in threes,” was what Senka’s mother always told her. With two terrible incidents behind her, Senka doesn’t want to find out what the third change of fortune would be, and she drifts from place to place, unwilling to let fate catch up with her and deal its final card.

**Physical Description:** Of average height and rail-thin like most fetchlings, Senka’s most striking features are her glowing green eyes and shoulder-length hair dyed to match, though it’s mostly hidden under the knit snood bunched around her neck. What little skin she has showing underneath form-fitting black-stained leather armor is mottled in shades of pale and dusky gray. A bracelet of silver and blue freshwater pearls graces her right wrist and she carries a shortbow in her left hand. A quiver filled with arrows hangs from her waist on the right, along with the hilt of a sheathed dagger across her lower back.

**Personality:** With a significant chunk of her life spent looking over her shoulder for trouble, Senka spends a lot of time anticipating what people are likely to do around her, as well as looking for the nearest exit. Her confidence somewhat battered by her recent string of bad luck, Senka deals with it by telling jokes, pranking those around her, or drinking herself into somnolence. She appreciates performance art, especially comedies, and gets along well with Zuza and Pero for their storytelling (though Zuza’s tales tend towards the gory rather than the humorous). Senka has a nervous habit of rubbing the fingertips of her right hand together when she’s waiting for a decision or someone to make a move. While a halfway decent liar, Senka is terrible at any games that involve keeping a straight face—it just isn’t in her.

### ADVANCEMENT

Senka progresses as a rogue, maximizing her ranks in Disable Device, Perception, Stealth, and Sleight of Hand. Acquiring feats and magical items that take advantage of shadows, concealment, or her sneak attack is also a priority, as are items that nullify divination effects and spells.

### ROLEPLAYING IDEAS

- In the capital of the northern witches, Senka’s bracelet is identified as being the stolen property of the city’s nobility, which in Senka’s mind just confirms the damnable thing was cursed from the get-go.
- Senka loves practical jokes, with the dwarf Roelof being her favorite targets. Moldy cheese in a boot, harmless rat snakes in a sleeping roll, or triple knotting pack laces are among her favorites.
- Senka has noticed the looks that Brynla gives Roelof, but she hasn’t said anything—mostly because the idea of having her scrawny frame snapped like a twig by the half-orc doesn’t particularly appeal to her. Brynla does have healing spells, though, and for now, Senka tries to stay on the half-orc’s good side (“the unburnt side,” as she might quip).

### SCALING THE PC

Under a 15-point buy, Senka’s abilities change as follows.

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +3  
**AC** 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

**Fort** +0, **Ref** +6, **Will** -1; +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters

**Ranged** shortbow +4 (1d6/x3)

**Str** 12, **Dex** 19, **Con** 10, **Int** 12, **Wis** 8, **Cha** 10

**Base Atk** +0; **CMB** +1; **CMD** 15

**Skills** Bluff +4, Climb +5, Disable Device +9, Escape Artist +8, Knowledge (local) +5, Perception +3, Sense Motive +3, Sleight of Hand +8, Stealth +10, Survival +0; **Racial Modifiers** +2 Stealth



# STOJAN



*The strong can crush the weak, but it can also be the shield between the weak and the cruel.  
— a statement from the half elf Stojan, conscripted soldier turned guardian*



## STOJAN

Male half-snowborn<sup>PPCBG</sup> elf fighter (two-handed fighter<sup>APG</sup>) 1  
CG Medium humanoid (elf, human)

**Init** +0; **Senses** low-light vision; Perception +2

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +0, **Will** +0; +2 vs. enchantments

**Immune** sleep

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** lucerne hammer +5 (1d12+6) or handaxe +5 (1d6+4/x3)

**Spell-like Abilities** (CL 1<sup>st</sup>; concentration +3)

3/day—hoarfrost<sup>APG</sup> (DC 12)

### STATISTICS

**Str** 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 10, **Cha** 13

**Base Atk** +1; **CMB** +5; **CMD** 15

**Feats** Arcane Talent<sup>APG</sup>, Power Attack, Skill Focus (Knowledge [history])

**Traits** possessed, restless wayfarer

**Skills** Acrobatics -4 (-8 to jump), Intimidate +5, Knowledge (geography) +6, Knowledge (history) +5, Perception +2, Survival +4; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Gypsy, Haleet

**SQ** elf blood

**Other Gear** horn lamellar armor<sup>UC</sup>, handaxe, lucerne hammer<sup>APG</sup>, Zakhar's backpack (bedroll, mess kit<sup>UE</sup>), backpack, bedroll, belt pouch, candle (10), candle lamp<sup>UE</sup>, cleats<sup>APG</sup>, flint and steel, folding shovel<sup>APG</sup>, mess kit<sup>UE</sup>, pot, signal whistle, snowshoes<sup>APG</sup>, soap, tindertwig (2), trail rations (5), waterskin, winter blanket, 1 gp, 9 sp

### SPECIAL ABILITIES

**Possessed** Once per day, Stojan can attempt a Knowledge check of his choice even if he is not trained in that skill and it is not usually possible to use that skill untrained. If he can normally use that skill untrained, he gains a +2 trait bonus on the check.

**Restless Wayfarer** Stojan is used to getting along in unfamiliar lands and interacting with interesting new people. He gains a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, and Knowledge (geography) is a class skill for him. He can also speak one additional language.

**Background:** Among the traveling nomads of his clan, half-breeds are seen as a blessing and a reminder of the variety of cultures that the world has to offer and where they had been. When Stojan and his twin brother Zakhar (page XXXX) were born, it was seen as a gift twice over, and their births were celebrated with much fanfare. But according to some of their father's clan, a secretive band of snowborn elves, the stars were ill-fated on their birth, as one of the most brutal winters in their long memories struck their homeland.

Despite the warnings of the elves, both brothers grew up hale and hearty, enjoying a rural life of fishing and hunting (and being charming scoundrels as they grew older and inherited their father's good looks). Stojan often reflects on this time as one of the happiest in his life, if it not for the fact that war is hell—sometimes literally so.

Conscripted into a militia and given a rusty pike and moldering armor against a formal army backed by diabolists, Stojan would have fled right then and there if not for the fact that his brother *volunteered* so that they would not be separated. Filled with the hope that he might just survive the experience, Stojan gritted his teeth when the charge began, but there was nothing that could have prepared him for his next experience. After running one of the enemy spellcasters through with his poorly made weapon, it snapped, and whatever magic was being wrought unraveled, and Stojan found himself no longer in control of himself. The summoning spell that was being cast latched on to him—and to his brother, perverting that shared bond they had since birth. Whatever creature was being summoned used the two of them as puppets, and they turned against their ragtag company, slaughtering the few that were left before the summoning spell finally broke.

Despite the odds against them, their side managed to win, saved at the last minute by a mounted charge of cavaliers and paladins, but Stojan and Zakhar both left their childhoods dead on that field that day. Plagued for years by nightmares spawned by no mortal mind, Stojan knows that his brother received the brunt of that brief possession, a fact that often gnaws at him to this day. If nothing else, he knows that the weapon in his hand can protect those unable to do so—just as it can be used to crush those that might wish harm upon those he calls friends and family.

**Physical Description:** The only thing stopping Stojan from looking like a marble statue is his eyes. Just shy of six feet tall and well-muscled, brown eyes offset the blue undertones of his skin and the platinum blonde hair, and he has a charming lopsided smile. Wearing lamellar made of thinly-cut sections of antler and a fur-lined russet cloak, he easily wields a lucerne hammer in his hands. Tucked away in his belt is a plain handaxe, its wooden hilt worn down and smooth from years of use.



**Personality:** Stojan puts up a happy, go-lucky façade, but beneath it, he carries a deep worry that he'll become possessed again, manifesting in a permanent wrinkle between his eyebrows. He is straightforward in battle, and doesn't resort to subterfuge—he's more of a well-aimed battering ram. When the wine flows freely, he's an incorrigible and shameless flirt.

### ADVANCEMENT

Stojan continues to master two-handed weapons, focusing on the lucerne hammer as his favorite, selecting feats like Cleave and Hammer the Gap to finish off an opponent. If Zakhar is in the party, both of them will select teamwork feats to maximize their effectiveness in battle.

### SWORN TO CARRY YOUR BURDENS

Stojan has been carrying things for his weaker brother his entire life, and happy to do it, though not without teasing his brother. If Zakhar is not being used as a pregenerated character, **remove** the following items from his character sheet: Zakhar's backpack (bedroll, mess kit<sup>UE</sup>). **Add** 2 gp, 3 sp to Stojan's character sheet if you do this.

### ROLEPLAYING IDEAS

- Stojan does not get along with Brynla at all, and he often needles her because of how poorly she was treated and his comparably idyllic childhood.
- Stojan is highly susceptible to possession and domination, but not all spirits capable of possession are hateful to the living. Stojan might be willing to be a host for a beneficial spirit for a time—but only if his brother gives his blessing. Stojan trusts Zakhar's insight far more than the benefits a powerful outsider might be willing to offer.
- Stojan feels a great debt towards the paladins and cavaliers that saved the day when he was younger, but always felt that he lacked the conviction to devote himself to such a cause, for fear of being separated from his brother.

### SCALING THE PC

Under a 15-point buy, Stojan's abilities change to the following.  
CG Medium humanoid (elf, human)

**Init** -1; **Senses** low-light vision; Perception +2

**AC** 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** -1, **Will** +0; +2 vs. enchantments

**Str** 18, **Dex** 9, **Con** 12, **Int** 12, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** +5; **CMD** 14

**Skills** Acrobatics -5 (-9 to jump), Intimidate +5, Knowledge (geography) +6, Knowledge (history) +5, Perception +2, Survival +4; **Racial Modifiers** +2 Perception



# ZAKHAR



People always think they want to know the future but I assure you, you would vastly prefer ignorance. — a warning by the orade Zakhar



## ZAKHAR

Male half-snowborn<sup>PPCBG</sup> elf oracle<sup>APG</sup> 1

CG Medium humanoid (elf, human)

**Init** +2; **Senses** low-light vision; Perception +3

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 11 (1d8+3)

**Fort** +2, **Ref** +2, **Will** +3; +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters., +2 vs. enchantments

**Defensive Abilities** uncanny dodge; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Ranged** longbow +2 (1d8/x3)

**Oracle Spells Known** (CL 1st; concentration +5)

1st (4/day)—*cure light wounds*, *entropic shield*, *shield of faith*

o (at will)—*create water*, *detect poison*, *light*, *purify food and drink* (DC 14)

**Mystery** Battle

### STATISTICS

**Str** 10, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 18

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

**Feats** Elven Spirit<sup>ARG</sup>, Skill Focus (Knowledge [planes])

**Traits** possessed, warded against witchery

**Skills** Diplomacy +8, Knowledge (planes) +6, Perception +3, Spellcraft +3 (+4 to identify spells cast by evil arcane spellcasters., +5 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven

**SQ** elf blood, elven magic, oracle's curse (powerless prophecy<sup>SMC</sup>), revelation (skill at arms)

**Other Gear** studded leather, arrows (20), flight arrows<sup>APG</sup> (20), longbow, belt pouch, flint and steel, 42 gp, 15 sp, 1 cp

### SPECIAL ABILITIES

**Possessed** Once per day, Zakhar can attempt a Knowledge check of his choice even if he is not trained in that skill and it is not usually possible to use that skill untrained. If he can normally use that skill untrained, he gains a +2 trait bonus on the check.

**Powerless Prophecy** Zakhar gains uncanny dodge, but cannot act in a surprise round, including taking a free action. If there is no surprise round, Zakhar is instead staggered for the first round of combat.

**Warded Against Witchery** Zakhar gains a +1 trait bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters, and a +1 trait bonus on Spellcraft checks to identify spells cast by evil arcane spellcasters.

**Background:** Zakhar (ZAH-karr) enjoyed his childhood. Lazy summer days spent idling on a log, pretending to fish—the only hardship was staying quiet while he snuck out of his room at night to try and woo the village girls with hastily copied sonnets from a book of poetry. Idle fancies of becoming a bard were dashed when his brother was conscripted to fight against an army known to have hell-bound spellcasters, and he volunteered before he could be drafted himself. The thought of not being around his brother was far more terrifying than any possible skirmish—or so he foolishly thought. Both armed with poorly made weapons and armor, they were woefully outmatched, and yet Stojan still managed to kill one of the spellcasters they were facing.

Later, Zakhar found out the caster that was killed had fallen out of favor at court, and was hoping a little territorial expansion would put him back in the good graces of his queen. He found this out because in one horrible, life-changing moment, Stojan's rusty weapon had snapped, disrupting the spell Lord Elicenio Roldan had been casting, and sending an ice devil right into the mind of Stojan, bleeding over to Zakhar.

Zakhar keenly remembered every moment of that experience, the warmth of an ally's blood on his hand as the devil made both Stojan and Zakhar bow to its whim. Zakhar was helpless in his own body, but aware of every thought that the devil had as well, along with a flood of images and impressions and knowledge of who started the skirmish and why. Just as quick as it had taken over, the presence of the devil in his mind vanished, and Zakhar snapped back into his body, but nothing was quite the same afterwards. His brother physically recovered from the experience, but Zakhar was wracked with a terrible wracking sickness that left him ill for days, and he never was as healthy as he was before. Both brothers are plagued by nightmares, often waking in the middle of the night and staring at each other in mute suffering—nothing need be said, as they both dream the same vision of Hell.

Much like his brother, Zakhar became determined to protect others, though his abilities manifested in a somewhat different fashion than Stojan's. Stojan trained his body, while Zakhar trained his mind, latching onto the fragments of knowledge and purpose the devil had left behind: of battle.



**Physical Description:** Much like his twin brother Stojan, Zakhar closely resembles a marble statue with his blue-toned skin, blonde hair, and brown eyes. The iris of Zakhar's left eye is shot through with flecks of silver and green, giving him a compelling appearance that he frequently matches with a flirtatious smile. Zakhar does not have the build of his brother, though, and his thinner frame is often draped in multiple cloaks to chase away the chill. Zakhar's studded leather armor is dyed a deep midnight blue, and two quivers of arrows are draped across his back, along with his longbow.

**Personality:** As his brother, Zakhar's carefree attitude hides a deeply troubled past. He knows his brother feels guilty for what happened, and Zakhar worries that Stojan will try and martyr himself in atonement—not an outcome Zakhar wants to see. He's better at hiding his troubles though, and his flirtatious manner hasn't changed at all since he was younger. If anything, it's gotten more skillful: at least he writes his own love sonnets now.

#### ADVANCEMENT

Zakhar keeps progressing as an oracle, focusing on abjuration, divination, and healing spells, selecting the Expanded Arcana feat to increase his available spells. When available, he will select the combat healer, iron skin, and war sight revelations to aid himself and his allies in battle. Zakhar will select teamwork feats where appropriate to work with his brother's melee fighting style.

#### ROLEPLAYING IDEAS

- Zakhar knows that much of his abilities are reactionary, and wants to improve his abilities in battle to be more tactical in nature, either through spells or study.
- Of all the knowledge that's floating around in Zakhar's head, two names stuck with Zakhar: Elicenio Roldan, and the true name of the ice devil that had managed to possess both Stojan and Zakhar. Zakhar isn't quite sure what he's going to do with this knowledge quite yet...but just having the knowledge alone is a potential that constantly gnaws at him.

- Zakhar is indifferent to most of his comrades—except for Zuza. He is head over heels for the skald, and for the first time in his life, he finds himself fumble-tongued trying to talk to her. This is not a woman who would be impressed by a hastily penned sonnet, and he has no idea of how to express his desire to her, so he remains uncharacteristically silent in her presence.

#### SCALING THE PC

Under a 15-point buy, Zakhar's abilities change to the following.

**Init** +1; **Senses** low-light vision; Perception +2

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**Fort** +2, **Ref** +1, **Will** +2; +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters., +2 vs. enchantments

**Ranged** longbow +1 (1d8/x3)

**Str** 10, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 18

**Base Atk** +0; **CMB** +0; **CMD** 11

**Skills** Diplomacy +8, Knowledge (planes) +6, Perception +2, Spellcraft +3 (+4 to identify spells cast by evil arcane spellcasters., +5 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties



# ZUZA



*The duties to my kin may have brought me to this land, but it is here that I shall find my dead name and bring that back to be sung in the halls of the jarls. From thar ears to the gods, and glory and riches to my fist. — that which drives the storyteller, Zuza Holt*



## ZUZA HOLT

Female human **skald**<sup>ACG</sup> (herald of the horn) 1

CN Medium humanoid (human)

**Init** +0; **Senses** Perception +0

### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 11 (1d8+3)

**Fort** +5, **Ref** +0, **Will** +2; +2 trait bonus vs. fear

**Resist** cold 2

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** greataxe +2 (1d12+3/x3) or dagger +2 (1d4+2/19-20)

**Special Attacks** raging song 6 rounds/day (inspired rage)

**Skald Spells Known** (CL 1st; concentration +5)

1st (2/day)—*comprehend languages*, *ear-piercing scream*<sup>UM</sup> (DC 15)

o (at will)—*dancing lights*, *detect magic*, *haunted fey aspect*<sup>UC</sup>, *lullaby* (DC 14)

### STATISTICS

**Str** 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +0; **CMB** +2; **CMD** 12

**Feats** Scribe Scroll, **Skald's Vigor**<sup>ACG</sup>, **Voice of the Sibyl**<sup>UM</sup>

**Traits** courageous, northern ancestry

**Skills** Acrobatics -3 (-7 to jump), Bluff +5, Diplomacy +9, Knowledge (arcana) +5, Knowledge (dungeoneering) +1, Knowledge (engineering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +1, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4, Perform (oratory) +9, Spellcraft +4

**Languages** Common, Norse

**SQ** arcane bond (ram's horn), bardic knowledge +1

**Other Gear** chain shirt, dagger, greataxe, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), iron spike<sup>APG</sup> (5), mess kit<sup>UE</sup>, pot, ram's horn, soap, spell component pouch, torch (5), trail rations (5), waterskin, 8 sp

### SPECIAL ABILITIES

**Courageous** Zuza gains a +2 trait bonus on saving throws against fear effects.

**Northern Ancestry** Zuza gains a +1 trait bonus on Fortitude saves, as well as cold resistance 2; this resistance does not stack with cold resistance gained from any other source.

**Background:** Hailing from one of the few bustling metropolises in the bitterly cold north, Zuza Holt (zoo-SAH hult) enjoys the good things in life: a warm fire, the pleasures of the flesh, and songs meant to stir the blood. The child of skilled woodworkers, Zuza is their second youngest, with both an older and younger sister. An idyllic childhood on the edge of a vast and ancient forest fueled her earliest love of storytelling, but the sudden and abrupt arrival of a winter storm in the warmest days of summer turned her family's

fortunes sour. Snowed in for a week, they had to resort to burning their precious timbers to keep them warm, the last piece nothing but charcoal and ash when the snows vanished as quickly as they arrived.

Throughout the enforced imprisonment, Zuza kept her family entertained with the most ridiculous stories she could imagine or ones she had heard: rabbit princes, fox-tailed women, lands where the sun set in east, or where mint candies grew on trees. One of the tales that Zuza told was of a warrior who sought a potion of power, one that would grant its drinker their heart's desire. As she told the tale, Zuza noticed that her sister Zlata could barely hold back her tears at the tale, but thought nothing of it as her family struggled to rebuild their lives after the terrible storm.

After many seasons, Zuza's family recovered from their tragedy, gaining the patronage of their liege lord, with enough money to grant them a manor house within the city. Zlata picked up the hammer and chisel to continue her parents' work, while Zuza begged to be allowed to study with the skalds of their lord's army. Relenting under her ceaseless pleading, her parents gave Zuza their blessing, but Zlata had a request of her sister: to find the very same potion that Zuza spoke of in her tales. Torn between wanting to follow their parents' profession and wanting to correct her body to what she desired, Zlata did not have the means to seek out the potion—but Zuza would.

After the years of service required by her training, Zuza seeks the fortune to pay for the nostrum her sibling seeks—if such an item even exists. Willing to pay in either coin or binding herself to service as the warrior in her tale did, she only hopes that her end is better than the warrior's: condemned to neither life nor death, serving the whims of a wicked creature of night and shadow.

**Physical Description:** With a combination of long raven hair bound in three crimson silk-wrapped braids, striking ice-blue eyes, and a statuesque height of five feet, ten inches, Zuza makes for a commanding figure on either the battlefield or in a grange hall. Knowing that first impressions last, she takes care to polish her chain shirt and keep her greataxe sharp—but her tongue bears the keenest edge. On the backs of her hands she bears the marks of her training: intricate runic tattoos said to induce fear in her foes and strength in her sword-arm.



**Personality:** Zuza lives for the thrills of battle and the camaraderie of her allies, but charging in recklessly is not her style. She loves to talk, and she will engage in a game of one-upmanship with anybody willing to play along. Nothing shuts her up faster than listening to a tale that she hasn't heard yet, to which she listens with rapt and appreciative attention. Proud of her heritage, she takes pains to break down the "dumb barbarian" stereotype that her kin are often viewed with, taking special delight into manipulating others into revealing their bigotry, often through a cutting remark or parable.

### ADVANCEMENT

Dedicated to her chosen profession, Zuza focuses on bolstering her allies in combat with her skald abilities, by providing flanking in melee combat, or selecting teamwork feats that her allies might have (Allied Spellcaster, Lookout, and Shielded Caster are favorite choices). Zuza knows that languages are a weak spot in her education, selecting the Cosmopolitan feat and taking further ranks in Linguistics, as well as increasing her knowledge of magic to find the *elixir of sex shift* that her sibling seeks out with feats like Skill Focus.

### ROLEPLAYING IDEAS

- Zuza loves storytelling with Pero, drinking with Stojan, and laughing with Senka—this is the closest to family she has away from her homeland, and it makes her terribly homesick.
- The magical elixir that Zuza seeks for her sibling could possibly be made by one of the spellcasters in her party, but she values her family's privacy very much. Any deeds that she commits that could fall back to her family need to be good ones, and she wants anybody who helps her at such a task to understand that.
- Zuza knows that her presence and good looks never fail to attract attention, but beauty is fleeting, something that she was told more than once during her training as a skald. Somewhere in her journeys, she hopes to find someone that can see past that, but so far, no such luck.

### SCALING THE PC

Under a 15-point buy, Zuza's abilities change to the following.  
**hp** 10 (1d8+2)

**Fort** +4, **Ref** +0, **Will** +2; +2 trait bonus vs. fear

**Skald Spells Known** (CL 1st; concentration +4)

1st (2/day)—*comprehend languages*, *ear-piercing scream*<sup>UM</sup> (DC 14)

o (at will)—*dancing lights*, *detect magic*, *haunted fey aspect*<sup>UC</sup>,  
*lullaby* (DC 13)

**Str** 14, **Dex** 10, **Con** 13, **Int** 10, **Wis** 10, **Cha** 17

**Skills** Acrobatics -3 (-7 to jump), Bluff +4, Diplomacy +8, Knowledge (arcana) +5, Knowledge (dungeoneering) +1, Knowledge (engineering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +1, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4, Perform (oratory) +8, Spellcraft +4





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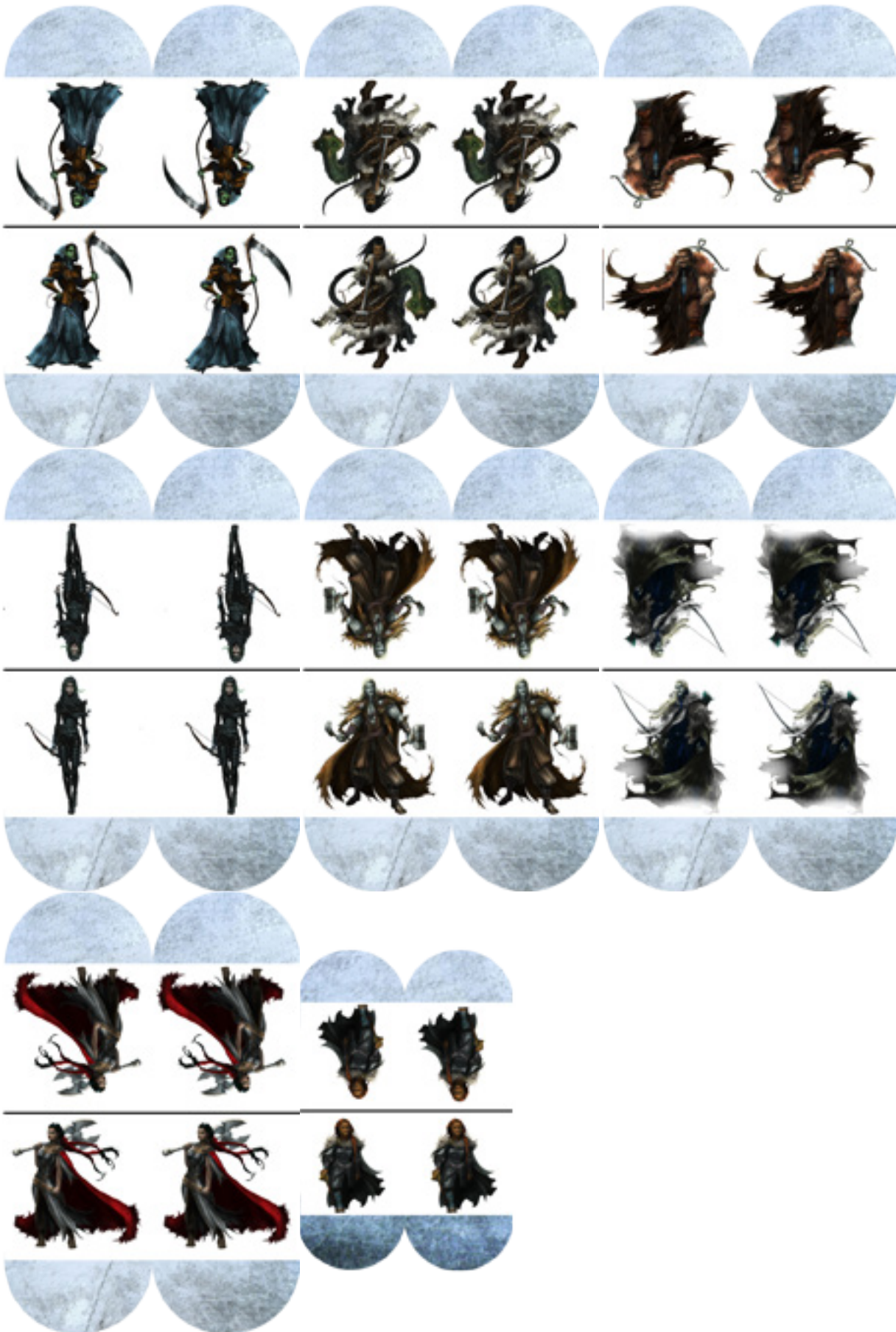
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# WINTER HEROES

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# EIGHT HOARY HEROES SET TO BRAVE THE BITTER COLP

**Winter Heroes** is our seventh set of 8 ready-to-play pregenerated 1st level characters created specifically to shine in a **Witches of Winter Adventure Path** but ideal for any campaign venturing into the marvelous mash-up of the fantastical and the futuristic! Ideal for use as allies, cohorts, long-running NPCs, or replacement player characters, Liz Courts brings you amazingly detailed and lushly developed characters including:

- **Brynla**, half-orc druid of the green faith
- **Maja Tasker**, halfling investigator sleuth
- **Pero**, human summoner and his otherworldly protector, **Drahu**
- **Roelof**, dwarf witch guardian of the ley lines
- **Stojan**, snowborn elf two-handed fighter
- **Zakhar**, snowborn elf oracle
- **Zuza Holt**, human herald of the horn skald
- and last but not least, the shadow-sneak **Senka Featherfingers**, fetchling rogue!

Built according to organized play specifications, using the 20-point-buy method and with scaling notes for 15-point builds, these characters are not just piles of statistics. Each one is as much about story as combat, with robust links built in to each other as well as the official **Witches of Winter Adventure Path**, though every one easily stands on its own in any setting where savage barbarians battle the vicious beasts of the uttermost polar reaches and their friends among the frozen fey. The crunch for every character more than measures up to its incredible flavor text, though, and when it's time to throw down in combat none of these **Winter Heroes** will be stepping to the sidelines.

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