



ADVENTURE PATH ICONICS: PATH OF WINTER



This is the third installment of our Adventure Path Iconics line, and the eight characters herein are specifically designed for play in a winter-themed Adventure Path. Each character has a full stat block, including campaign traits, a detailed background and personality, and advice on advancement through 4th level. Find one that suits you and you're ready to play. These characters have been built using a 20-point buy, as many Pathfinder players and GMs prefer it. However, each comes with instructions on how to adjust the stats to a 15-point buy, should your GM wish to use the standard for Paizo's adventure paths. If your group enjoys an epic fantasy feel for their characters, then adjustments up to a 25-point buy are also available. Whatever your style of play, just a few minor tweaks will have you ready to go.

Path of Winter features four humans, each one tailored for an easy fit into the Adventure Path and the game world to which it is attached. You may note that some titles are used rather than names and some things are abbreviated; this done is to respect Paizo's intellectual property. The actual names of people, places, and things should be easy enough to understand if you have the player's guide to the adventure path and a passing familiarity with the game world. Notes have been provided detailing books where the abbreviated items can be found.

For something different, the other four characters herein each represent one of four races from Louis Porter Jr. Design's *NeoExodus: A House Divided Campaign Setting*. That book is not needed to play the adventure path; each character is fully detailed, ready to run, and should provide enough background on the races and their abilities to plug them right into the campaign without a hitch. If you're looking for fantasy races outside the norm, then give these a try. Choose from the uncanny, rodent-like cavian; the magically charged, crystalline cynean; the dalrean, a strange creature that is equal parts humanoid and plant; or the proud and linguistically adept prymidian. Whichever you choose, you will be provided with a fresh and unique character that will fit quite well in your upcoming adventures into the frozen North and worlds beyond.

As always, your own personal creativity is paramount. If a PC's details are not exactly to your liking, then feel free to change them. Personality traits and background details can also be swapped out or adjusted to suit your play style. Each iconic has been designed to provide a fun and useful character that inspires good roleplaying. If they merely serve as inspiration for players to design their own characters, they've served their purpose. So dig in, find one that excites you, and game on!

Notations: ¹ Abbreviated, reference "Races" in the official campaign setting book; ² Abbreviated, reference "Languages" in the official campaign setting book; ³ Reference Reign of Winter Player's Guide



ASTA KRIGERSDOTTIR

Female human (Ulf.) barbarian (breaker) 1
NG medium humanoid
Init +1; **Senses** Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 15 (1d12+3)
Fort +5, **Ref** +1, **Will** +1 (+3 vs. fear effects)

OFFENSE

Speed 30 ft.
Melee greatsword +5 (2d6+6/19–20) or greatsword with Power Attack +4 (2d6+9/19–20)
Ranged heavy mace +2 (1d8+4) or javelin +2 (1d6+4)
Special Attacks destructive, rage (6 rounds/day)

TACTICS

Rage Statistics When raging, Asta's statistics are **AC** 13, touch 10, flat-footed 11; **hp** 17;
Fort +7, **Will** +3 (+5 vs. fear effects);
Melee greatsword +7 (2d6+9/19–20) or greatsword with Power Attack +6 (2d6+12/19–20);
Ranged heavy mace +2 (1d8+6) or javelin +2 (1d6+6); **Str** 22, **Con** 16; **CMB** +7 (+8 to sunder); **CMD** 18 (19 vs. bull rush and overrun)

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 7, **Wis** 12, **Cha** 12
Base Atk +1; **CMB** +5 (+6 to sunder); **CMD** 16 (17 vs. bull rush and overrun)
Feats Power Attack, Throw Anything
Traits Blood of Giants, Courageous
Skills Climb +8, Intimidate +5, Survival +5
Languages Common, Skál.²
Gear greatsword, dagger, heavy mace, javelins (3), studded leather armor, backpack, belt pouch, blanket, cold weather outfit, explorer's outfit, flint and steel, iron pot, 50 feet of hemp rope, soap, torches (10), trail rations (5 days), waterskin, 5 gp
Encumbrance 57 lbs.



SPECIAL ABILITIES

Blood of Giants (Ex)³: Asta is a big person, and people have always said she's got some giant blood in her. Even as a child, she towered over her friends, and as Asta grew older she grew even taller and stronger. To complete the image, her skin is pale as snow. Perhaps someday she'll get the opportunity to travel to the North and meet some real giants—and see whether the rumors about her are true. Asta gains a +1 trait bonus on combat maneuver checks to sunder as well as a +1 trait bonus to her CMD against bull rush and overrun combat maneuvers.

Courageous (Ex): Asta's childhood was brutal, yet she persevered. Through force of will and faith, she knew that—no matter how hard things might get—as long as she kept a level head she'd make it through. Asta gains a +2 trait bonus on saving throws against fear effects.

Destructive (Ex): Whenever Asta makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds half her barbarian level (minimum +1) on the damage roll. This ability replaces fast movement.

POINT-BUY OPTIONS:

To run Asta as a 15-point buy character, reduce her Strength by 2 and lower her Climb score by 1.

To increase Asta to a 25-point buy character, increase her Strength and Constitution each by 1 and increase her hit points to 16.

Background: Asta Krigersdottir (AZ-tah KREEG-urz-DUH-teer) came to the Decadent Failing Empire when she was a mere babe. Her father, mourning the death of his wife, came south with Asta to seek a position in the Ulfen Guard. Fate continued to be cruel, and Asta lost her father as well. While overseeing the offloading of goods from the ship they arrived in, the rope on a nearby crane snapped. He was struck by a heavy crate of goods and fell unconscious into the harbor, drowning before he could be rescued. Asta was remanded into the care of an orphanage in the Capitol City.

Her life at the orphanage was rife with trouble. She grew fast and loomed over the other children her age, although the gangly youth was clumsy. Even more, her pale skin made her stand out against the natural bronze coloring of the locals. She was teased for both her size and appearance. This torment brought on tantrums that usually injured someone or broke something, quickly leading to Asta being punished by the stern women that ran the orphanage.

One day, at the age of 12, while she was outside the orphanage, she was once again beset by a group of children. As expected, they finally set her off. She bellowed and hollered while swinging a stick she'd found, sending shrieking children scampering for cover. Before she could do any damage, though, a man stopped her. He grabbed the stick and held her close, speaking calmly and easily to the young girl until her anger passed. His name was Kriger. A Northerner like Asta, he worked as a bouncer at a nearby tavern. He recognized the rage within the girl and knew it had to be controlled. He adopted her that day and took her home. Over the years, Kriger taught Asta how to harness the rage within her and focused her talents on hitting things, not people. She got very good at it, and soon graduated from breaking practice dummies to cleaving shields and shattering swords. Now a woman grown, Asta has left her adopted father to travel the world and find her place in it.

"People say I'm stupid. I've been bigger and stronger than other people my whole life. People would tease me because of it, and because I'm not smart. That got me angry. Then I'd hurt them. Tell me, how is teasing someone who can hurt you smart?"

— *Asta Krigersdottir, sharing her insights with a companion*

Description: Asta is an imposing figure, standing 6 feet, 3 inches tall and weighing 210 pounds. Her blond hair is windswept and unkempt, save for a single beaded braid at her left temple. Her snow-white skin and ice-blue eyes are echoes of the frosty North where she was born.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Asta Krigersdottir is a good person at heart. Her adopted father gave her the love and security she needed, along with the ability to control the deep well of anger that resides within her. Still, she hasn't had many friends, and tends to be uncomfortable in social situations. She is slow to trust, wary that someone might simply be having a joke at her expense. Those that win her friendship and loyalty have it for life.

Opponents that stay out of reach frustrate Asta. Her usual response is to run them down. Failing that, she has no troubles grabbing nearby projectiles—rocks, chairs, tables, whatever is handy—and hurling them at the object of her frustration.

Asta has been taught to save her rage for her true enemies. When she finds herself on the losing end of a social encounter, whether the butt of a joke or the losing end of an argument, she will often walk away from the situation. Those that pursue her and persist may find themselves the target of a thrown object.

Asta hates bullies. She will often go to the aid of those being bullied or those in a fight where the odds are against them.

Asta is reserved and standoffish around new people. Most of those she's met in life have either attempted to bully her or use her for their own ends, her adopted father and a few others being notable exceptions to the rule. Getting her to trust, let alone make friends, could be a challenge.

Level Progression: Asta advances as a barbarian (breaker) with every level she attains. At 2nd level, she increases her skill ranks in Intimidate and Survival, putting the rank from her favored class bonus into Perception. She takes Smasher as her rage power, further enhancing her ability to deprive enemies of their weaponry and shields. At 3rd level, Asta continues to increase her ranks in Intimidate, Perception, and Survival. She takes Quick Draw as her feat, allowing her to swiftly enter combat, as well as paving the way for the Raging Hurler feat, which will allow her to throw two-handed weapons—like her greatsword and perhaps that table sitting nearby—at her full attack rate. At 4th level, Asta's giant blood continues to show as her Strength increases by 1. She takes the Ground Breaker rage power, giving her the ability to knock multiple opponents off their feet.



VINIANA AURCROFT

Female human (Tal.¹) rogue (sniper) 1
CG medium humanoid
Init +3; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 11 (1d8+3)
Fort +3, **Ref** +5, **Will** -1
Resist cold 2

OFFENSE

Speed 30 ft.
Melee longsword +1 (1d8+1/19-20) or throwing knife -1 (1d4+1/19-20)
Ranged shortbow +4 (1d6/x3) or throwing knife +5 (1d4+1/19-20)
Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 15, **Wis** 8, **Cha** 12
Base Atk +0; **CMB** +1; **CMD** 14
Feats Point Blank Shot, Precise Shot
Traits Anatomist, Restless Wayfarer
Skills Acrobatics +6, Appraise +6, Climb +5, Craft (bows) +6, Disable Device +7, Escape Artist +7, Knowledge (local) +6, Perception +3, Sleight of Hand +7, Stealth +7, Swim +5
Languages Common, 2 additional (Suggested: Skal.², Sylvan)
SQ accuracy
Gear shortbow and 20 arrows, longsword, throwing knives (6) (each functions as a dagger that gains a +1 enhancement bonus to hit if used as a ranged attack, but a -2 penalty in melee due to their balance and design), studded leather armor, traveler's outfit, backpack, bedroll, belt pouch, grappling arrow, silk rope, small silver ring set with an agate (worth 15 gp), thieves' tools, trail rations (5 days), waterskin, 3 gp, 4 sp
Encumbrance 38 lbs.



SPECIAL ABILITIES

Accuracy (Ex): At 1st level, Viniana halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

Anatomist (Ex): Viniana has studied the workings of anatomy as a student at university. She knows where to aim her blows to strike vital organs, granting her a +1 trait bonus on all rolls made to confirm critical hits.

Northern Ancestry (Ex): The blood of some frost-rimed creature mingles with Viniana's ancestry. She feels most alive during the chill of winter, and as a child she spent hours playing in the snow. She rarely feels the cold, and she's always had a restless longing to travel north. Viniana 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.

POINT-BUY OPTIONS:

To run Viniana as a 15-point buy character, lower her Strength by 1 and her Intelligence by 2. Reduce her Appraise and Knowledge skills each by 1.

To increase Viniana to a 25-point buy character, raise her Dexterity by 2. Increase her Acrobatics, Disable Device, Escape Artist, and Stealth skills each by 1.

Background: Viniana Aurcroft (VIN-ee-AH-na AWR-krahft) was born the second child to a pair of modestly prosperous merchants from the Decadent Failing Empire. They traveled extensively between their homeland and its bordering neighbors, buying and selling goods. With an older brother to inherit the business, Viniana was free to pursue her own interests, which mainly consisted of pestering the caravan's scouts and listening to her grandmother Olga's stories. Viniana's paternal grandfather had married a woman from the North, a great beauty in her day, with hair the color of platinum and eyes like emeralds. Viniana delighted in the woman's tales of the frigid North, with its wild folk and strange creatures. When not listening to Olga's tales, Vini spent her days learning how to spot danger, shoot a bow, and to move quietly and unseen.

Eventually, she decided it was time to take her skills elsewhere. She loves her family, but a life as an outrider for a caravan just doesn't appeal to her, nor does the idea of taking orders from her older brother when he eventually inherits it. The life of a mercenary or adventurer holds more appeal, especially if it meant extensive travel with more excitement. Thus, Viniana has gone abroad in her homeland, looking for the opportunity for adventure and traveling on her own terms.

Description: Viniana Aurcroft stands 5 feet, 5 inches tall and weighs 140 pounds. Her features are mostly typical of those native to the Decadent Failing Empire, including her bronzed skin and her thick, brown hair, cut short for sake of utility. However, unlike her fellow countrymen, Viniana sports two differently colored eyes, one blue and one green.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Viniana often leaves an initial impression of being a shallow socialite: flirtatious, impetuous, slightly irreverent, and seemingly never serious. However, when danger is afoot or combat ensues, she is all business, handling herself in a quiet, efficient manner

I always sight with my green eye when I shoot. That's my witchy eye. Get them in the heart more often than not using my witchy eye. What? Don't look at me like that! I sight with my green eye because I'm left-handed. Relax and take your hand off that sword, inquisitor. It was a joke!"

— *Viniana Aurcroft, finding that Maqia doesn't share her sense of humor*

until she and her companions are safe. Vini believes that life is too short to brood: face the task at hand and then enjoy life while you can, because you'll have more trouble soon enough.

While Viniana is comfortable being independent and carefree, she holds her family in great esteem and thinks of them fondly. She considers family to be a great gift; people who disdain that gift raise her ire, and those who need help with family matters often gain her aid.

Viniana enjoys stories. Her grandmother's tales inspire her to seek more and to make her own. Often she'll recount the deeds she and her companions have done, whether around a campfire, on the road, or at the fireside in an inn. These deeds are suitably embellished to serve the story, of course, often to the point where they don't remotely resemble the facts. Never let truth get in the way of a good tale, Vini always says.

Her eyes often attract attention; to this, she usually quips that she inherited the right one from her grandmother. However, this physical trait is known as one tied to changelings. Viniana has heard of this idea, but is certain she's not a changeling. However, that won't stop her from making up a good story about being one. Granted, if the story is good enough, she might attract the wrong sort of attention.

Viniana finds gnomes creepy. She has no idea why, but they make her terribly uncomfortable, especially if they get in her personal space or—worse—touch her.

Level Progression: Viniana progresses as a rogue (sniper) each time she attains a new level. At 2nd level, she adds a rank to all her existing skills except for Swim, opting to put a rank into Linguistics instead, and takes Giant as her additional language. She takes the Camouflage rogue talent, increasing her ability to stalk enemies unseen. At 3rd level, she advances her skills as before, taking Hall² as her language from Linguistics. Her sneak attack range increases to 40 feet thanks to the Deadly Range ability that her archetype

provides. She takes Rapid Shot for her feat, increasing her ranged offense. At 4th level, Viniana raises her Intelligence by 1. She advances her skill ranks as the prior level, and adds a rank of Use Magic Device from her Intelligence bump. She takes Auran as her bonus language from Linguistics. She takes the Sniper's Eye talent, allowing her to use her sneak attack ability even on those with concealment.



DRON FARWALKER

Male human (Kell.¹) ranger (guide) 1

CG Medium humanoid

Init +5; **Senses** Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +3, **Will** +2 (+1 on all saves vs. spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters)

OFFENSE

Speed 30 ft.

Melee battle axe +4 (1d8+3/×3) or

dagger +4 (1d4+3/19–20)

Ranged shortbow +2 (1d6/×3) or

dagger +2 (1d4+3/19–20)

Special Attacks ranger's focus (+2)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Improved Initiative, Quick Draw

Skills Climb +7, Handle Animal +5, Knowledge (geography) +3, Perception +6, Stealth +5, Survival +6 (+10 to avoid becoming lost)

Languages Common, Hall.²

SQ track +1, wild empathy +2

Gear battle axe, cold iron dagger, dagger, shortbow and 20 arrows, chain shirt, backpack, bedroll, belt pouch, cold-weather outfit, explorer's outfit, flint and steel, iron holy symbol, mess kit, rope, torches (5), trail rations (5 days), waterskin, whetstone, 3 gp, 8 sp, 3 cp

Encumbrance 45 lbs.

SPECIAL ABILITIES

Ranger's Focus (Ex): At 1st level, once per day Dron can focus on a single enemy within his line of sight as a swift action. That creature remains his focus until it is reduced to 0 or fewer hit points, surrenders, or he designates a new focus, whichever occurs first. Dron gains a +2 bonus on attack and damage rolls against the target of his focus. At 5th level and every five levels thereafter, this bonus increases by +2.

At 4th level and every 3 levels thereafter, Dron can use this ability one additional time per day. This ability replaces favored enemy.

Starchild (Ex): Dron's goddess sensed his love of travel and promised he would always be able to find his way home. Dron can automatically determine where true north is. He gains a +4 trait bonus on Survival checks to avoid becoming lost.



Warded against Witchery (Su)³: Sometime in your youth, you encountered a location, object, or being steeped in the power of evil witchcraft. Whether you were the victim of this force, were a conduit for it, or merely witnessed its effects, the event changed your life. You have tried to put the strange incident behind you and forget it, but nebulous premonitions of danger and eerie feelings of déjà vu have dogged your steps ever since. For some inexplicable reason, you feel drawn to the lands of the North, though you fear another encounter with the evil witchcraft that touched you once before. Whether through your purity, the blessing of goodly spirits, an innate determination, or an intuitive and inexplicable familiarity with the ways of black magic, you have acquired a resilience against the power of the dark arts. You gain 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.

POINT-BUY OPTIONS:

To run Dron as a 15-point buy character, reduce his Dexterity, Constitution, and Wisdom scores each by 1. Lower his Perception, Stealth, and Survival skills each by 1.

To increase Dron to a 25-point buy character, increase his Constitution and Wisdom each by 1. Raise his Perception and Survival scores each by 1 and increase his hit points to 13.

Background: A man originally from the harsh, cold lands of the North where the mammoths roam, Dron Farwalker (DRAHN FAR-WALK-er) was a young tribal hunter when he last roamed the icy tundra. One day while out hunting, he came across a strange sight. In a shallow, bowl-shaped depression in the terrain sat a pile of stones, with others laid out in strange, spiraling patterns about it. Rising from the center of the stones was a spire of ice, blue-white and sparkling in the sunlight, carved with strange symbols. The brashness and folly of youth overrode the remembered voices of his elders, which warned that strange things such as this should be avoided, lest their magics corrupt him. He cautiously moved down to the cairn and its spire of ice. He was overcome with a strange compulsion to reach out and touch the thing, which he did despite his misgivings. A numbing cold shot through his body, deadening Dron's limbs, bluing his lips, and frosting the tips of his fingers even through his fur-lined gloves. Dron was certain he would die, and lost consciousness.

The next thing Dron knew, he was lying on his back, having opened his eyes to see the night sky overhead. A butterfly of blue and gold danced in the air above him. "Go home," said a quiet voice in his ear. "Go home and live to wander another day." With that, the butterfly flitted into the sky, lost to sight as it seemed to join with a bright star. Dron followed that star, sure of his bearings, and walked into his tribe's camp come the dawn. Since that day, Dron has been a devout follower of the Song of the Spheres, certain that the goddess saved him from evil witchcraft.

Since then, Dron has left his homeland, traveling ever southward away from the evil influences that lurk in the cold North. He makes his living guiding others on their travels, sharing the blessing the goddess bestowed upon him with others, as is right. Still, on lonely nights Dron often finds his gaze drawn northward, a silent longing stirring within, urging him to return. He is still unsure whether that longing comes from him, the goddess, or something else.

"I've been touched by the Song of the Spheres. I feel her in the back of my mind, always, guiding me. While I may end up somewhere I do not expect, I am never lost. She is with me, and that means I may not be where I wished to go, but it is where I am supposed to be."

—Dron Farwalker, explaining his unwavering confidence in the wilds

Description: Dron is only 5 feet, 9 inches tall, but muscular and barrel-chested, weighing 220 pounds. He wears his black hair long, with the hair at the temples braided, pulled back and tied behind his head to keep it out of his eyes. He sports a short beard, interrupted by a thick scar that runs down his left cheek and under his jaw. His deeply tanned skin sports numerous scars. Dron has eyes of steel gray that are surprisingly warm and full of humor, at odds with his Northern ancestry.

PERSONALITY & ROLEPLAYING

OPPORTUNITIES:

Though he has spent many years in more civilized lands, Dron still possesses many traits of his people. He prefers to live simply, mostly content to live off the land and sleep under the stars, though he has become fond enough of wine to take some time in towns and wayside inns. He tends to remain quiet unless he has something to say, avoiding idle talk. He shares his people's determination, yet he is not grim about it. It is rare to see Dron without a smile on his face. He is truly content with his life and strong in his faith.

As a guide, Dron sees his honor as centered around a simple truth: he gets people where they need to go, no matter what. A noble intention, but his typical Northern nature often comes through, especially when dealing with "soft, civilized folk." Those who find the going too rough with Dron in the lead will find themselves cajoled, taunted, and eventually dragged, if needs be, to get to their destination. Dron leaves no one behind.

Dron loves snowball fights. If the party has nothing pressing or has hit a lull, it's a sure bet he'll start one to relieve the boredom.

He may not realize it, but Dron is self-conscious about the prospect of his people considering him to have gone soft during his time in the south. If he returns to the North and faces such accusations, he'll find himself honor-bound to prove them wrong by whatever means necessary. Perhaps a trial of endurance or a race through hostile territory would settle the dispute.

Dron has a subtle, understated sense of humor. He'll occasionally make an ironic comment here and there to get his point across, not caring if others get the joke and never bothering to explain himself or do more than smile.

Level Progression: Dron progresses as a ranger (guide) each time he gains a level. At 2nd level, he begins his pursuit of the two-weapon combat style, gaining Two-Weapon Fighting as a bonus feat. He raises all skills known by 1 rank. Dron will likely purchase a handaxe to use as an off-hand weapon. At 3rd level, he takes the Double Slice feat in addition to his bonus feat of Endurance. He puts a rank into Spellcraft rather than Climb, but all other known skills increase by 1. At 4th level, Dron raises his Constitution to 16, increasing his total hit points by an additional 3 and his Fortitude save by 1. All skills but Climb increase by 1 rank. He takes cold as his favored terrain, and his Terrain Bond class feature helps his companions function within such environments.



JARANI ZIDANE

Male human (Garu.¹) bard (daredevil) 1
CG Medium humanoid
Init +2; **Senses** Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)
hp 10 (1d8+2)
Fort +2, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.
Melee whip +3 (1d3+2 nonlethal) or sickle +2 (1d6+2)
Ranged net +2 ranged touch (entangled) or dagger +2 (1d4+2/19–20)
Special Attacks bardic performance 8 rounds/day (countersong, derring-do, distraction, fascinate)
Bardic Spells Known (CL 1st; concentration +5)
1st (2/day)—*charm person* (DC 15), *grease* (DC 15)
0—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14)

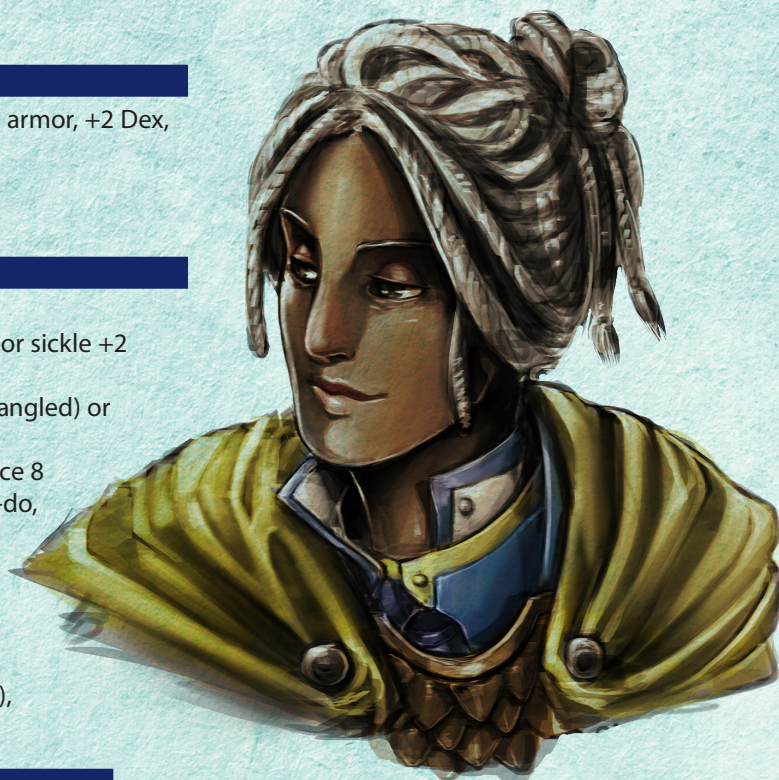
STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 12, **Wis** 7, **Cha** 18
Base Atk +0; **CMB** +2; **CMD** 14
Feats Exotic Weapon Proficiency (net), Weapon Focus (whip)
Skills Acrobatics +6, Bluff +9, Climb +6, Escape Artist +6, Knowledge (local) +6, Perform (comedy) +8, Perception +2, Use Magic Device +8
Traits Charming, Restless Wayfarer
Languages Common, Osir.², Poly.², 2 additional (suggested: Hall.², Skal.²)
Gear dagger, nets (2), sickle, whip, studded leather armor, buckler, cold-weather outfit, entertainer's outfit, backpack, bedroll, belt pouch, mirror, shaving kit, soap, trail rations (5 days), waterskin, 4 gp, 8 sp, 9 cp
Encumbrance 34 1/2 lbs.

SPECIAL ABILITIES

Agile (Ex): Jarani adds half his class level (minimum +1) on Acrobatics, Bluff, Climb, and Escape Artist checks. This ability replaces bardic knowledge.

Charming: Blessed with good looks, Jarani has come to depend on the fact that others find him attractive. He gains a +1 trait bonus when he uses Bluff or Diplomacy on a character that is (or could be) sexually attracted to him, and a +1 trait bonus to the save DC of any language-dependent spell he casts on such characters or creatures.



Derring-do (Su): Jarani can use his performance to bring out grace in the clumsiest allies. Jarani and any allies who see him perform receive a +1 morale bonus on Reflex saving throws and a +2 competence bonus on Dexterity-based skill checks. Allies who move at least 10 feet during their turn gain a +1 dodge bonus to their Armor Class until the start of their next turn. At 5th level and every six bard levels thereafter, the saving throw and Armor Class bonuses given by this ability increase by +1, to a maximum of +4 at 17th level, and the skill check bonuses increase by +2, to a maximum of +8 at 17th level. This is a mind-affecting ability that uses visual components. This ability replaces inspire courage.

Restless Wayfarer (Ex)³: Jarani has long led a nomadic life, as his parents are traveling merchants who have traded far and wide. The thought of new places and experiences is truly what makes life worth living, and no region catches his imagination like the windswept wilderness of the North. He is used to getting along in unfamiliar lands and interacting with interesting new people. Jarani gains a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, and the former is a class skill for him. He can also speak one additional language (this does not count toward his number of languages).

POINT-BUY OPTIONS:

To run Jarani as a 15-point buy character, reduce his Strength by 1 and his Charisma by 2, and increase his Wisdom by 1. Reduce melee attack and damage, CMB, and CMD each by 1. Increase his Will save to +1. Lower his Climb, Perform, and Use Magic Device scores each by 1. Increase Perception by 1.

To increase Jarani to a 25-point buy character, increase his Strength, Dexterity, and Constitution each by 1.

Background: Jarani Zidane (jah-RAHN-ee zee-DAH-ay) has always been drawn to a life of risk and thrills. Born in the Desert Land of Eternal Youth, Jarani was not long in that land. He has traveled the length and breadth of the Inner Sea several times over in the company of his merchant parents, both by land and sea. He was a pampered youth, his parents seeing that he was constantly entertained while they were busy with their work. The young Jarani was enraptured by entertainers of all types: acrobats, jugglers, fire-eaters, animal tamers; anything with action, danger, and flair was sure to capture his attention. As he entered manhood, his attention was drawn to less savory, but no less exciting, activities. Pit fights, gladiatorial arenas, and bar brawls became his new entertainment. As he traveled with his parents, he picked up tricks of the trade in each place they stopped. A bit of tumbling, a knack for witty one-liners, how to remove his wrists from a tied bit of cord—all these and more became part of his repertoire.

His fondest memories are of the North. He found the boastful, larger-than-life warriors that lived there captivating. Their fearlessness and utter contempt for death found a kindred spirit in the young man. Jarani came to believe that one was truly living when facing death with a grin. On the return journey south, he trained harder than ever before.

When the caravan had reached the Decadent Failing Empire, Jarani believed it was time to start his true career as an adventurer. He bid his parents farewell, taking their parting gifts and purchasing equipment he'd need. Upon hearing of the strange events taking place near a small town close by, he felt fate had chosen his path. Now he heads off to discover what wonders await him.

Description: Jarani is tall and lean, standing 6 feet, 1 inch tall and weighing 170 pounds. He keeps his handsome, angular face clean-shaven. Before its time,

"Jarani is not one to boast, but it is thanks to Jarani that this threat has passed. Yes, there were others involved, but it is Jarani to whom credit should be given. Without his courage, his skill, and his ability to exhort others to victory, they would likely have failed. Jarani knows this, but Jarani does not tell them. It is important for them to feel empowered. May Jarani buy you another glass of wine? Then perhaps you can tell Jarani something about yourself? Your beauty is obvious, but Jarani would like to know more about your thoughts, your dreams."

— *Jarani Zidane, wooing one of the locals after his party's recent victory*

his black hair has gone almost completely white, which now contrasts with his dark skin. Jarani keeps his hair in the long braids traditionally worn by his people, but usually keeps them tied in an elaborate topknot while adventuring.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Jarani is always larger than life. He never takes half measures and is always sure to leave an impression, always aware when someone is watching. He is bold and brash, but not often a braggart, unless there is a story-telling competition or somebody likely to be seduced by tales of derring-do. That said, Jarani is also a kind and considerate person, willing to help those in need and do everything in his power to ensure those on the side of right win.

Jarani always speaks of himself in the third person.

Jarani's big heart may get him in trouble. He can be a sucker for a sob story, especially if it is paired with a pretty face. He's ruled by his emotions, and those skilled at manipulation may find him an easy target.

Jarani never backs down from a dare. That courage doesn't mean he'll foolishly jump into an impossible contest, however. Jarani may be brave to the point of being foolhardy, but he's far from stupid. He'll look for any advantage he can get in order to win. That said, he laughs in the face of danger, and he'll often take risks to win.

With a spirit as free as they come, the words “marriage” and “commitment” may be the only things in the world that strike fear into Jarani’s heart. Early in his travels he became enamored of the elvish outlook on intimacy, and the easiest way to dissuade him from romantic activity is to talk about settling down, buying a house, having or adopting children, or any other such thing.

Level Progression: Jarani advances as a bard (daredevil) each time he gains a level. All of his skills increase by 1 rank each time he levels up, except for Knowledge (local). On even levels, he forgoes a rank in that skill to put one in Knowledge (geography) instead. At 2nd level, Jarani’s Canny Foe class ability gives him +2 to his CMB for trip attempts and to his CMD to resist such maneuvers. He adds *unwitting ally* and *beguiling gift* to his known spells. At 3rd level, he takes the Dazzling Display feat in order to further keep his foes off balance, using his Versatile Performance ability to make Perform (comedy) checks in place of Intimidate, keeping his foes cowed through mockery and japing in the face of their attacks. He adds *message* and *hideous laughter* to his list of known spells. At 4th level, Jarani raises his Charisma by 1 point and adds *glitterdust* and *mirror image* to his list of known spells.



EVERGREEN

Female dalrean witch (hedge witch) 1
NG Medium humanoid plant
Init +2; **Senses** darkvision 60 ft.; Perception +1 (+3 when Sleet is near)

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 9 (1d6+3)
Fort +2 (–2 vs. environmental effects), **Ref** +4, **Will** +4
Immune mind-affecting effects
Weakness temperature vulnerability

OFFENSE

Speed 20 ft.
Melee shortspear –1 (1d6–1/×3) or dagger –1 (1d4–1/19–20)
Ranged light crossbow +2 (1d8/19–20)
Special Attacks hexes (*cauldron*, *slumber* (DC 13))
Witch Spells Prepared (CL 1st, concentration +4)
1st—*burning hands*, *cure light wounds*
0—*detect magic*, *resistance*, *stabilize*
Patron Endurance

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** –1; **CMD** 11
Feats Brew Potion, Spellbud
Skills Craft (alchemy) +11, Heal +6 (+8 with healer's kit), Knowledge (arcana) +7, Knowledge (nature) +7, Spellcraft +7
Languages Common, 4 additional (suggested: Aquan, Hall.², Skel.², Sylvan)
SQ bioluminescence, photosynthetic regrowth, sunlight sustenance
Gear dagger, light crossbow and 10 bolts, shortspear, cold-weather outfit, peasant's outfit, backpack, bedroll, belt pouch, blanket, candles (5), canteen, chalk (5), flint and steel, healer's kit, iron pot, spell component pouch, tindertwigs (3), 2 gp, 1 sp
Encumbrance 28 1/2 lbs.

SPECIAL ABILITIES

Bioluminescence (Ex): At will, Evergreen can cause any part of her body to glow, giving off light as a torch.

Humanoid Plant (Ex): Dalrean are unique creatures, possessing traits of both humanoids and plants. Evergreen is treated as both humanoid and plant for the purposes of effects that target a specific type of creature. Unlike most plants, Evergreen is not immune to poison, paralysis, or stunning, but she is immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).



Photosynthetic Regrowth (Ex): A dalrean with this racial trait recovers lost hit points every hour rather than every day as long as it remains in direct sunlight for the entire hour.

Restless Wayfarer (Ex):³ Evergreen has long led a nomadic life, having left her people's patch when she was young, driven by an inexplicable wanderlust. The thought of new places and experiences is truly what makes life worth living, and no region catches her imagination like the windswept wilderness of the North. She is used to getting along in unfamiliar lands and interacting with interesting new people. Evergreen gains a +1 trait bonus on Knowledge (geography) and Knowledge (local) checks, and the latter is a class skill for her. She can also speak one additional language (this does not count toward her number of languages).

SPELLBUD [METAMAGIC]

Prerequisites: Dalrean, ability to cast spells

Benefit: A dalrean can grow and generate a bloom that holds a spell. A dalrean can place up to a 3rd-level spell into a spellbud. This process takes eight hours, during which time the dalrean must not be interrupted. A spellbud can be removed from the dalrean, but must be used within 1d4+1 rounds or the spellbud withers and the spell is wasted. Only the dalrean that grew a particular spellbud can activate it.

A spellbud can be activated as a full-round action that does not provoke attacks of opportunity. The spell counts as having both the Silent Spell and Still Spell feats applied to it, without affecting the spell level.

Sunlight Sustenance (Ex): A dalrean does not eat food, but must consume water like all living things. As long as Evergreen receives at least six hours of sunlight per day, she requires only a fourth of the water a normal humanoid would. If she is deprived of adequate sunlight for more than two days at a time, Evergreen becomes fatigued until she gets at least six hours of sunlight. If she does not get sunlight for more than a week, Evergreen becomes exhausted until she gets at least six hours of sunlight. Exposure to a *daylight* spell for one hour will fulfill Evergreen's daily needs.

Temperature Vulnerability (Ex): A dalrean has trouble regulating its body temperature. Evergreen has a -4 penalty to Fortitude saves made against environmental effects.

SLEEK, WEASEL FAMILIAR

NG Tiny magical beast

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

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 4 (1 HD)

Fort +2, **Reflex** +4, **Will** +3

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d3-4 plus attach)

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

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5

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

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +3, Stealth +14; **Racial Modifiers** +4 Stealth, +8 Acrobatics

SQ alertness, empathic link, share spells

Stored Spells 0—all; 1st—*burning hands*, *charm person*, *comprehend languages*, *mage armor*, *obscuring mist*, *summon monster I*

SPECIAL ABILITIES

Attach (Ex) When Sleek hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Background: Evergreen (EV-uhr-GREEN) is an anomaly amongst dalreans. Most spend their lives within the patch in which they were raised. However, she feel an inexplicable urge to travel and experience new locations, becoming unsettled and nervous after

POINT-BUY OPTIONS:

To run Evergreen as a 15-point buy character, reduce her Dexterity and Wisdom each by 2. Lower her Reflex and Will saves by 1. Reduce her ranged attack and CMD by 1. Reduce her Heal and Perception skills each by 1.

To increase Evergreen to a 25-point buy character, increase her Strength and Constitution each by 2. Increase her Fortitude save, hit points, melee attack and damage, CMB, and CMD each by 1.

staying in one place for more than a few weeks. Having left her patch behind, she has wandered far, delving into reaches of the world where survival is never a certainty. Blazing deserts, icy tundra, and lands hostile to life have all passed beneath Evergreen's feet. Whether searching for purpose, meaning, or just a reason to stop—Evergreen is not certain which. However, on one of her travels, she garnered power from an entity beyond this world, one that concerns itself with the continuance of life. Evergreen has adopted her patron's outlook, seeking to prolong life, both her own and those of others. The powers she receives from her patron and her familiar, Sleek, make that rather simple.

Now, having wandered into the southern reaches of the Decadent Failing Empire, she has found something to garner her attention long enough to stay, for at least a while. It is snowbound land in the midst of summer, death within the strongest season of life. Here is something antithetical to the power she has adopted—something worthy of her attention.

Description: Evergreen stands 5 feet, 10 inches tall and weighs 150 pounds. She has skin of a shiny dark green, like holly leaves. The large “fin” atop her hairless, eyeless head has a scalloped, spiked edge. When her body bears spellbuds, they appear as white blooms with lacy petals surrounding a center of blood-red threads.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Evergreen is an interesting study in contradictions. She is a plant, a life form that is nearly always sedentary, yet she wanders. She is not overly fond of members of the “meat” races, but is ever seeking companionship. She promotes healing, health, and survival, but is aloof and downright alien in her interactions. For the most part, she is motivated equally by her racial traits and her patron's influence. In solitude, dalreans

“What do I believe? An odd question... There is one rule in life: survive, and thrive if you can. I help others to do so. Why? It is easier to survive as a group. Some may be sacrificed, but the rest live on. That is life. I have a gift and am obligated to share it. Yes, that is all. That should be enough.”

— *Evergreen, having a philosophical conversation with a companion*

become morose and nervous, often displaying unstable tendencies. They are social by necessity, and so is she. Her devotion to her patron, though, is a devotion to the endurance of life in all its forms. She helps and heals out of that devotion, not out of some emotional bond with those to whom she provides aid. Regardless, she is genuinely interested in the continued well-being of her companions and the people she encounters. It is simply difficult for those not of her race to get past her strangeness.

Though a healer, Evergreen has appalling bedside manner, not caring for the comfort of her patient so long as her treatment promotes their healing and continued welfare. Her patron's concern is endurance, not comfort.

Evergreen keeps a collection of random, worthless objects, such as stones, vials of water, dried plants, and feathers. These things are mementos of the places she's been. Whenever she travels to somewhere new, she will find and take a new object to commemorate her visit.

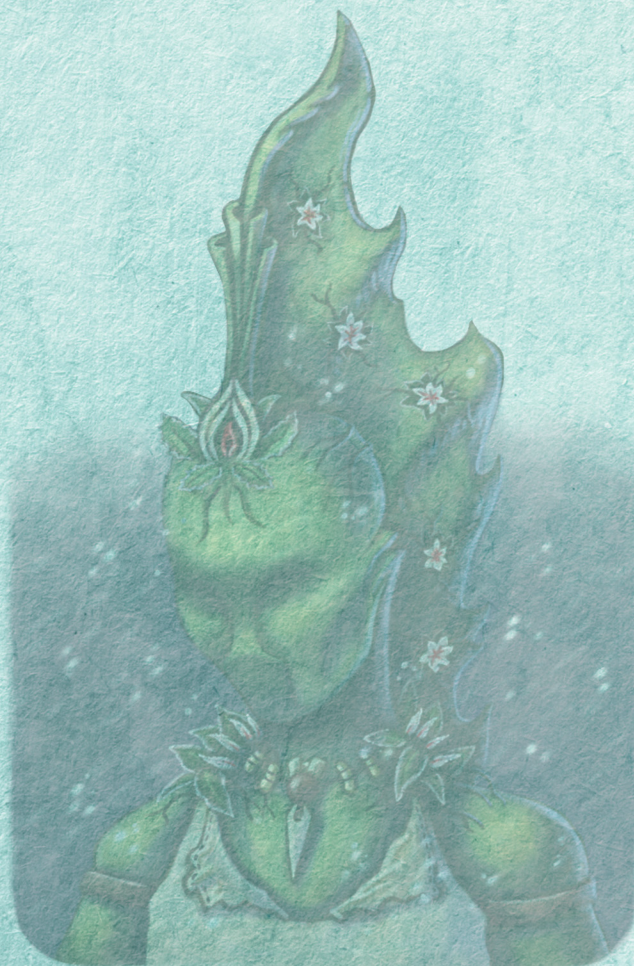
Evergreen nearly always keeps a prepared spellbud in bloom, usually a *cure* spell or other type of remedy. This habit is not kept up simply out of prudence; she feels prettier with blossoms upon her.

While she appreciates the healing and preserving talents of clerics, Evergreen does not understand them. The idea of the supernatural is foreign to dalreans, who subscribe to an interconnectedness of all life, a macrocosm modeled on the microcosm of a dalrean patch, where all living things rely on communal existence. The concept of a “divinity” removed from that collective confuses her. She finds the druidic faith a much easier concept with which to relate.

Level Progression: Evergreen advances as a witch (hedge witch) each time she gains a level. As she gains wealth, she will use her ability to brew potions and craft alchemical items to keep herself and her party stocked with protective and beneficial items, such as antitoxins and *cure* potions. At 2nd level, she gains

the fortune hex, which enables her to increase her companions' chances of success. Evergreen's patron provides her *enlarge person* and *hex ward*, to be learned from her familiar, as well as *endure elements* as a bonus spell. Evergreen will commonly add *read magic* and *mage armor* to her list of prepared spells. She increases each of her skills by one rank, except Craft (alchemy), choosing instead to place a rank in Knowledge (local). At 3rd level, Evergreen takes the Extra Hex feat, granting her the flight hex. Her patron grants her *cure moderate wounds* and *delay poison* through her familiar, both of which she will keep prepared. She puts ranks into all her skills except Craft (alchemy) and Heal, instead placing ranks in Knowledge (local) and Fly. At 4th level, Evergreen raises her Intelligence by 1. Her patron grants her *false life* and *web*, as well as *bear's endurance* as a bonus spell, through her familiar. She gains the Spontaneous

Healing class ability in place of a new hex. This ability allows her to adjust her prepared spells, replacing *cure light wounds* with *hex ward* and *cure moderate wounds* with *web*. She places her skill ranks in the same manner as the previous level.



GRYN KYNON

Male prymidian gunslinger 1
LN Medium humanoid
Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 12 (1d10+2)
Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.
Melee tentacle +1 (1d4) or tentacle (with Lunge feat) –1 (1d4) or dagger +1 (1d4/19–20)
Ranged musket +4 (1d12/× 4)
Special Attacks deeds, grit (2/day), tentacles

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12
Base Atk +1; **CMB** +1; **CMD** 14
Feats Gunsmithing, Lunge, Rapid Reload
Skills Acrobatics +7, Craft (alchemy) +3, Perception +6, Use Magic Device +6
Languages Common, Prymidian
SQ arcane polyglot, gunsmith
Gear dagger, musket, firearm bullets (10), black powder (10), 2 flare cartridges, leather armor, cold-weather outfit, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit, powder horn, trail rations (5 days), waterskin, 6 gp, 4 sp
Encumbrance 29 1/2 lbs.

SPECIAL ABILITIES

Adaptive Magic (Ex)³: The wonders of magic have always fascinated Gryn, and he finds the urge to tinker and experiment with magic almost irresistible. Gryn's had his share of accidental mishaps, but he possesses a natural knack for activating magic items. He has always been intrigued by the cold magic of the winter witches and the ice mages of the North, and would love to get his hands on some of their magic items. Gryn gains a +1 trait bonus on Knowledge (arcana) and Use Magic Device checks, and Use Magic Device is a class skill for him.

Arcane Polyglot (Su): Prymidians can speak and understand the language of any intelligent creature they encounter, whether it is a racial tongue or a regional dialect. This ability only applies to spoken languages. A prymidian does not retain the ability to speak or understand when not in the presence of a creature speaking that language. In addition, a prymidian can cast *read magic* at will as a spell-like ability with a caster level equal to his Hit Dice.



Killer (Ex): Gryn made his first kill at a very young age and has found battle to his liking. He takes particular pride in a well-placed shot. Gryn deals additional damage equal to his weapon's critical hit modifier when he scores a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiplier. This extra damage is a trait bonus.

Tentacles (Ex): Some prymidians, Gryn among them, possess the distinctive retractable tentacles of their ancestors on each arm. Prymidians with this racial trait receive Lunge as a bonus feat, useable only with the tentacle attack.

POINT-BUY OPTIONS:

To play Gryn as a 15-point buy character, lower his Constitution and Wisdom each by 1. Reduce his Fortitude and Will saves each by 1, and reduce his Perception score by 1.

To increase Gryn to a 25-point buy character, increase his Dexterity score by 1 and his Intelligence score by 2. Add Bluff +5 to his list of skills and increase his Craft (alchemy) rank by 1.

Background: Gryn Kynon (GRIN KAI-nun) and his people hail from another world. A schism within their clan and access to a magical gate brought them to this world. Ironically, after traversing the magical bridge the gap between worlds, Gryn's people decided to settle in an area just south of their point of arrival, in a Magic-Dead Wasteland. Prymidians are scholars above all else, so they jumped at the opportunity to study an area devoid of magic, eager to see how it would affect the development of culture and language.

Gryn was not so eager. He loved magic and hated learning new languages. The area of dead magic suppressed his people's natural ability to translate spoken languages of other races and left him with no magic to entertain himself. Gryn was sure he would die of boredom—but then he discovered firearms. The young prymidian was absolutely fascinated by them. They had a mystique without enchantment, a power without any arcane fuel. Gryn eagerly threw himself into studying their design and use, quickly becoming skilled at using a musket. As soon as he was old enough to provide for himself, Gryn took his gun and his life savings and abandoned the Magic-Dead Wasteland and his clan, headed for the world where magic lived.

He was overjoyed to once again be in lands where enchanted items worked, where he could understand languages and indulge in his love of things arcane. That he did so bearing a firearm, his new obsession, didn't hurt either. His travels led him north, across the inland sea, to the Decadent Failing Empire. There he found a magical happening that caught his attention, an eldritch phenomenon worth investigating and potentially dangerous enough that having a well-made gun along would be a good idea.

Description: Gryn towers over most humans, standing 6 feet, 4 inches tall. He weighs a surprising 220 pounds despite his lanky, skinny frame, because his prymidian

"I don't think anyone here wants to get hurt. I'm a 'live and let live' kind of fellow. You could turn around and walk away right now and I won't give it a second thought. But you push things, and I have no trouble putting a hole in you big enough for a goblin to jump through. So, you ask yourself, 'Can I pull my blade and get across the room before he raises that thunderstick and puts a bullet in me?' If you think you can, then draw that pig-sticker already. My trigger finger is itchy."

— Gryn Kynon, about to throw down

bones and muscles are denser than those of most humanoids. His skin is a deep red and he wears his receding white hair cropped short. His face is long and angular, usually with a few days worth of stubble, and his golden eyes are nearly unseen due to his constant squint. He goes nowhere without his musket and his low, wide-brimmed hat.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Gryn is a free spirit that answers to no one, but he lives by a code of honor. His word is his bond. He doesn't make promises easily, but he will do whatever he can to keep them. He has no problem fighting anyone, so long as they're looking for a fight. However, he'll do his best to keep non-combatants out of the thick of things. He can be brash, reckless, and wild, but his philosophy generally follows the path of least resistance. He believes each person should be able to walk their own road in life, but if that road leads them to walk over other people, especially him, then they'd best be prepared for a fight.

Gryn loves magic. He loves it almost as much as he loves his gun. Sometimes he can't help himself and he just has to poke and prod at a magical device until he can figure out what it is and how it works.

Gryn obsesses over his gun, working constantly on improving it. If he could get it enchanted, that would be spectacular. A magical gun! Who wouldn't want one of those? The only thing he's liable to want more than a magical musket is another gun. After all, it would be a wise thing to have a pistol as a holdout in case he can't get to his musket. Maybe two of them, just to be sure.

He acts tough and uncaring, but Gryn has a soft spot for children and old women. If a gray-haired ancient happens to be stern and maternal, she's liable to be able to grouse her way through his nonsense and have him doing what she says with a "Yes, ma'am," so long as she's got some kindness to go with her gruffness.

Gryn has a sense of fair play that may get him into trouble. He won't shoot an unarmed opponent—but that definitely doesn't include magic-users. He might even get suckered into a fistfight, which wouldn't be very helpful because, as tough as he likes to think he is, he's not very good at hand-to-hand combat.

Level Progression: Gryn advances as a gunslinger each time he gains a level. Whenever he's gathered enough wealth, he'll use his gunsmithing ability to repair his musket, making it a masterwork weapon. At 2nd level, his Nimble class ability grants him a +1 dodge bonus to AC. He puts a rank into all his existing skills except Craft (alchemy), instead opting for a rank

in Ride. He'll purchase a suitable mount for himself at the earliest opportunity. At 3rd level, Gryn takes the Extra Grit feat for more versatility with his firearm. He places ranks in his skills as he did the previous level. At 4th level, Gryn raises his Dexterity by 1. He distributes his skill ranks as he did the previous level. Gryn takes Signature Deed (Pistol-Whip) as his bonus feat, allowing him to make significant melee attacks against opponents that get too close while saving his grit to enhance his shooting.



CHALU ADSILA

Female cavian cleric 1
CN Medium humanoid
Init +2; **Senses** Perception +3
Aura alien aura (10 ft., DC 12)

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 9 (1d8+1)
Fort +3, **Ref** +3, **Will** +5
Defensive Abilities

OFFENSE

Speed 20 ft.
Melee bladed scarf +2 (1d6–1) and bite –3 (1d4–1) or dagger –1 (1d4–1/19–20) and bite –3 (1d4–1)
Ranged light crossbow +1 (1d8/19–20)
Special Attacks channel positive energy 5/day (DC 12, 1d6)
Domain Spell-like Abilities (CL 1st, concentration +4)
6/day—*sudden shift*, *vision of madness*
Cleric Spells Prepared (CL 1st, concentration +4)
1st—*bless*, *lesser confusion*^D, *endure elements*
0—*detect magic*, *guidance*, *read magic*
D domain spell; **Domains** Deception, Madness

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 14, **Wis** 16, **Cha** 14
Base Atk +0; **CMB** –1; **CMD** 11
Feats Exotic Weapon Proficiency (bladed scarf), Weapon Finesse
Skills Bluff +7, Diplomacy +6, Knowledge (religion) +4, Sense Motive +7 (+12 to intercept secret messages), Spellcraft +6 (+7 to identify effects with the cold descriptor)
Languages Cavian, Common, Skal.², 1 additional (recommended: Giant)
SQ independent
Gear bladed scarf, dagger, light crossbow and 20 bolts, four-mirror armor, cold-weather outfit, peasant's outfit, backpack, bedroll, belt pouch, cheap holy text, flint and steel, hooded lantern, inkpen, invisible ink (average), journal, mess kit, oil (3 pints), soap, trail rations (5 days), waterskin, wooden compartment holy symbol, 1 gp, 7 sp, 9 cp
Encumbrance 36 lbs.

SPECIAL ABILITIES

Alien Aura (Su): Animals dislike cavians. Animals within 10 feet of Chalu must make a Will save (DC 10 + 1/2 Chalu's level + Chalu's Charisma modifier) or become shaken. Animals with more Hit Dice than Chalu are immune to this effect. This is a mind-affecting fear effect.



Bite (Ex): Chalu has a natural bite attack that deals 1d4 points of damage. It can be used as a secondary attack.

Canter (Ex): Chalu grew up among thieves and scoundrels. As a result, their unusual speech patterns and turns of phrase don't faze her in the slightest. Anyone who attempts to use Bluff to deliver a secret message to Chalu gains a +5 bonus on his Bluff check. When she attempts to intercept a secret message using Sense Motive, she gains a +5 trait bonus on the attempt.

Failed Winter Witch Apprentice (Ex)³: As a child, Chalu was apprenticed as a winter witch in the Land of Eternal Winter. However, she did not complete her training, being ill-suited to the practice of witchcraft. Chalu left the ranks of the winter witches and left the Land of Eternal Winter. She still retains some small knowledge of witchery and the magic of the icy North. Chalu gains a +1 trait bonus on Knowledge (arcana) and Spellcraft checks to identify spells or magical effects with the cold descriptor, and Knowledge (arcana) is a class skill for her. In addition, she gains Skal.² (this does not count toward her number of languages).

Independent (Ex): Chalu gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects. She suffers a –2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks. This ability replaces hive mind and thoughtsense.

POINT-BUY OPTIONS:

To play Chalu as a 15-point buy character, lower her Intelligence and Charisma each by 1. Remove Diplomacy from her list of skills and lower Bluff, Knowledge (religion), and Spellcraft each by 1.

To increase Chalu to a 25-point buy character, increase her Strength by 2 and Dexterity by 3. Increase her AC, touch AC, Reflex save, melee attack and damage, ranged attack, and CMB each by 1. Increase her CMD by 2.

Background: Chalu Adsila (CHAW-LOO ad-SEE-lah) was still young when she fell through a magical gate into this strange new world. Once a part of the collective hive mind of her people, she found herself truly alone, the presence of her people gone. The suddenness of this experience very nearly drove her mad. Deposited into the realms of the frozen North, she was taken in by winter witches. They found her curious and eventually decided to teach her their ways. The problem was that she was a terrible student who failed the most basic of training. Having no further use for her, the witches sent Chalu away. The poor, demented creature wandered for some time, scavenging and begging to survive. She drifted south into the Wild Frontier Region, where she stumbled across a shrine to the Seventh Veil. She was taken in there, the clerics expressing interest in converting her to their religion. Desperate for a sense of belonging, Chalu jumped at the opportunity and embraced everything without so much as a doubt. Her burgeoning madness was actually appealing to the clergy, as it was one of the aspects of their goddess. Chalu quickly settled into a life filled with clandestine operations, outright thievery, and secrets within secrets. She has become a most uncavian-like cavian, but embraces her new life with a fanatic devotion that almost makes being severed from the hive mind bearable.

One day, Chalu got it into her head to go abroad and see the world. Taking up all her worldly possessions, she traveled, easily getting along by working for those involved in shady dealings, espionage, and secret cults. Her travels took her to the Decadent Failing Empire. Here, she comes across a magical secret that begs attention. A wintry area much like the one she found herself in when she first arrived on this world, it sits defiantly amid a country in summer. Chalu would be too intrigued not to investigate.

Description: Like other cavians, Chalu resembles a humanoid rat. She stands 5 feet, 2 inches tall and

“Yes, of course, child, we can speak. Shh! Nononono, not here, not here, too many prying eyes, too many open ears! Comecomecomecome, into the other room here, yes. Words are like gold. Hold a horde and you hold power. Share it, and you are rich in spirit, but impotent and at the unkind mercies of other’s whims. Now, child, we may speak in confidence. Tell Mother Chalu what troubles you, and I shall peer beyond the veils and see what balm can be offered. Speaking of offerings, have you...? Yes, child, these coins will do nicely. Let us see how I can assist you.”

— *Chalu Adsila, to a petitioner*

weighs 110 pounds. Her slight frame is covered with short, dark gray fur shot through with brindled patterns of light brown. Her dark eyes seem to gleam with a fanatical inner light. Chalu is never seen without her drab scarf of brown wool.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Chalu is often twitchy and nervous, her eyes, ears, and nose attempting to take in everything around her while she fidgets—smoothing her fur, rearranging her ever-present scarf—until something catches her interest. When piqued, she becomes still as a statue while she watches or listens, hungrily devouring any scrap of information she can find, no matter how trivial. Secrets are powerful things, and Chalu keeps hers well while mining those others hold. She is mad, true, but madness holds its own wisdom.

Cavians exist within a hive mind and have no use for deception; even severed cavians are usually shockingly blunt and truthful. Not so with Chalu. She has embraced the teachings of the Seventh Veil with fervor. She rarely tells the strict truth about anything, and will lie casually about the most mundane things. If caught in a lie, she’ll usually just make up something else as an excuse for it.

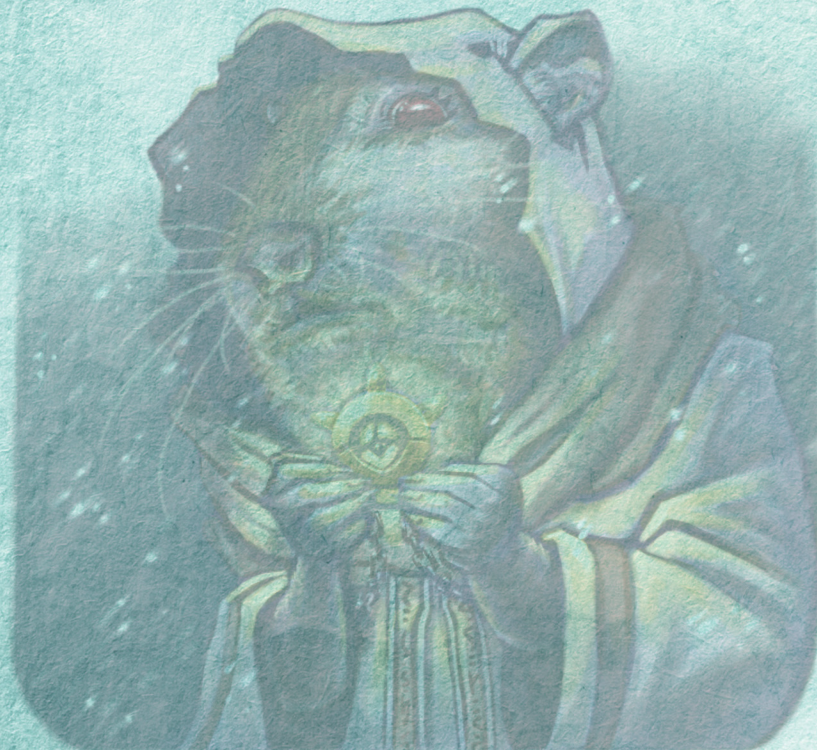
Chalu has grown to resent the winter witches greatly. They refused to teach her their secrets, and she takes it as an affront. That she was a terrible witch doesn’t even register to her. In her twisted view, they simply didn’t give her time to adjust to her new environs. Should she

meet any winter witches in the future, she may well cause a confrontation over her past—whether or not the witch in question ever met her.

Chalu keeps a journal of her life, writing information and things she discovers. However, anyone taking a peek at this book (or attempting to do so; Chalu is very protective of it) finds that its pages are blank. Chalu writes in invisible ink in order to keep her secrets secret.

Chalu's madness is a goldmine of roleplaying. While she is not prone to violence, often the things she does or says are disturbing, shocking, or simply nonsensical. Often though, something that made little sense earlier might actually seem like genius once put into the context of future matters. An example of this might be a situation where Chalu dumps out a jug of cooking oil on the floor while searching a kitchen, only for ambushing attackers to slip on the oil later.

Level Progression: Chalu advances as a cleric each time she gains a level. She puts ranks into her existing skills each time she levels, except for Knowledge (religion). Instead, she will take a rank of Knowledge (arcana) at 2nd level and then alternate between the two, raising Knowledge (religion) at odd levels. At 2nd level, Chalu typically adds *resistance* and *dancing lantern* to her list of prepared spells. At 3rd level, she takes the Versatile Channeling feat, allowing her to heal or harm with her channeling at a whim. She adds *spiritual weapon* to her list of prepared spells and *mirror image* as her new domain spell. At 4th level, Chalu increases her Wisdom by 1 point. She adds *command* and *summon monster II* to her list of prepared spells.



MAQIA

Female cynean inquisitor (witch hunter) 1
NG Medium humanoid
Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 12, flat-footed 19 (+3 armor, +1 Dex, +1 deflection, +3 natural, +2 shield)
hp 14 (1d8+6)
Fort +4, **Ref** +1, **Will** +4
Defensive Abilities crystal skin, mystic body

OFFENSE

Speed 30 ft.
Melee longsword +2 (1d8+2/19–20) or dagger +2 (1d4+2/19–20)
Ranged heavy crossbow +1 (1d8/19–20) or dagger +1 (1d4+2/19–20)
Special Attacks judgment 1/day
Spell-like Abilities (CL 1st, concentration +3)
At will—*detect chaos/evil/good/law*
Inquisitor Spells Known (CL 1st, concentration +3)
1st (2/day)—*expeditious retreat, wrath*
0—*daze, detect magic, disrupt undead, light*

STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 12, **Wis** 14, **Cha** 12
Base Atk +0; **CMB** +3; **CMD** 14
Feats Toughness
Skills Intimidate +6, Knowledge (arcana) +5, Perception +6, Ride +2, Sense Motive +8, Spellcraft +7
Languages Common, Cynean, 1 additional (Suggested: Hall., Skal.²)
SQ crystal skin, judgment 1/day, mystic body, spell sage, stern gaze, unusual build
Gear longsword, dagger, light crossbow and 20 bolts, heavy steel shield, parade armor, cold-weather outfit, traveler's outfit, backpack, bedroll, belt pouch, trail rations (5 days), waterskin, iron holy symbol, 4 sp
Encumbrance 37 lbs.

SPECIAL ABILITIES

Crystal Skin (Ex): Maqia's hard crystalline skin grants her a +3 natural armor bonus to AC. However, the cellular structure of her body is particularly vulnerable to force and sonic damage. Maqia automatically fails any save from an effect with the force descriptor. She is vulnerable to sonic energy, taking half again as much damage (+50%) from sonic attacks, regardless of whether a saving throw is allowed or the result of the save.

Dedicated Defender (Ex): When a companion is down, Maqia fights harder. She gains a +1 trait bonus on attack rolls and on checks made to overcome spell resistance while she is adjacent to a dying or disabled ally, animal companion, eidolon, familiar, or mount.



Mystic Body (Su): Some cyneans learn to manipulate the energies that course through their bodies in order to further protect them from harm. Maqia adds a deflection bonus to AC equal to her Intelligence modifier.

Spell Sage (Ex): Maqia adds her Wisdom modifier to Spellcraft checks in addition to her Intelligence modifier when attempting to identify a spell as it is being cast, to identify the properties of a magic item using *detect magic*, or to decipher a scroll. This ability replaces monster lore.

Unusual build: Cyneans are much bulkier and more heavily proportioned than most humanoids. As a result, Maqia must purchase armor and equipment (but not weapons) as though she were one size category larger.

Vigilante Witch Hunter (Ex)³: Maqia distrusts witches. They deal with otherworldly beings, consort with beasts, and brew vile poisons in their cauldrons. As a child, she barely escaped a horrid fate at the hands of an evil witch. Maqia has dedicated her life to ferreting them out and exposing their wickedness for all to see. She knows that the North is full of winter witches; should she find herself there, she'll relish bringing her justice to them as well. Maqia gains a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for her. In addition, she begins the campaign with 2 *hex nails*³.

POINT-BUY OPTIONS:

To run Maqia as a 15-point buy character, reduce her Dexterity and Intelligence each by 2. Remove her deflection and Dexterity bonuses to AC. Lower her ranged attacks and CMD each by 1. Finally, reduce her Knowledge (arcana), Ride, and Spellcraft skills each by 1.

To increase Maqia to a 25-point buy character, increase her Strength by 1 and Intelligence by 2. Raise her melee attacks and damage, CMB, and CMD each by 1. Increase her deflection bonus to AC to +2. Increase her Knowledge (arcana) and Spellcraft skills each by 1 and add Survival as a skill. Finally, add Hall.² to her known languages.

Background: Maqia (MAH-KEE-ah) does not remember her parents or her homeland. The most vivid memories she has of her childhood are terrifying. She was abducted by a cabal of witches that sought to harness the magic inherent in her crystalline form for their own ends. She remembers being tied to a large stone altar in the midst of a wood; the howls of wolves, the keening chants of the witches; then pain, cracking sounds as the ritual's power began to break down her body from the inside. Her screams echoed in the night. Then there were shouts, torches, blades and blood. A band of inquisitors that had been hunting the cabal arrived in time to disrupt the ritual and rescue the young cynean before any true harm could be done.

Raised in a hermitage devoted to the Inheritor in the Failing Decadent Empire, she trained in the ways of the holy warriors that rescued her. However, she has not been able to truly exercise her abilities or take up her own cause by bringing witches to justice. After finishing her apprenticeship, in which she acted as a squire and attendant to one of the very inquisitors that rescued her, she was set up by the church and the government as a symbol. Maqia was trotted out at parades and special events, decked out in mostly ceremonial armor. She was touted as a gift from the Inheritor, a sign that the evils of the world cannot touch the Failing Decadent Empire, with the implication that such protection will again allow the Empire to rise in glory and prestige. While grateful for her life and the opportunities she's received, Maqia is impatient to use her training and do what she has sworn to do: protect the public against the evils of witchcraft.

Now she may finally have her chance. She has been sent from the hermitage, located in the Empire's

"You skulk and plot, weaving your vile magics to ensnare and harm the unknowing and the innocent. This stops now. Try your tricks on me. My eyes are open, and the power of the Inheritor protects me. Behold my blade, your judgment. What do you have that will protect you, witch? Nothing so powerful that I cannot cut through it, I think."

— *Maqia, discharging her duty in the name of her goddess*

third largest city, on a journey to the capitol. Having stopped in a small village along the way, she'll likely become aware of the local problems. Being the only representative of her church in the local area, Maqia may look on these problems as a sign that she's finally been called upon to do her duty.

Description: Maqia stands 6 feet in height and is nearly two-thirds as broad, weighing 230 pounds. Her body is composed of translucent sapphire-blue crystal. Due to her childhood trauma, her crystalline flesh bears many white, star-like flaws under the surface, much like those found in star sapphires.

PERSONALITY & ROLEPLAYING

OPPORTUNITIES:

Maqia is an honorable, thoughtful person. She tends to put the well-being of others before her own. It's because of this trait that she's been dutifully making appearances and allowing herself to be touted as a symbol of the goddess' favor upon the Empire. However, she's become increasingly frustrated with her inability to actually do anything with the powers she's been granted. Her frustration has caused her to become secretly rebellious against her superiors, and she looks constantly for a sign that will give her the excuse to break protocol and answer to a higher calling.

All cyneans have a passion for magic. Maqia tends to display an antithesis of that passion, whether because of the mental trauma or a physical change caused by the ritual magic to which she was subjected. She views magic with suspicion, especially where witches are concerned. The power of her goddess flowing through her is a quiet ecstasy. Arcane magic, however, is something to be carefully watched and monitored.

Maqia is self-conscious of her appearance. While others may find the stars that speckle her body to be beautiful, she sees herself as scarred.

Cyneans are creatures of instinct and obsession. Maqia's obsession is the quelling of harmful witchcraft. If she realizes she is in the presence of such magic, or a person capable of such, she will act swiftly to eliminate the threat, without fanfare and as effectively as possible.

Maqia feels very alone in the world. She has not seen another of her kind since she was a child, and her memories of her own people—even her parents—are vague. Her secret wish is to someday find a way to return to them, to find out more about who she truly is and where she comes from.

Level Progression: Maqia advances as an inquisitor (witch hunter) each time she gains a level. She will acquire heavier armor to wear as soon as she can afford to do so. At 2nd level, she gains the Knowledgeable Defense class ability, giving her greater ability to resist or dodge spells that she can identify. Her initiative

increases by 2 thanks to her Cunning Initiative class ability, allowing her to react more quickly to threats. She increases all existing skills by 1 rank, except for Knowledge (arcana), instead putting a rank into Survival so that she can make the most of her Track ability. Maqia adds *detect poison* and *true strike* to the spells she knows. At 3rd level, Maqia takes Skill Focus (Spellcraft) as a feat and adds Duck and Cover as her bonus teamwork feat, allowing her to tap her more agile teammates' abilities to avoid enemy spells and effects. *Brand* and *divine favor* join her roster of available spells. Skill ranks are distributed as for the prior level. At 4th level, Maqia raises her Strength by 1. Usually, she will orient her newly acquired Bane ability against whatever creature type matches any witches her group encounters. *Bloodhound* and *flames of the faithful* are the next spells added to her repertoire. Skill ranks are applied as for the prior level.



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