



ADVENTURE PATH ICONICS: PATH OF THE WICKED

Fire Mountain Games has blazed a trail to the dark side with the first adventure path for evil characters for the Pathfinder RPG. They have taken what many GMs consider to be the bane of their existence—an entire party of evil player characters—and turned it into a critically acclaimed and highly popular series of adventures. What you have before you is a product designed to get you into the game quickly by providing eight pregenerated characters designed specifically to be run in an Evil Adventure Path. Each character is built using a 25 point buy, as recommended by the writers of the AP. There are four human PCs. Their stat blocks are accompanied by detailed backgrounds and reasons enough for these dark souls to go forth and wreak havoc through the land, including the details of how they came to be incarcerated in the Prison of the Branded, where the adventure begins.

For something a little different, there are also four other characters, each representing one of four races from Louis Porter Jr. Design's *NeoExodus: A House Divided Campaign Setting*. That book is not needed to play; these characters are fully fleshed out and ready to run. This book provides enough background on the races and their abilities to plug them right into your campaign without a hitch. This gives you a taste of another richly detailed and fun game world while providing four new flavors of evil: the cavian, a race of humanoid rodents with incredible mental abilities; the kalisan, pale-white humanoids known for their barely restrained savagery and rumors of cannibalism; the p'tan, a former slave race crafted of elemental shadow-stuff; and the sasori, poison-blooded insectoids that trade in both information and death.

As with earlier installments of Adventure Path Iconics, there is room for player imagination and originality. Feel free to make changes to suit your needs.

A few reminders before you start:

- According to the character creation guide in the adventure path, all characters gain an extra 2 skill points per level.
- Each character's particular crime counts as a trait for this adventure path. If your GM is using the optional trait rules, use the second trait found under Special Abilities. Otherwise, disregard it.
- Characters start the adventure with no equipment. Therefore, divine casters will not have their holy symbols. Arcane casters will have no component pouches or spellbooks. Alchemists will be without bombs, extracts, mutagens, or formulae book.
- Spellcasters will have a full complement of spells prepared or spell slots available.

The opening act of this adventure path may be bleak with the odds stacked against the PCs, but they are the best of the worst, and desperate villains are often the most dangerous kind. So get ready to put on your black hats, get out your dice, and game on!

Now, say hello to the bad guys.

Notations: ¹ Reference "Crimes of the Forsaken" in *Knot of Thorns*; ² Reference *NeoExodus: A House Divided Campaign Setting*



ANXELICA LURIS

Female human inquisitor 1
LE Medium humanoid
Init +3; **Senses** Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)
hp 11 (1d8+3)
Fort +4, **Ref** +3, **Will** +6
Defensive Abilities None

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3+2 nonlethal)
Special Attacks judgment (1/day)
Spell-Like Abilities (+3 ranged touch, concentration +4)
6/day—*fire bolt* (30 ft. range, 1d6+1 fire)
Inquisitor Spells Known
1st (2/day)—*command* (DC 14), *divine favor*
0—*detect poison*, *light*, *read magic*, *resistance*

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 16, **Cha** 12
Base Atk +0; **CMB** +2; **CMD** 15
Feats Point-Blank Shot, Precise Shot
Traits Blasphemy, Indomitable Faith
Skills Bluff +5, Disguise +5, Knowledge (planes) +3 (+6 to identify abilities and weaknesses of creatures), Knowledge (religion) +5, Perception +7, Ride +7, Sense Motive +8, Stealth +7
Languages Common
SQ domain (fire), stern gaze
Gear none


SPECIAL ABILITIES

Blasphemy (Ex):1 Anxelica has been found guilty of worshipping Asmodeus, preeminent among the forbidden deities.

- **Punishment:** Death by burning
- **Benefit:** +2 trait bonus to Knowledge (religion), and Knowledge (religion) is always a class skill for her.

Indomitable Faith (Ex): Anxelica was born in a region where her faith is forbidden, but she refuses to abandon it. Her constant struggle to maintain her own faith has bolstered her drive; Anxelica gains a +1 trait bonus on Will saves as a result.





Background: Anxelica Luris (ahn-SHEL-ee-kah LOO-ris) was the eldest daughter of a noble house in the Island Kingdom of Virtue. Always a headstrong and independent girl, her parents were forgiving of her unorthodox interests. When the other girls were learning needlepoint and dancing, Anxelica was studying archery and roughhousing with the boys. She ignored music and adored hunting. She also found joy in exploring all the nooks and crannies of the old keep in which her family resided. It was during those treks that she found a secret shut away in one of the towers.

In the attic room were the remnants of the old religions of the kingdom, hurriedly hidden but never discarded by her grandparents: relics, books, and trappings dedicated to the old gods—the forbidden gods. Fascinated, Anxelica spent hours shut away with them, reading tomes, admiring icons, and dancing around while draped in altar hangings. She told no one of her discovery, intuitively knowing the trouble it would get her in.

All was well, and her parents tolerated her eccentricities until she reached marrying age. They found a suitable match in the son of another house, a man whose interests coincided with those of his bride-to-be—at least the interests of which her parents were aware. Anxelica refused to be a part of the courtship, spurning her suitor at every turn. He was a patient man, and assured Anxelica's parents that there would be time to ease her fears and turn her heart to love. For her part, Anxelica was not afraid; she was angry—angry that she was expected to be dragged to the temple of the Shining God and bound for the rest of her life to a man in order to continue his bloodline. She longed for the days of old when she could have devoted herself to a deity as a temple maiden, untouchable except by those she chose. She looked into the sacred writings and found oaths to Asmodeus: oaths that bound one to his service and devoted them to him as defenders against the enemies of the faith. She swore them, determined to help bring the old ways back and make herself an untouchable bastion of the church, beyond the reach of suitors and the demands of noble blood.

One day, Anxelica was made to endure a garden party with her parents and suitor. In front of the gathered guests, her suitor proceeded to recite an ode to his bride-to-be's beauty. Angry and embarrassed, Anxelica fled to her tower sanctuary, barricading the door behind her. Furious, she gathered up a twin-bladed sacrificial knife and, standing in front of a large mirror, dragged it down her face in an attempt to remove the beauty that attracted her suitor. She spared her eyes, but left a pair of twin trails through her flesh. Meanwhile, her parents had reached the limits of their patience. They followed her to the tower with her suitor in tow. The men forced their way in, finding Anxelica in the midst of her self-mutilation, surrounded by the forbidden trappings of her makeshift shrine. Her suitor took one look, turned, and left without a word. Her parents wept. Anxelica

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"Looks are nothing. It's what's on the inside that counts. Speaking of insides, let's see what yours look like."
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—Anxelica, rebuffing
commentary about her beauty
.....

laughed. She was laughing still when guardsmen—arriving to investigate the suitor's report—arrived to arrest her. Charged with blasphemy, she was sent to the Prison of the Branded to await the pyre. In some ways, she finds this end preferable.

Description: Anxelica is a tall, statuesque woman, standing 5 feet 10 inches tall and weighing 170 pounds. With her blond hair and sea green eyes, she would be considered an exquisite beauty. However, the left side of her face bears a quartet of scars, two from forehead to just above the eyebrow, and two from cheekbone to jawline. On the right, spiked piercings frame her eyebrow and angle down her cheek.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Anxelica spurns most current social conventions, finding them nothing more than empty trapping. She finds proof of this in how quickly she was abandoned by her suitor, who supposedly loved her, yet abandoned her the moment her faith was made known. Likewise, her parents who spoke of the bonds and commitment of family put up no resistance at the time of her arrest. She finds her structure in personal commitment to a cause, be it the study of archery or the defense of a religion already beaten into submission. She respects the clergy of the Shining God for their dedication, but despises them for encouraging what she perceives as the sham of social niceties and propriety. Her renowned beauty is just another illusion to her. She will seek various body modifications—piercings, tattoos, brands—to alter her appearance into a form she finds pleasing, the opinions of others be damned. She looks upon the brand she received at the Prison to actually be a blessing.

Anxelica throws herself headlong into her interests. This tendency is not some youthful fit of pique, wandering from one thing to another like a dilettante; instead, she fixates on something and immerses herself in it, applying all her discipline and attention until pulled away by some other passion. Even then she does not abandon prior devotions. She trained ardently at archery in her youth, and the bow is still her favored weapon. Knowledge and study of the old gods is still important to her, but loyalty to Asmodeus and destruction of his enemies holds primacy. Obsession

fuels her drive to learn. If something holds no interest for her, she forgets it rather quickly.

Naturally competitive, Anxelica will often challenge her companions to contests. She enjoys passing the time by keeping score, whether it's a contest to see who can kill the most guardsmen during a battle or a game of "I Spy" during a long trip.

Anxelica desires to shoot down an angel if the opportunity ever presents itself. She daydreams about it and often brings down birds on the wing to help her visualize the event and practice against flying targets.

Level Progression: Anxelica advances as an inquisitor for each of her class levels. At 2nd level and each level thereafter, she puts ranks into each of her current skills. Her Initiative score increases to +6 due to her Cunning Initiative ability. She adds *brand* and *true strike* to her known spells. At 3rd level, Anxelica adds the Rapid Shot feat to her repertoire as well as the Shake It Off teamwork feat. She adds *sift* and *wrath* to her list of known spells. At 4th level, Anxelica increases her Dexterity by 1 point. She adds *bloodhound* and *see invisibility* to her known spells.



AROK HEADTAKER

Male kalisan magus 1
NE Medium humanoid
Init +1; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 11 (1d8+3)
Fort +4, **Ref** +1, **Will** +3
Defensive Abilities None

OFFENSE

Speed 30 ft.
Melee unarmed strike +3 (1d3+3 nonlethal)
Magus Spells Prepared (concentration +3)
1st—*shield, shocking grasp*
0—*ray of frost, read magic, touch of fatigue*
Special Attacks spell combat

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 15, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +3; **CMD** 15
Feats Cannibalize, Endurance
Skills Appraise +6, Climb +7, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (planes) +6, Spellcraft +6, Swim +7
Languages Common, Caliban², Dwarven, Goblin
SQ arcane pool (3 points), cantrips
Gear none

SPECIAL ABILITIES

Caliban blooded (Ex): Kalisans are calibans for any effect related to race.

Feat: Cannibalize: Arok can steal an enemy's memories and skills by eating their brain.

Prerequisite: Caliban

Benefit: Arok must eat the brain of an intelligent creature that has been dead for less than an hour. If the dead creature has more hit dice than Arok, he gains the skill ranks the target had in one skill, to a maximum of his own level. Arok adds his own ability modifier to the skill. Using this feat is a full round action. This bonus lasts for a number of minutes equal to one half of Arok's level (minimum of 1). This feat has no effect if the target has fewer hit dice than he does.

Ferocity (Ex): If Arok's hit point total is below 0, he remains conscious and can continue fighting. However, he is still staggered and loses 1 hit point each round. He dies when his hit point total reaches a negative amount equal to his Constitution score.

Kalisan's Endurance (Ex): Arok gains Endurance as a bonus feat. If he gains that feat again, the bonuses stack.

Slave-Trading (Ex):¹ Slavery is legal in other parts of the world. Even the most decadent of the



Island Kingdom of Virtue's nobility can be tempted to acquire a "souvenir" when traveling abroad. However, Arok's attempt at trading slaves failed. He was caught red-handed and now will lose more than simply his freedom.

- **Punishment:** Death by beheading
- **Benefit:** Arok receives one bonus skill point per level to spend on his Appraise skill. The Appraise skill is always a class skill for him.

Suspicious (Ex): Arok's discovery of Mother Tuttle's lies has left him quick to question the claims of others. He gains a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for him.

Weapon Familiarity (Ex): Arok is proficient with greataxes and falchions, and treats any weapon

with the words “caliban” or “kalian” in its name as a martial weapon.

Background: Arok (AIR-awk) was a foundling kalkan, discovered after mercenaries had routed and killed a tribe of the cannibalistic humanoids known as kalibans on the mainland. Not heartless enough to slay the child outright, the mercenaries took him along. Eventually, he was taken to an orphanage on the coast of the Island Kingdom of Virtue, to be cared for by woman known as Mother Tuttle. She was the only one willing to try to raise the wild boy and temper his natural savagery with human discipline.

She was at least partly successful. Arok had a turbulent childhood at the orphanage, enduring bullying, teasing, and countless fights. He was whipped for the altercations as often as those who instigated them, but he came to have a grudging respect and even affection for the woman. Mother Tuttle went out of her way to take in orphaned children in her large home on the coast, and she would often find homes for the orphans—sometimes at short notice. The orphans would find empty beds beside them one night, only to be filled by the next wayward child arriving under Mother Tuttle’s roof. Arok alone remained a fixed feature of the house. He stayed for eight years, destined to become one of Mother Tuttle’s “house boys.” These young men never found a permanent home, and stayed to help her run the orphanage until they decided to make their own way: leaving to become sailors, merchant guards, or the like.

All the house boys received combat training of one type or another. The house was remote, and Mother Tuttle insisted that they be able to take care of themselves. Arok trained with one of the many “philanthropists” that supported the orphanage. Surprisingly, he showed talent for the arcane as well as swordplay, and so became well-versed in both. After the hardships of being an outcast, Arok adapted quickly to life in the inner circle and being in charge. Things went well for the first year, until one day when he happened upon one of Mother Tuttle’s journals while cleaning and learned the truth: Mother Tuttle was a slaver.

She was very careful and very choosy. She watched for the friendless, the loners, and the outsiders. While Mother Tuttle allowed families to adopt many children, she sold and shipped many others to the mainland to keep the house running and live a very comfortable life. A hidden sea cave in the cliff beneath the house held boats, used to carry children to waiting ships at prearranged times. Reading on, Arok found that she had planned on selling him off as a pit-fighting attraction when he was old enough. The deal had fallen through, though, and she was obliged to keep him. She only begrudgingly kept the “wretched monster” because of his fighting prowess, as she was short of hands when he came of age.

Wrapped in a white-hot rage, Arok found and confronted Mother Tuttle in the basement, where she

“Civilized? Why yes, I most certainly am. Had I been left in the wilds, I would be a cannibal savage, rampaging around and destroying everything in sight. Now, I walk and talk just like one of you. Don’t let that calm you. It means that I know worse ways to do you harm—all the ways your people invented. I can kill you with a blade or a spell. And when I’m done, I’ll devour you and take your power. The best of both worlds, don’t you agree?”

—Arok Headtaker, making casual conversation with a guard at the Prison of the Branded

was returning from the hidden cave. An argument ensued; in a fit of rage, Arok drew his blade and ran the woman through. As his anger subsided, it turned to fear. He was unsure of what to do next, having no idea where to go or what to do. Seizing an old memory from his childhood, he attempted one of the unspeakable rites of the kaliban: He removed and consumed Mother Tuttle’s brain.

Upon completion, Arok absorbed enough of her memories to learn the contacts, signals, and other tools of her trade. He hurriedly wrote down what he could before the knowledge faded. He then opened the secret entrance to the sea cave and dragged the body down to the boats, weighted it with rocks, and disposed of it in the sea. He cowed the other house boys into submission and determined that he would sell off the remaining orphans for money to start a new life elsewhere.

The transaction went badly. His buyers set up the exchange only to turn him in, suspicious of their ally Tuttle’s disappearance and unwilling to work with an inhuman upstart like Arok. He was subdued by soldiers, clapped in irons, and arrested for slave-trading. Mother Tuttle’s body was never recovered, but the rumors that circulated were close enough to the truth for Arok to be given the moniker “headtaker.” He was quickly convicted and sent to the Prison of the Branded to await his punishment.

Arok recognizes the irony of dying by beheading, but takes some small satisfaction that the humans would be too squeamish to devour his memories, even if they could. What he knows and who he is dies with him.

Description: Arok is slight of frame for a kalisian, standing only 6 feet in height and weighing 195 pounds. His chalk-white skin is hairless and sports numerous scars, some from fights and accidents, others self-inflicted. His dark eyes are unnerving to those unfamiliar with his kind, seeming black and soulless, like a shark's.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Arok is a kalisian, the term for a civilized caliban. He is used to suspicion and prejudice from others, assuming that it will be the first response he receives. Arok will play to preconceived notions, acting the part of a savage if it gives him an advantage. In reality he is well-spoken, if rather blunt and straightforward in manner. His fighting technique is polished, and his grasp of magic is unheard of for one of his kind. Still, there is a barely restrained savagery about him. He takes great joy in combat, as much in the injuries he suffers as those he inflicts upon his enemies.

Arok is cruel and merciless, a true villain to the core. However, he has a personal code against lying. He found the betrayal of his foster mother to be so painful that he loathes the idea of causing pain through falsehood. He'll readily deceive an enemy on the battlefield or lie to withhold information, but he tells only the unadulterated truth to those he treats as equals or allies. His gruff and frank offerings in conversation

are often grating and tend to be the major flaw in his personality.

Arok often pay attention to his senses of smell and taste, sniffing or tasting things most humanoid would not. This habit is not limited to inanimate objects. Smelling a prisoner's hair or licking the blood from a fallen opponent's wound are common occurrences.

While Arok has not reverted to the cannibalistic lifestyle of his caliban cousins, he will eat the brains of his enemies to gain knowledge. This habit can be expanded for roleplaying purposes. To gain further mechanical benefit from this activity, there are feats in *Monsters of NeoExodus: Caliban* and *NeoExodus: A House Divided* that can improve Arok's abilities if your GM allows.

Level Progression: Arok advances as a magus each time he gains a level. At 2nd level, he adds *corrosive touch* and *ray of enfeeblement* to his spellbook. He increases each of his existing skills by 1 rank, with the exception of Climb and Swim, putting ranks into Sense Motive and Use Magic Device instead. At 3rd level, Arok adds *grease* and *obscuring mist* to his spellbook. Skill ranks are placed as for his previous level. He takes Extra Arcane Pool as his feat and Arcane Accuracy as his Magus Arcana. At 4th level, Arok's Intelligence increases by 1. He adds *bear's endurance* and *scorching ray* to his spellbook. Skill ranks are distributed as for prior levels.



CORMAC BLACKWOOD

Male human antipaladin 1
LE Medium humanoid
Init +1; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 12 (1d10+2)
Fort +3, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d3+4 nonlethal) or
unarmed strike (power attack) +4 (1d3+6
nonlethal)
Special Attacks smite good (1/day)
Spell-Like Abilities
At will—*detect good*

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +4; **CMD** 15
Feats Intimidating Prowess, Power Attack
Traits Armor Expert, Kidnapping
Skills Disguise +6, Intimidate +10, Knowledge
(religion) +5, Ride +5, Sense Motive +5, Stealth +5
Languages Common, Infernal
SQ aura of evil
Gear none

SPECIAL ABILITIES

Armor Expert (Ex): Cormac has worn armor as long as he can remember, as part of his training to become a knight's squire. Cormac has grown used to moving in such suits with relative grace. When he wears armor of any sort, he reduces that suit's armor check penalty by 1 to a minimum check penalty of 0.

Aura of Evil (Ex): The power of Cormac's aura of evil (see the *detect evil* spell) is equal to his antipaladin level. A paladin who uses smite evil on Cormac deals 2 points of damage per paladin level on the paladin's first successful attack.

Detect Good (Sp): At will, Cormac can use *detect good* as a spell. He can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, Cormac does not detect good in any other object or individual within range.

Kidnapping (Ex): Cormac abducted his half-brother to do unspeakable things to him. Unfortunately, he was caught and his victim was rescued. (If he wasn't caught, Cormac would have been guilty of murder instead.) Due to the importance of Cormac's victim




and the violence of the abduction, he has been sent to the Prison of the Branded to await his sentence.

- **Punishment:** Death by beheading
- **Benefit:** Cormac receives a +1 trait bonus to both Disarm and Grapple attempts.

Smite Good (Su): Once per day, Cormac can call out to the dark powers to crush the forces of good. As a swift action, he chooses one target within sight to smite. If this target is good, Cormac adds his Charisma bonus on his attack rolls and adds his antipaladin level on all damage rolls made against the target of his smite. If the target is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the damage bonus on the first successful attack increases to 2 points of damage per level Cormac possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

While smite good is in effect, Cormac also gains a deflection bonus equal to his Charisma modifier to his AC against attacks made by the target of the smite. If he targets a creature that is not good, the smite has no effect.

The smite good effect remains until the target of the smite is dead or the next time Cormac rests and regains his uses of this ability. At 4th level and at every three levels thereafter, he may smite good one additional time per day, as indicated on Table 2–13 (*Advanced Players Guide*), to a maximum of seven times per day at 19th level.



Background: Cormac Blackwood (COR-mak BLAHK-wud) is the illegitimate offspring of a nobleman and a dancing girl. His father never officially recognized Cormac as his offspring, but ensured that he and his mother would want for nothing. As Cormac grew there was money enough for him to pursue his dreams. Wanting to live up to his heritage, Cormac trained for knighthood from the time he was old enough to ride. Over the years he grew strong, tall, and skilled. Few could match him in the practice yard. Many folk, including Cormac himself, were certain that the young man would eventually reach a rank and position worthy of his talents and ability. However, Cormac's idealism collided with the stigma of his birth and local politics. His father's wife never forgave her husband for his dalliance or his support of a bastard son. She exerted her influence to keep Cormac down and allow her own son, Garrick, to excel. Though Cormac was by far a better warrior than his half-brother, it was always Garrick who received accolades and positions of honor. When a knight of renown needed a new squire, Garrick was chosen rather than the bastard. Bitterness began to grow in Cormac's heart. He knew he was the better man, yet the mere circumstances of his birth caused him to be overlooked. He began to resent his father's distance, his mother's common birth, his father's wife's vindictiveness, and most especially his charmed and faultless half-brother. However, it would be unseemly for a would-be knight to publicly display such hostility, so he buried it deep and let it fester.

Eventually, Cormac and his half-brother were both knighted. Garrick was granted a small keep and land by the Crown. Cormac was assigned a garrison duty on the cold northern border of the kingdom, out of sight and out of mind. It was there that he began having the dreams.

In them, a beautiful young woman stood with him upon the wall of the watchtower, gazing out over the cold north beyond the border. Seemingly immune to the chill, she fed and soothed Cormac's ego, whispering to him of how he had been wronged, cheated of his rightful place in the realm. In later dreams, she began to tell him how he could take what was his, how he could achieve the power that would force everyone to recognize his worth: a deadly ritual, with his half-brother as the sacrifice, and all could be different. The promise was too tempting for Cormac. He took leave from his post and journeyed south. He prepared the ritual site in an abandoned barn—candles, pentagram, and knife—near an old well where he could dispose of the evidence and the body. He set up a meeting with Garrick under the pretense of burying the hatchet. Garrick was easily subdued, taken completely by surprise and overmatched by a stronger opponent. However, Cormac made one oversight: he ignored the bond between Garrick and his overbearing mother. She still kept tabs on her son and received word of the meeting from household staff she'd placed to keep an eye on Garrick. Suspicious, she sent riders out to

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"You have the footwork of a clumsy child and swing your sword like a broom-wielding peasant shooing a stray bat out of a window. Yet you face me despite your obvious deficiencies. That shows admirable courage. For that alone, I will allow you the honor of dying upon my blade."
.....

—Cormac Blackwood,
*commenting shortly before
the demise of his opponent*
.....

the meeting place. With skilled trackers among them, they found the signs of struggle and Cormac's trail. He was captured before reaching the old barn, so the dire purpose of his crime was never exposed; thus, Cormac was only convicted of kidnapping. Given the particulars of the incident—his victim, Garrick's mother's influence, and the three men severely injured while he fought capture—Cormac was sentenced to death and shipped off to the Prison of the Branded to await the headsman's axe.

Cormac's faith was rewarded, however. Despite not completing the ritual, the promised power was granted. He holds hope that this is a sign—that there will be redemption yet. It is a thin, desperate hope, but Cormac holds onto it with a death-grip. Why waste power on one doomed to die?

Description: Cormac is an imposing figure, standing six and a half feet tall and weighing 250 pounds. His chiseled features are handsome but cold, and his eyes smolder with restrained anger beneath thick, arching brows. His well-groomed jet-black hair sports a prominent widow's peak and sideburns that follow the lines of his square jaw.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Confident to the point of arrogance—this describes Cormac well. He is convinced of his superiority and right to greatness. Those who stand in his way are part of the problem. He has been held back too long by outdated social norms and petty politics. The Crown and the Church do nothing to right these wrongs; therefore, they too are obsolete and should be swept aside for a grand new order.

Despite his illegitimate birth, Cormac is convinced of his nobility and acts accordingly. In public he is the epitome of culture, charm, and grace, striving to keep himself calm and polite even in the face of things that outrage him. When angered, his voice drops to a low,

icy tone: malice delivered with cold precision rather than loud, heated talk. Even if he plans on killing the person he is speaking to, Cormac will never stoop to crudeness. Even his insults exhibit class.

Cormac believes that worthy opponents should be remembered with honor and respect. To this end, he keeps trophies from defeated opponents he finds exemplary, to remind him of who and what he has overcome in his path to greatness.

Cormac has started to view himself as an avatar of Asmodeus. Like the Fallen, Cormac has been wrongfully pushed aside, displaced by those unworthy and in desperate need of a lesson in true nobility and power. With the help of his patron, he will rise to power and lead the Island Kingdom of Virtue back to its rightful worship of a pantheon, with Asmodeus at its head.

Level Progression: Cormac advances as an antipaladin each time he gains a level. At 2nd level, he increases all his current skills by 1 rank. All his saves increase by 2 due to his Unholy Resilience, and he gains the Touch of Corruption ability. At 3rd level, Cormac gains the Furious Focus feat, allowing him to make devastating attacks without sacrificing accuracy. He gains the Aura of Cowardice and Plague Bringer class features. Cormac's Touch of Corruption can now deliver the sickened condition as a cruelty. All current skills increase by 1 rank. At 4th level, Cormac's Constitution increases by 1, increasing his hit points and Fortitude save accordingly. He gains a second use per day of smite good, the ability to channel negative energy, and spellcasting (Cormac will usually prepare *death knell*). All current skills increase by 1 rank.



GHOSTWHISKER

Male cavian alchemist (mindchemist) 1
LE Medium humanoid
Init +2; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 11 (1d8+3)
Fort +4, **Ref** +4, **Will** +2 (+4 vs. enchantment and mind-affecting effects)

OFFENSE

Speed 30 ft.
Melee unarmed strike +0 (1d3 nonlethal) and bite –5 (1d4)
Special Attacks bomb (+2 range touch, 1d6+3 fire, 4/day)
Alchemist Extracts Prepared (CL 1st)
1st—none (If able to find the proper materials, Ghostwhisker can prepare any two of the following extracts: *comprehend languages*, *cure light wounds*, *disguise self*, *expeditious retreat*, *shield*, *true strike*)

STATISTICS

Str 11, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 12
Feats Brew Potion, Point-Blank Shot, Throw Anything
Traits Anatomist, Grave Robbery
Skills Craft (alchemy) +9 (+10 to craft alchemical items), Disable Device +6, Heal +6, Knowledge (arcana) +5, Knowledge (nature) +5, Perception +6, Sleight of Hand +6, Spellcraft +7, Use Magic Device +6
Languages Common, Cavian, Elven, Goblin
SQ alchemy, cognatogen, independent, seeds of clairvoyance (DC 13)
Gear none

SPECIAL ABILITIES

Anatomist (Ex): Ghostwhisker has studied the workings of anatomy, and he knows where to aim his blows to strike vital organs. He gains a +1 trait bonus on all rolls made to confirm critical hits.

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

Independent (Ex): Because he is severed from the hive mind, Ghostwhisker gains a +4 bonus on saves against spells of the enchantment school and mind-affecting effects. He suffers a –2 penalty on all Knowledge skill checks, but gains a +2 bonus on all Bluff, Craft, and Perform checks.

Grave Robbery (Ex):¹ In the Island Kingdom of Virtue, it is forbidden by sacred law to dishonor a corpse after it has been sealed in its tomb by



the clergy of the Shining God. Some may not honor this ban: necromancers, golem crafters, self-styled scientists, and alchemists delving into the forbidden secrets of life and death. These ghouls can expect no mercy from the Kingdom's Magistrates. And by being sent to the Prison of the Branded, Ghostwhisker has received none.

Punishment: Death by beheading

Benefit: You receive a +1 trait bonus to confirm critical hits.

Seeds of Clairvoyance (Ex and Sp): On a successful bite, Ghostwhisker can infect a target, enabling him to see and hear through the eyes of the infected. The target gets a Fortitude save (DC is 10 + half Ghostwhisker's level + Ghostwhisker's Charisma modifier). He can infect a number of targets equal to his Wisdom modifier (minimum 1). Ghostwhisker knows whether a target is infected. While the seeds are neither a disease nor a poison, they are affected by resistance to either and by any spells that affect disease or poison. Those immune to either or both are immune to the seeds. Once per day, Ghostwhisker may cast the *clairvoyance/clairaudience* spell as a spell-like ability using his level as the caster level. This ability only works on targets infected by Seeds of Clairvoyance. While Ghostwhisker is using this ability, the target's eyes glow with a faint blue light that is undetectable in bright or normal light, but is clearly visible in dim light or darkness.

(Note: While not part of Ghostwhisker's progression through 4th level, there is a Greater Seeds of Clairvoyance feat that enhances this racial trait. It can be found in the *NeoExodus: A House Divided Campaign Setting* book, if your GM allows it and you wish to use it.)

.....
"It is a strange custom your people have, this 'white lie.' You will answer a query with a statement that you know to be false. The person making the query, if they are even nominally observant, knows that you have replied with a falsehood, yet they are pleased by it. I find it most puzzling. Here, hold the head steady while I remove the top of the skull...yes, yes, this is an adequate specimen. It will be sufficient."

—*Ghostwhisker, conversing with a companion helping him harvest more research material*

.....

Background: Not much is known of the cavian called Ghostwhisker (GOHST-WIS-ker). His race is often held in suspicion, as many suspect that cavian psychic powers can invade minds and steal their secrets. Ghostwhisker—a moniker bestowed upon him by the first outsiders he associated with, which he decided was as good a name as any—was severed from the cavian hive mind for unknown reasons. Even so, that fact does nothing to lessen the mistrust against him. No longer part of a collective, his individual personality asserted itself. He is a calm, logical pragmatist, though some might call him a sociopath. He took up the study of alchemy, focusing on elements that would expand and increase his mental abilities, replacing the abilities lost when he was severed from the hive mind.

Traveling far and wide to increase his knowledge base, Ghostwhisker eventually arrived on the shores of the Island Kingdom of Virtue. He set up operations in a small cottage on the outskirts of a village, taking every effort to make himself scarce and seemingly harmless. He only interacted with the local populace to purchase food and other necessities or to sell alchemical goods for necessary coin. However, the villagers remained suspicious of their new neighbor, and some decided to make it their business to know more about this strange creature and his intentions. Soon enough, they discovered that he was robbing fresh corpses from the local cemetery soon after funerary services, using the bodies to further his research.

Ghostwhisker was apprehended by the authorities, saving him from being torn apart or lynched by the outraged villagers whose loved ones had been dissected on the cavian's table. Lacking any experience with religion, he had completely underestimated the response of the locals. (Cavians have no need of religion, as the universality of the hive mind is nearly a god unto itself.) In his mind, once one had died, they were no longer a part of the collective outside of memory; hence, they were gone. At that point, the body was nothing but tissue and bone. His cold logic did not help him at his trial; he was convicted. Sentenced to death, Ghostwhisker was sent to the Prison of the Branded to await his fate.

Description: Ghostwhisker is a cavian and thus resembles a humanoid rat, complete with a scaly, hairless tail and prominent whiskers on his muzzle. He stands 5 feet 6 inches tall and weighs 130 pounds. He is an albino with short white fur, shaggier around his cheeks and chin, a look similar to muttonchops and a goatee on a human. His eyes are pinkish-red.

PERSONALITY & ROLEPLAYING OPPORTUNITIES

Ghostwhisker is now one of the severed, a cavian that has been removed from psionic connection with the rest of his race. He does not discuss why this was done to him, but he wants nothing more than to be rejoined. His alchemical studies of the mind are ultimately done to reconnect him with the hive. He theorizes that he can eventually develop his brain to the point where he can force his way back in. Until then, he remains Ghostwhisker: a ruthless individual who is desperately lonely. He is ruled by logic and discipline, as they are likely the only things holding his sanity in place. Rejoining the collective is his ultimate goal, and he will do anything to attain it. Joining with others is a logical choice; like-minded individuals are stronger working together. The group's aims can be achieved while he works towards his own goal. Being part of a group also helps to assuage his terrible emptiness of separation from the hive mind.

Cavians communicate among themselves telepathically without the drawbacks and benefits of individual sentience. When they speak to creatures outside their hive mind, they often come across as shockingly blunt. The concept of the polite lie is alien to a cavian, who always looks at a situation with cold logic. Despite being severed, Ghostwhisker retains these traits, usually only realizing the effects of his pronouncements after they've been said, or sometimes not at all.

Ghostwhisker is methodical and organized, often keeping lists of tasks that need doing and checking them off as they are accomplished.

His studies of the brain and its functions require fresh specimens for examination, testing, and materials. Parts of freshly killed enemies will usually be harvested for later use. (If Arok is in the same party, this may cause arguments over who gets to claim the body.)

Level Progression: Ghostwhisker advances as an alchemist for each of his class levels. At 2nd level and each level thereafter, he puts a rank into each of his current skills. He increases his Knowledge skill scores by 3 because of his Perfect Recall ability. He makes the Tanglefoot Bomb discovery, allowing him to trap and impede his enemies. He adds the *crafter's luck* formula to his book. At 3rd level, Ghostwhisker picks up the *bomber's eye* formula to increase the range and accuracy of his bombs. He takes the Extra Discovery feat to gain the Smoke Bomb discovery. At 4th level, Ghostwhisker increases his Intelligence score by 1. *Fox's cunning* is the next formula to make its way into his book. The Stink Bomb discovery allows Ghostwhisker to neutralize several enemies at once.



GLIMMERSHADE

Female sasori rogue 1
LE Medium humanoid
Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 11 (1d8+3)
Fort +2 (+4 vs. poison), **Ref** +6, **Will** +1
Defensive Abilities carapace, poison resistance, poisonous blood (DC 17)

OFFENSE

Speed 30 ft.
Melee unarmed strike +4 (1d3+1 nonlethal)
Special Attacks sneak attack (1d6), venom (DC 12)

STATISTICS

Str 12, **Dex** 19, **Con** 14, **Int** 14, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 15
Feats Weapon Finesse
Traits Murder, Resilient
Skills Acrobatics +12, Appraise +6, Climb +5, Craft (alchemy) +6, Disable Device +9, Disguise +3, Knowledge (local) +6, Perception +5 (+6 to locate traps), Sense Motive +5, Sleight of Hand +8, Stealth +12, Swim +5
Languages Common, Goblin, Halfling, Sasori?
SQ trapfinding
Gear none

SPECIAL ABILITIES

Carapace (Ex): As a sasori, Glimmershade has a hardened carapace, granting her a +1 natural armor bonus.

Murder (Ex):¹ Glimmershade has killed without just cause and was condemned for it. Having cold-bloodedly killed a member of the nobility of the Island Kingdom of Virtue, she has been sent to the Prison of the Forsaken for this unforgiveable act.

- **Punishment:** Death by beheading
- **Benefit:** You deal 1 additional point of damage when flanking a foe. This additional damage is a trait bonus.



Poisonous Blood (Ex): As a sasori, Glimmershade's blood is mildly poisonous. Although harmless to most creatures, it is extremely foul to the taste. Creatures that successfully bite her must make a Will save (DC 15 + Glimmershade's Con modifier) or be unwilling to bite any sasori for 24 hours. A creature attempting to swallow a sasori must also make this save or refuse to swallow the sasori.


Poison Resistance (Ex): As a sasori, Glimmershade gets a +2 racial bonus to saves against poison.

Resilient (Ex): Growing up in the unforgiving wilds often forced Glimmershade to subsist on food and water from doubtful sources. She's built up her mettle as a result, and gains a +1 trait bonus on Fortitude saves.

Skulker (Ex): As a sasori, Glimmershade has a +4 racial bonus to Acrobatics and Stealth checks.

Venom (Ex): Glimmershade has learned to extract poison from her blood to coat her weapons with. With a successful DC 20 Craft (alchemy) check, Glimmershade can prepare one dose of lesser Sasori venom². The DC of the poison is equal to 10 + Glimmershade's Constitution bonus. Glimmershade is immune to her own venom.

Lesser Sasori Venom—**Type** injury; **Save** Fortitude DC 13 **Onset** immediate; **Frequency** 1/round for 3 rounds **Effect** 1d3 Dexterity damage; **Cure** 1 save



Background: Glimmershade (GLIM-uhr-SHADE) comes from a race of insectoids that reside in the desert reaches of the mainland. Her true name is Mik'tol Kr'rt. Sasori believe that names hold power, though, so she does not share it with outsiders. Besides, they could hardly pronounce it. She goes instead by Glimmershade, an obscure reference to her ability to glean knowledge that others would prefer not to be brought to light. In fact, Glimmershade was banished for the crime of ferreting out the secrets of her clan leader for rivals wishing to depose him. Seemingly unperturbed, the young sasori traveled abroad in the lands of humankind, certain that her skills would be in demand, if not publicly lauded.

Glimmershade found life in human lands more difficult than she anticipated. Natural prejudice reared its head, and she found herself living in wretched conditions for inflated prices. Even more, spying and information selling were providing too slim a profit for her liking. After some time, Glimmershade was approached by a prominent assassins' guild. Her talent for poison had been brought to their notice, and they offered her a place within their organization. All it would take to be initiated was a single life, ended at her hands. A simple enough task, so she set about it at once. Staking out a dockside tavern not far from her residence, she waited for an opportune target. The humans that frequented the place were sailors and thugs: no one who would be missed. When a lone figure staggered out of the place and into the alley alongside, she followed. It was almost too easy. However, Glimmershade had the misfortune to target the son of a lord from the nearby Island Kingdom of Virtue, who was slumming with friends while on holiday. His bodyguards, hurrying to catch up to their ward, discovered Glimmershade over the body. After a brief chase, she was overpowered and subdued by the bodyguards, and a patrol of the local watch was summoned by their cries.

The father of the young man had enough political pull to have her extradited to the Island Kingdom of Virtue for trial. Being a friendless nonhuman that had brutally slain one of the nobility, she was quickly found guilty and sentenced to death. She was shipped to the Prison of the Forsaken, where she was branded with the other arriving prisoners. The Sergeant of the Guard took extra pains with Glimmershade, applying the brand twice to ensure it burned through her protective carapace. Now she waits with her fellow prisoners, cursing this people and their bright god for the misfortune that has befallen her.

Description: Glimmershade's appearance is fairly typical for a sasori. She stands 5 feet 8 inches in height and weighs 160 pounds. She resembles a humanoid scorpion, with a rust-colored carapace covered in small, fine hairs; she also sports clawed hands and mandibles. Painted symbols that once spoke of her clan status and religious affiliation are now faded and flaking.

.....
"What? Your legs? Yes, that's the venom on the blade, I'm afraid. Deadens the nerves and makes the muscles unresponsive. Don't feel bad, you're not succumbing half as quickly as most. You might not even lose control of your bladder like the others. Now, my friends have questions for you. Tell them what they want to know, and I'll dispatch you quickly. Lie—or refuse to talk—and I am afraid I'll have to show you what parts of your body still have sensation. I suggest you cooperate."

.....
—Glimmershade, to a captured foe
.....

PERSONALITY & ROLEPLAYING OPPORTUNITIES

Glimmershade at first seems a friendly and affable person, readily taking up pleasant conversation with others. However, she often makes backhanded compliments, and her questions have a way of being uncomfortable and too personal—her natural drive to feel out people often overrides common courtesy. She is best at gathering secrets by being quiet and listening; subtlety in conversation is not one of her strengths.

Because of the mockery of a trial she received and her treatment from the local government and religion, Glimmershade despises the Island Kingdom of Virtue and its people, especially their Shining God. As a desert dweller, she knows the sun as an enemy and a killer. The gods of the sasori are gods of darkness and protectors of their race. Her experiences in this new land have only reinforced her beliefs. A chance to strike back at them with an organized group of allies appeals to her.

Once Glimmershade has established a strong working bond with her companions, she will likely paint new designs on her exoskeleton. These new paintings will revolve around her status in the group and her new relationship with the religion of Asmodeus. When in safe areas with her companions and other trusted allies, Glimmershade eschews all clothing except belt and harnesses. Among outsiders she will wear concealing clothing and deep hoods to hide her appearance.

Sasori eat by regurgitating acidic digestive juices to dissolve their food and then lapping up the result. This

process can take quite some time for large meals and will likely be repellent to non-sasori.

The sasori language is a complex combination of sounds, gestures, and pheromones. Other humanoids have difficulty deciphering this language, much less reproducing it. However, if anyone attempts to speak it, Glimmershade will encourage them, if only because it will provide her with endless amusement.

Glimmershade has technically finished her initiation into the assassins' guild with the murder of the lord's son. As such, she may decide to join the organization at a later date when it suits her (when she has met the prerequisites for the assassin prestige class).

Level Progression: Glimmershade advances as a rogue each time she gains a level. At 2nd level, the Combat Trick rogue talent grants her Two-Weapon Fighting, improving her combat prowess. She will add a rank to all her current skills except Swim, putting that rank into Escape Artist instead. At 3rd level, Glimmershade acquires the Weapon Focus feat in whatever her preferred weapon is at the time (probably shortsword). Skill ranks are placed as they were for the previous level. At 4th level, she increases her Dexterity by 1, gains Resiliency as her rogue talent, and applies skill ranks as for the prior level.



KALINA RHYS

Female human cleric of Asmodeus 1
LE Medium humanoid
Init +1; **Senses** Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10
hp 11 (1d8+3)
Fort +4, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d3+1 nonlethal)
Spell-Like Abilities (CL 1st; concentration +5)
7/day—*copycat*, *touch of law*
Cleric Spells Prepared (CL 1st; concentration +5)
1st—*cure light wounds*, *disguise self*^P, *protection from good*
0—*detect magic*, *guidance*, *light*
^P domain spell; **Domains** Law, Trickery
Special Attacks channel negative energy (DC 13, 1d6 damage, 5/day)

STATISTICS

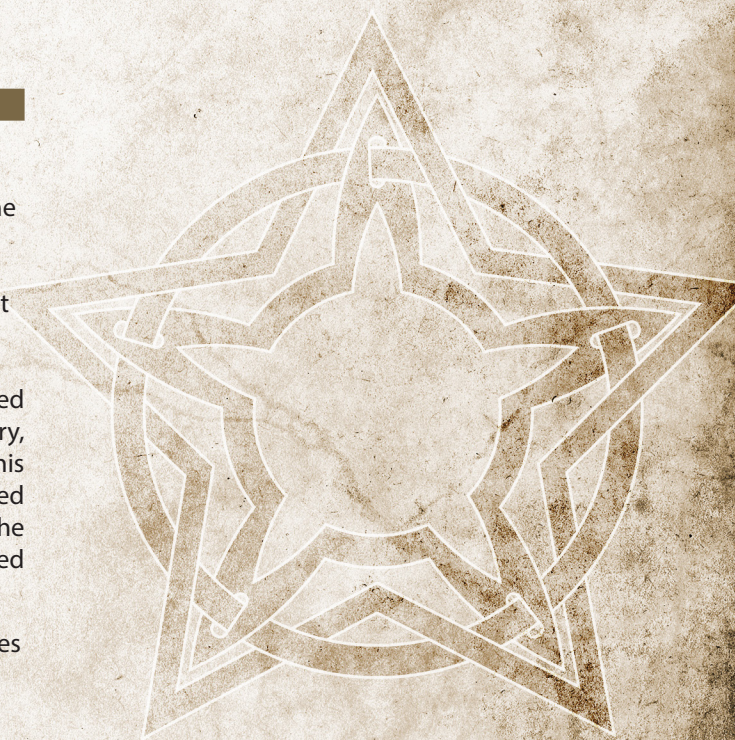
Str 13, **Dex** 10, **Con** 14, **Int** 10, **Wis** 18, **Cha** 15
Base Atk +0; **CMB** +1; **CMD** 11
Feats Combat Casting, Selective Channel
Traits Charming, Forgery
Skills Bluff +6, Knowledge (religion) +4, Linguistics +4 (+7 to commit forgery), Sense Motive +8, Spellcraft +4
Languages Common, Infernal
SQ aura, domains, orisons
Gear none

SPECIAL ABILITIES

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

Forgery (Ex):¹ Kalina has forged documents issued by the Church of the Shining God. Alas, her forgery, while competent, was not entirely undetectable. This was no minor finagling of paperwork; these forged documents could have severely undermined the reputation of the Church. Thus, she was consigned to the Prison of the Branded to await her fate.

- **Punishment:** Life of hard labor in the salt mines
- **Benefit:** She gains a +3 trait bonus to Linguistics skill checks to commit forgery, and Linguistics is always a class skill for her.



Background: Kalina Rhys (kah-LEE-nah REES) was an impertinent child, wise beyond her years and entirely too bold. In an attempt to tame her, her parents sent her to a convent. They hoped the clerics of the Shining God would have a benevolent influence upon her. This move may have worked, but heretics ran this particular convent. These clerics were polytheists; while they believed in the supremacy of the Shining God, they felt the church was wrong to preclude worship of the others, as they all had their places in the celestial pantheon. Kalina found that serving Asmodeus was her calling and excelled as a theological student.

Knowing that overt heresy would be stamped out, the clergy at the convent worked subtly. They trained a new generation of clergy and raised a collection of the faithful outside of the normal prejudices held in the land. Change would come as these new clerics went abroad and as the women of the convent subtly influenced families and communities to come around to, in their view, a more enlightened theology. As time went on, the clerics knew that they would have to expand their base of operations to facilitate the necessary changes to bring about this religious revolution.

This is where Kalina came in. Coming to visit the convent was a prominent bishop, one that the heretical clergy hoped would approve church funds for their expansion: building an orphanage and a seminary elsewhere in the realm to expand their influence. While the bishop was impressed with their facility, he saw no need for expansion and denied them the funds. He was also rather impressed with Kalina, though not in a way that was wholly proper. Dressed in the trappings of a proper acolyte of the Shining God, she returned with the bishop as his aide. Soon he was comfortable with her, leaving her free to come and go in his offices. She began forging documents to facilitate the expansion of her convent's heretical teachings—authorizing the transfer of funds and labor the bishop had originally denied—but one of her forgeries was detected.

An investigation was launched. Under the scrutiny of church inquisitors, the true goal of the convent was brought to light. Kalina's role was discovered, but she managed to save herself from death by putting on a convincing act for the bishop who had grown so fond of her. She tearfully admitted her role, but said she had no idea they had planned to spread heretical teachings. The bishop fell for her ruse and spoke on her behalf. However, this merely spared her from immediate death. For her part in a scandal that damaged the Church's reputation, she was sentenced to a life of hard labor and sent to the Prison of the Branded to await execution of her sentence.

Description: Kalina is a vibrant woman with auburn hair and hazel eyes. She stands 5 feet 7 inches in height and weighs 135 pounds. She is well aware of her physical attractiveness and exploits it. She always shows just enough leg or cleavage to garner attention

.....
"It does seem you have me dead to rights. However, I took the liberty of subduing some of your servants and then setting fire to their room. If you hurry, you could save them. Or perhaps you could defeat me and still have time to keep them from burning to death...perhaps."

—Kalina Rhys,
showing that she always has a plan
.....

or distract, knows when to toss her hair to best effect, or lick her lips to heighten anticipation.

PERSONALITY IS ROLEPLAYING OPPORTUNITIES

"It does seem you have me dead to rights. However, I took the liberty of subduing some of your servants and then setting fire to their room. If you hurry, you could save them. Or perhaps you could defeat me and still have time to keep them from burning to death...perhaps."—Kalina Rhys, showing that she always has a plan

Kalina's personality is a force to be reckoned with. Her combination of circumspection and force of personality makes her a formidable opponent. She plays the long game, manipulating the board and placing pieces; even if the game goes against her, she can sacrifice pawns to stay alive. She has also learned to turn her enemies' weaknesses into her strengths, using seduction and the promise of carnal pleasures as ways to distract and use the weak-minded. Her service to Asmodeus is a game of life and death, and so far she's managed to stay alive; her survival and her faith are enough for now.

As a cleric versed in the deceit and guile of her god, Kalina enjoys putting her opponents on the horns of a dilemma. Their soft-hearted morality is a weakness to be exploited. In a battle, she'll put innocents in danger to give foes a moment of indecision: defeat the enemy or rescue the imperiled. At worst, it may split the enemy forces; at best, they fall back to help those in danger. Pressing on will only crush them with guilt for failing to protect their companions—another knife for Kalina to twist in their guts.

Kalina is always intrigued with those who resist her feminine wiles without good cause, such as age, infirmity, or sexual preference. She will often focus her attention on that person, trying to puzzle out what it is that allows them to resist her charms. Perhaps the thought of someone able to deal with her above a carnal level intrigues her.

Kalina takes even the smallest deals seriously. She gets things in writing when she can. Otherwise, a handshake to seal a deal with at least one witness present is needed to get her to commit to any pact, no matter how casual.

Kalina is quite the gossip, happily chatting about various rumors and scandals. However, as she does so, she inserts invented rumors of her own into conversations, spreading lies and misinformation.

Level Progression: Kalina advances as a cleric each time she gains a level. At 2nd level and each level thereafter, she puts ranks into each of her current skills, adding another language to her repertoire through Linguistics (suggested: Goblin, Celestial, Draconic). She commonly prepares *read magic* and *murderous command* in her new spell slots. At 3rd level, Kalina takes the Improved Channel feat to more easily ravage enemies with her negative energy channeling. She adds *silence* and *spiritual weapon* to her prepared spells and *invisibility* as her new domain spell. At 4th level, Kalina raises her Charisma by 1 and adds *cure moderate wounds* and *bless* to her prepared spells.



RAJAS THE DEFILER

Male p'tan barbarian 1
NE Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 15 (1d12+3)
Fort +4, **Ref** +4, **Will** +1; (+1 vs. divine spells, +4 vs. shadow subtype)
Defensive Abilities shadowborn
Weaknesses light sensitivity

OFFENSE

Speed 40 ft.
Melee unarmed strike +4 (1d3+3 nonlethal)
Special Attacks rage (7 rounds/day)

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 13
Base Atk +1; **CMB** +4; **CMD** 16
Feats Power Attack
Traits Deft Dodger, Desecration
Skills Acrobatics +7, Climb +7, Intimidate +5 (+7 in dim light/shadows), Perception +5, Survival +5
Languages Common
SQ fast movement, shadow strength
Gear none

SPECIAL ABILITIES

Deft Dodger (Ex): Growing up in a dangerous environment has honed Rajas' senses. He gains a +1 trait bonus on Reflex saves.

Desecration (Ex):¹ Rajas has violated one of the churches of the Shining God. His desecration was extraordinarily vile and repulsive, and he has been sent to the Prison of the Forsaken for his blatant dishonor of the Shining God's house of worship.

- **Punishment:** Death by burning
- **Benefit:** You receive a +1 trait bonus on all saving throws against divine spells.




Shadowborn (Ex): Because of his connection to elemental shadow, Rajas has a +4 bonus on saves against spells with the shadow subtype.

Shadow Strength (Ex): Rajas can draw on the strength of his dark nature. As long as he is standing in dim light or darkness, he gains +2 Strength, +2 Dexterity, and a +2 bonus to Intimidate checks.

Vengeance (Ex): Rajas gains a +1 bonus on attack rolls against creatures with the First One subtype. (For the purposes of this adventure path, this ability will not come into play unless your GM alters the campaign or transplants it to the NeoExodus Campaign Setting.)

Weapon Familiarity (Ex): Rajas may treat bladed guards², shang swords², and any First One weapons as martial weapons.



Background: Rajas (RAH-jahs) the Defiler, as he is known to the people of the Island Kingdom of Virtue, was from a small nomadic tribe of p'tan on the mainland. All of them greatly feared ocean travel, having never journeyed by ship before. Amid a session of bragging, Rajas was dared to take passage on the next ship leaving port. Not one to back down from a challenge, Rajas did so. After what seemed an interminably long voyage with a horrendous case of seasickness, he debarked upon the Island Kingdom of Virtue in a small coastal town. With nothing better to do, Rajas set about exploring the place, garbed in a voluminous cloak and hood to conceal himself from the locals. Soon enough, he ran afoul of some local priests of the Shining God that recognized him as nonhuman. Knowledgeable in Rajas' racial origins, one of the priests began to castigate Rajas, claiming he was the spawn of evil and a creature of darkness. The local populace, ignorant of his people and fearful of the priest's proclamations, ran Rajas out of town. Angry, humiliated, and without a way back to the mainland, he made his way through the night, stopping at a roadside inn the next day when he could no longer bear the sunlight.

Rajas drowned his troubles in ale, grumbling about the stupid priests and their stupid god. He found an audience in another patron, who listened and commiserated with him. Several rounds of drinks later, the p'tan's new-found friend (possibly Kalina, if she is another PC in the campaign) made a suggestion: perhaps Rajas should take his displeasure out on a nearby shrine to the Shining God. Rajas found this to be a grand suggestion. Later, under cover of night and full of righteous anger and drink, he journeyed to the shrine.

The defilement that Rajas caused was thorough and vile, using every fiber of his cruel imagination. He was in the midst of relieving himself in the holy water font when he was discovered. The noise of his intrusion had roused the acolyte that tended the shrine from her sleep. Rather than confront the intruder alone, she wisely rode to a nearby garrison and woke the guards. They managed to subdue the drunken barbarian after a fierce fight with the help of a well-timed spell from the acolyte that caused Rajas to drop his weapon. Rajas still injured several guardsmen, one almost fatally. The scene at the shrine stirred great outrage in the locals. The tale of Rajas the Defiler spread far and wide, and he was tried and convicted for his heinous profanity. Sent off to the Prison of the Branded, he awaits his day upon the pyre.

Description: Rajas stands 6 feet 4 inches tall and weighs 210 pounds. His sleek musculature is covered in a coat of short, stiff fur of dark gray, deepening to black at the extremities. His features are feline with pronounced canines, pointed ears, and golden-green eyes with slit-like irises.

.....
"Look at you: garbed in white, shiny weapons, great marble temples with big windows, letting in all the sunlight to sparkle on your golden idols. All this brightness you surround yourself with to hide your fear. Now look at me, and remember why you fear the dark."
.....

—Rajas the Defiler, to his enemies
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PERSONALITY IS ROLEPLAYING OPPORTUNITIES

Rajas thrives in situations of conflict, allowing his training and natural instincts to carry him through. He is a ruthless and devastating combatant. In social situations he is usually quiet and cautious, intervening only when it is necessary to flaunt his dangerous demeanor and reputation. However, he is also very passionate about his personal freedom and about his hatred for the Shining God and His followers, tending to let his emotions get the better of him. In these situations, having rational companions is the best thing for him, even if those companions have to use force or the threat of it to bring things into perspective for him. While not mentally quick, Rajas is not a fool. He understands the need to cede to superior might, whether that might is an enemy too strong to fight or a leader powerful enough to bring him to heel or to serve his own interests.

While the great evil race that spawned his kind is anathema to him still, Rajas has found a new direction to turn his fury towards: the Shining God and his followers. As a creature of shadow, the thought of being forced to live forever in the light is abominable, and anyone that would seek to force him to do so must be destroyed in the name of freedom—his own, of course, but if others benefit as well, so be it.

If a p'tan picks up a name or nickname in a local language, they often take it more seriously than others would. Rajas has done so with the moniker he has been given: the Defiler. He takes it upon himself to profane holy sites and objects whenever he can. Toppling idols, desecrating altars, and putting temples to the torch are his first orders of business once any immediate threats have been defeated.

Rajas is easily convinced to take bets and enter contests, even going so far as to do things he dislikes in order to win. If his honor or courage is called into question, he'll take the bet unless it is obviously going to end in death or dismemberment.

Level Progression: Rajas advances as a barbarian each time he gains a level. At 2nd level, he gains the Reckless Abandon rage power, a fighting style that sacrifices defense for the opportunity to wreak more harm upon the enemy. He puts ranks into all current skills except Climb, placing a rank into Ride instead. At 3rd level, Rajas acquires the Raging Vitality feat. He puts ranks into all skills as with level 2 except for Ride, putting a rank into Handle Animal instead. At level 4, Rajas raises his Constitution by 1. He acquires the Lesser Beast Totem rage power. Rajas puts ranks into all current skills except Handle Animal, putting a rank into Swim instead.



ZACHRIS SWAYNE

Male human sorcerer 1
NE Medium humanoid
Init +6; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 12 (1d6+6)
Fort +2, **Ref** +2, **Will** +2
Defensive Abilities

OFFENSE

Speed 30 ft.
Melee unarmed strike +0 (1d3 nonlethal)
Spell-Like Abilities (CL 1st; +0 melee touch; concentration +5)
7/day—*corrupting touch* (shaken, 1 round)
Sorcerer Spells Known (+2 ranged touch, concentration +5)
1st (4/day)—*charm person* (DC 17), *sleep* (DC 15)
0—*dancing lights*, *detect magic*, *ray of frost*, *spark*
Bloodline Infernal

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 18
Base Atk +0; **CMB** -1; **CMD** 11
Feats Eschew Materials, Improved Initiative, Toughness
Traits Arson, Poverty-Stricken
Skills Diplomacy +8, Intimidate +8, Knowledge (arcana) +5, Spellcraft +5, Survival +5, Use Magic Device +8
Languages Common, Infernal
SQ bloodline arcana, bloodline power, cantrips
Gear none

SPECIAL ABILITIES

Arson (Ex): Zachris willfully started a fire that destroyed property. His arson threatened a major town and cost someone their life; thus, he was sent to the Prison of the Branded. He'll be punished for his crime by facing the fire himself.

- **Punishment:** Death by burning
- **Benefit:** Whenever Zachris scores a critical hit with a fire attack, he receives a +2 fire damage bonus to his damage roll. This bonus is a trait bonus.

Poverty-Stricken (Ex): Zachris had a rough childhood, and his parents had to make every copper piece count. Hunger was his constant companion, and he often had to live off the land or sleep in the wild. He gains a +1 bonus on Survival checks, and Survival is always a class skill for him.



Background: Zachris Swayne (ZAH-kris SWAIN) has lived a difficult life. His parents were wealthy merchants that fell into poverty after the rise of the Shining God. They both perished while he was barely a teenager, his mother from disease and his father—driven to despair—by suicide shortly thereafter. Zachris did what he could to survive, mostly unskilled labor and petty crime, depending on the opportunities before him. He wandered from farm to village to city, living off the land and whatever work he could find. While he had a way with people and could usually talk his way into a job or out of a rough situation, luck never seemed to favor him, and he never managed to move beyond scraping a living from one day to the next. He eventually made his way back to the city of his birth. There, he took a job as a laborer in a merchant's warehouse.

Not having a home, Zachris had made a habit of staying behind after the other workers left, bedding down in the warehouse overnight hidden among the crates, and slipping out into the working throng in the morning. One night there was a fire. Zachris awoke to choking smoke and crackling flames. As he attempted to escape, there was a weak cry for help. Peering through the smoke, Zachris saw his employer lying nearby at the foot of the stairs to his office, where he often worked late. He had fallen and injured his ankle and the flames were closing in. Instinct told him to go, but he feared that if the man survived he'd be condemned and hunted for abandoning his employer. Zachris went to him. The merchant was fat and difficult to move with his injured leg. During the struggle to rescue the man, a stack of burning crates collapsed, leaving Zachris battered and burned. As the flames seared him, something fierce and powerful roiled up from deep within him. With a burst of strength, Zachris pulled free from the rubble and hauled the heavy merchant with him, making it out onto the docks in front of several surprised watchmen and volunteers who had formed a bucket brigade. The merchant was recognized and taken to the temple for treatment. Zachris, his rescuer, was taken to a healer, but not given access to clerical magics. During his recuperation, Zachris had strange dreams: long-forgotten incidents from his childhood and things from his ancestral past he couldn't have possibly known. His family's traditions, which included pacts with infernal beings in exchange for wealth and power, were made known to him. He began to exhibit sorcerous powers, minor magics that he learned to call up. Zachris hid his new gifts, worried about the implications of their origin.

Eventually, the grateful merchant showed up to express his thanks. He paid for the healer's services and took Zachris for some new clothes and a meal. He was given a new job as a foreman, and it finally seemed that his fortunes had changed for the better. In his spare time, Zachris practiced with his new magic, honing his abilities in secret.

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"They talk about right and wrong, but only from their side. What do they care if their enemies go hungry or lack shelter? The only ones who matter are the people who scrape and bow to their god and their crown. If the situation were reversed they'd cry and plead for mercy. When the situation is reversed they'll have none from me. I'll watch this country burn."
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—Zachris Swayne, sharing a moment of solidarity with his fellow villains
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Then one evening after a long day's work, the merchant took Zachris for a drink at a nearby tavern. Once he was well into his cups, the merchant spoke of his own rise in social position. He had once been a menial laborer like Zachris. However, when the Church of the Shining God was in the midst of cleansing the Island Kingdom of Virtue of the influence of false gods, he took it upon himself to deal with a competitor of his employers. He traded information on their infernal dealings in exchange for a better position and income. His former employers were scandalized. While they were never convicted of blasphemy, they spent their fortune defending themselves, and the stigma of the accusation left them ostracized. As the story unfolded, Zachris realized that the people his employer had betrayed were his parents. Here was the man responsible for his fifteen years of hardship and struggle. Having tipped a few drinks back during their talk, Zachris formulated a plan that seemed easy enough. He used his newfound magic to charm the merchant and took him back to the warehouse where the fire happened. Once there, he put the man into enchanted slumber. Taking a crowbar, he staved in the sides of several newly arrived barrels of lamp oil. Then he moved to the door and awaited the moment when his spell wore off and the merchant awoke. At that instant, Zachris called forth a small spark, igniting the oil. The merchant died screaming. The fire spread rapidly and Zachris fled the scene. With the extra fuel from the oil, the blaze quickly spread out of control and destroyed the warehouse, the dock, and a ship that was unable to cast off its moorings in time to avoid the fire.

An investigation eventually led to the capture of Zachris, who was charged with arson. Because of the great damage caused, he was sentenced and sent to the Prison of the Branded, where he awaits his turn to burn.

Description: Zachris is a hard-bitten and dangerous-looking man. Life has not been kind to him and years of hard labor and toiling under the sun have taken their toll, leaving him looking leathery, worn, and

older than his years. His aquiline features could be considered handsome, were it not for his weathering, scars from past incidents of violence, and the burns he suffered from the fire that was the catalyst for his sorcerous powers. He keeps his brown, prematurely graying hair cropped short. Most striking are his piercing, blood-red eyes—another effect of his recently discovered bloodline—which make his hard gaze both captivating and fearsome.

PERSONALITY & ROLEPLAYING OPPORTUNITIES:

Zachris Swayne is an angry, bitter man. He has lived a life of hardship because of what he sees as the unfair persecution of his parents. Now with the rise of his power, he sees the opportunity to take his rightful due. With no real moral compass, he is perfectly willing to cause undue pain and suffering to others to get what he wants, his twisted perception of justice molded by the wrongs that life has handed him.

Zachris secretly worries about the price of his newfound sorcery. Other than his dreams, he has no solid evidence as to what sorts of pacts were made by his family to secure their wealth and power. The very real possibility exists to him that he has a portion to pay—and that his very soul may be the price. Ironically, in his eyes the answer is to expand his power, allowing him to traffic with fiends so that he can find out more about his familial pacts and perhaps bargain for new arrangements.

Zachris sees himself as a victim. He bemoans his fate when things go wrong, and he can always find a circumstance or person to blame other than himself for his misfortunes.

After years of not knowing where—or when—his next meal would come from, Zachris has little in the way of table manners. He guzzles down food and drink with abandon, and will often furtively stuff his pockets and pouches with leftovers.

Level Progression: Zachris advances as a sorcerer each time he gains a level. At 2nd level, Zachris puts ranks into each of his existing skills with the exception of Survival, taking a rank in Perception instead. He adds *acid splash* to his list of known spells. At 3rd level, Zachris takes the Combat Casting feat. He places ranks in his existing skills, again skipping Survival in favor of Perception. He gains fire resistance and improved saves versus poison from his bloodline. He adds *grease* to his known spells, as well as *protection from good* from his bloodline. At 4th level, Zachris increases his Dexterity by 1. Skills are increased as with prior levels; if Survival becomes important, he forgoes a rank in Perception to boost Survival instead. He replaces *sleep* with *burning hands*, and adds *read magic* and *scorching ray* to his known spells.



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