





ICONIC CHARACTERS

In the darkness, something moved. Amiri whirled, her oversized sword striking sparks against the ancient pillars. Both adventurers froze as the sound echoed down the empty corridors. In its wake came a dry scraping, like stone against rusted steel. It stopped, then came again, louder.

Harsk chuckled grimly. “So this gold doesn’t belong to anybody, eh?”

“Not this again!” Amiri resumed shoving coins into the ancient clay pots. “I told you, that’s what the old man said!”

“Of course.” Harsk raised his crossbow and sighted down it into suddenly shifting shadows. Reflections glinted off blades and helms. “But I think someone here might disagree.”

ICONIC CHARACTERS

Since the very beginning of the Pathfinder Adventure Path, the game has been defined as much by its visual style as by its rules and flavor. Some of the key components of the art are the iconic characters who appear on and in books time and again, defeating horrible monsters and performing acts of great heroism.

Originally, the iconics were created so Paizo could have a detailed reference character for each class; that way, if a book needed art showing a fighter, the Paizo art and development staff could send the artist the reference illustration for Valeros instead of having to explain what kinds of armor, weapons, and equipment the fighter should have. The portraits of the iconics by artist Wayne Reynolds graced the covers of the first Adventure Paths, drawing the eye and giving a recognizable face to Pathfinder. The fans clamored for more iconics and for histories of the ones they had already seen, and over time the iconics became a living part of the world. Whether showing off new weapons and armor, blasting foes with new spells, or dodging the attacks of vicious new beasts, they now represent all player characters—past, present, and future—created by the players of the Pathfinder Roleplaying Game. Whether you played an iconic character in a pick-up game or pored over the iconics' character sheets to learn how you could make your own PC even better, the iconics have been the faces of the Pathfinder Adventure Path and Pathfinder RPG since their inception.

This chapter presents stat blocks for the iconic characters of the 11 core classes in the *Core Rulebook* at levels 1, 7, and 12. Unlike the stat blocks featured in the rest of this book, these statistics are built for use as player characters rather than nonplayer characters. Each uses the high fantasy (20 point) point buy system presented on page 16 of the *Pathfinder RPG Core Rulebook*, and therefore has higher ability scores than a typical NPC would. The characters' wealth was determined by the Character Wealth by Level table on page 399 of the *Core Rulebook*.

Unlike the NPC stat blocks in this book, which generally do not list mundane gear such as rope and torches, these PC stat blocks include appropriate adventuring gear the character is expected to have—they're ready for immediate adventuring. Of course you may change, add to, or subtract from their gear to suit your campaign, and players may want to alter how the iconics spent their wealth, though the total amount of gear should follow the Character Wealth by Level table.

HOW TO USE THIS CHAPTER

The two most common uses for the characters in this chapter are as player characters or powerful NPCs.

PLAYER CHARACTERS

If you need a PC in a hurry, the iconics give you options at character levels 1, 7, and 12—just grab one of the iconic stat blocks and go. This is particularly handy for games run at game stores or conventions, new players, last-minute additions, or when a player has simply run out of prep time or forgotten his character sheet. If you've never played a character of a particular class before, be sure to read the Tactics section of the stat block; it includes useful information about how the character prepares before combat and suggestions about what to do while in battle. These characters are also legal for Pathfinder Society play (but see the Pathfinder Society Iconics sidebar on the facing page). If you use the iconics as PCs, ignore the challenge rating and XP value listed in the character's stat block—those only matter for monsters and NPCs.

The iconic characters are built as above-average characters, but not the absolute “best” or most powerful characters you potentially could build—they're more intended to represent typical examples or archetypes of their particular classes. The Pathfinder Roleplaying Game is very flexible, and thus gives you many different ways to make a character “the best” at something. In some cases that means he or she deals or heals the most damage in a round; in others, he or she has the most hit points, casts the most spells, or has the highest Armor Class. Not everyone agrees on what specializations make a given class the most fun to play, and if you'd rather play a character a different way, you can easily adjust the mechanical choices for these characters to reflect that, increasing some aspects at the cost of others. In general, however, these characters are designed to be well-rounded individuals who have a good chance of surviving level-appropriate adventures. For a new player needing a character on the spot, having a character who survives the first adventure is a much more rewarding experience than having a character who deals a lot of damage but dies before the adventure is finished!

POWERFUL NPCs

Just like all the other characters in this book, you can use the iconics as NPCs for your player characters to fight, study under, or contact for jobs or useful information. However, because the iconics have PC-level gear and use the 20-point ability score buy instead of the heroic array, their CRs are 1 higher than those of NPCs of the same level (1st-level Amiri is CR 1, whereas a 1st-level barbarian NPC is CR 1/2, and so on). These are the CRs listed in the iconics' stat blocks, and the characters' XP value is based on this adjusted CR. Feel free to use the iconics as tough leaders of groups of standard NPCs for a little extra challenge.

ICONIC CHARACTER SUMMARIES

This section gives a quick description of each of the iconic characters. You can find more information about the histories and attitudes of these iconics—as well as meet some of the iconics created for newer classes in the Pathfinder RPG—by searching for “meet the iconics” on the Paizo blog at paizo.com.

AMIRI (BARBARIAN)

Amiri is a fierce tribal warrior from the north who left behind the lands of her chauvinistic tribe to escape the bonds of tradition. Her oversized bastard sword is a trophy from when she was sent on a suicide mission against a frost giant camp by her tribe’s elders.

LEM (BARD)

Born a slave in a land under the shadow of devils, Lem was blessed with a quick wit that earned him easier work as an entertainer. He escaped from slavery, and looks for things to laugh about so he can forget the misery his fellow halflings endure back home.

KYRA (CLERIC)

Kyra grew up near a small temple to the sun goddess Sarenrae, and when bandits attacked her village, the priestesses gave their lives defending the innocent. Standing in the burned ruin of the temple, young Kyra swore her life and sword arm to the goddess, promising mercy to the deserving and a quick death to those who glory in murder.

LINI (DRUID)

Lini is an empathetic gnome with a talent for calming angry animals. Lini’s nature bond class ability is with her snow leopard (small cat), Droogami; animal companion stat blocks for small cats at druid levels 1, 7, and 12 are in Appendix 1. You may instead select a domain for Lini to replace her animal companion (see the nature bond ability on page 50 of the *Core Rulebook*).

VALEROS (FIGHTER)

Valeros is a good-hearted former mercenary whose longing for adventure convinced him to flee an arranged betrothal to a farmer’s daughter. He is famous for his two swords, his love of strong drink, and his appreciation of pretty women.

SAJAN (MONK)

Born into a warrior caste in a far-off land, Sajan fled his duties and home in search of his missing twin sister, a fellow martial artist. Under sentence of death in his homeland for desertion, he obsesses over finding clues that could lead him to his twin.

PATHFINDER SOCIETY ICONICS

The Pathfinder Society Organized Play program has a few special restrictions on certain feats, class abilities, and equipment in order to make sure the worldwide campaign goes smoothly. If you’re using one of these iconic characters as a PC in a Pathfinder Society game and the PC has one of the restricted options, you can’t use that option in the game. See the *Guide to Pathfinder Society Organized Play* (a free download from paizo.com/pathfindersociety) for more information on these restrictions. The restrictions should have a very minor impact on the iconic PCs, and the characters are otherwise ready to use in Pathfinder Society.

SEELAH (PALADIN)

Orphaned by a gnoll attack on a city of pilgrims, a starving young Seelah was fascinated by a paladin’s shining helm. After her theft of the helm led to the paladin’s death while defending the city, the guilt-stricken girl climbed onto the paladin’s pyre—only to be saved by the other paladins, who took her in and made her one of them.

HARSK (RANGER)

Harsk is a gruff and driven dwarf, following a vow of justice to avenge his brother’s death at the hands of giants. He prefers tea to ale, wanting to keep his senses sharp. Harsk’s nature bond class ability is with his badger, Biter; animal companion stat blocks for badgers at effective druid levels 4 and 9 (ranger levels 7 and 12) are in Appendix 1. You may instead select companions to replace the animal companion (see the hunter’s bond ability on page 66 of the *Core Rulebook*).

MERISIEL (ROGUE)

Orphaned at a young age and raised by humans in the slums, the elf Merisiel has seen many friends grow old and die in the decades it took her to become an adult. She believes in experiencing life to the fullest, for you never know when you’ll meet an unexpected end.

SEONI (SORCERER)

Born into a nomadic tribe, Seoni is gifted with magic and driven by dreams to explore the mysteries of her supernatural heritage. She is adorned with dozens of runic tattoos that indicate her high status in her tribe and aid her spellcasting.

EZREN (WIZARD)

After years of trying to clear his father’s name, Ezren abandoned his old life and became a wizard after his of research revealed that his father was indeed guilty of heresy. Ezren is a middle-aged man, and he has the ability score modifiers for that age category (*Core Rulebook* 169).



AMIRI, ICONIC BARBARIAN

Amiri never fit into the expected gender roles of her tribe, refusing to be the docile, domestic sort of woman that the Six Bear tribe valued. Instead, she insisted on competing with the male warriors of her tribe, and constantly one-upped them. If another hunter brought back a caribou to feed the tribe, she brought back two. If the best warrior among them killed four orcs in a raid, she killed six. Though many were secretly impressed by her prowess, other tribes mocked them, and the village elders knew that tradition could not be mocked without grave consequences. Amiri had to die.

When the tribe attempted to send her on a suicide mission, however, Amiri refused to fall. Instead, she returned with

an enormous trophy: a frost giant's sword. Her former comrades' laughter—how could she possibly expect to wield such a huge blade—and the admission that she'd been sent out to die was too much for Amiri. Rage overtook her, and in that blind bloodlust she found a strength she'd never known she possessed. When the red mists cleared, she was surrounded by dead members of her hunting party.

While she was unrepentant for the deaths of the men who preferred to betray her rather than admit her skill, Amiri still knew that kin-killing was a crime she could never live down. She abandoned her people to the cold steppes and tundra and headed south toward more civilized lands, enjoying the heady rush of finally no longer being bound by tradition. Since then, she has taken to traveling only with those adventurers and mercenary companies who show her proper respect. She values her oversized sword (even though she can only truly wield it properly when her blood rage takes her), but never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.



AMIRI	CR 1
HUMAN BARBARIAN 1	XP 400
Medium humanoid (human)	CN

Init +1; **Senses** Perception +5

DEFENSE

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

hp 15 (1d12+3)

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

OFFENSE

Speed 40 ft.

Melee Large bastard sword +3 (2d8+6/19–20)

Ranged shortbow +2 (1d6/x3)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat Amiri counts on her high Strength and the sheer size of her blade to defeat foes, knowing that her attacks are less accurate because of the sword's size. When she has difficulty hitting a target, needs to deal even more damage, or needs the extra boost to her Constitution, Amiri rages and uses Power Attack to bring enemies to their knees.

Raging Statistics When raging, Amiri's stats are **AC** 13; **hp** 17;

Fort +6, **Will** +3; **Melee** Large bastard sword +5 (2d8+9/19–20);

CMB +7; **Skills** Climb +7.

STATISTICS

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

Base Atk +1; **CMB** +5; **CMD** 16

Feats Exotic Weapon Proficiency (bastard sword), Power Attack

Skills Climb +5, Handle Animal +4, Intimidate +4, Perception +5, Survival +5

Languages Common

SQ fast movement

Combat Gear acid flask; **Other Gear** hide armor, Large bastard sword, shortbow with 20 arrows, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 5 gp

AMIRI	CR 7
HUMAN BARBARIAN 7	XP 3,200
Medium humanoid (human)	CN

Init +2; **Senses** Perception +11

DEFENSE

AC 19, touch 11, flat-footed 17 (+7 armor, +1 deflection, +2 Dex, +1 natural, -2 rage)

hp 86 (7d12+35)

Fort +9, **Ref** +4, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/—

OFFENSE

Speed 40 ft.

Melee +2 *Large bastard sword* +15/+10 (2d8+12/19–20)

Ranged mwk longbow +10/+5 (1d8/x3)

Special Attacks rage (18 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], powerful blow +2, surprise accuracy +2)

TACTICS

During Combat Amiri rages whenever she's in combat, preferring to fight in her enemies' faces rather than from range. She uses Power Attack and Cleave at every opportunity, though if she has difficulty hitting a target that particularly infuriates her, she either forgoes the extra damage and uses powerful blow to make up the shortfall, or combines her Power Attack with surprise accuracy to keep her chance to hit high. She bull rushes foes into positions where they can be flanked.

Base Statistics When not raging, Amiri's statistics are **AC** 21; **hp** 72;

Fort +7, **Will** +3; **Melee** +2 *Large bastard sword* +13/+8 (2d8+9/19–20); **Str** 20, **Con** 14; **CMB** +12 (+14 bull rush), **CMD** 25; **Skills** Climb +13, Swim +11.

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +14 (+16 bull rush); **CMD** 27 (29 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Power Attack, Weapon Focus (bastard sword)

Skills Acrobatics +0 (+9 when jumping), Climb +15, Handle Animal +7, Intimidate +10, Perception +11, Survival +9, Swim +13

Languages Common

SQ fast movement

Combat Gear *javelin of lightning*, *potions of cure serious wounds* (2), *potion of delay poison*, *potion of fly*, *potion of lesser restoration*, acid flask; **Other Gear** +3 *hide armor*, +2 *Large bastard sword*, masterwork longbow with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *ring of jumping*, *ring of protection* +1, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 220 gp

AMIRI	CR 12
HUMAN BARBARIAN 12	XP 19,200
Medium humanoid (human)	CN

Init +2; **Senses** Perception +16

DEFENSE

AC 24, touch 13, flat-footed 22 (+9 armor, +3 deflection, +2 Dex, +2 natural, -2 rage)

hp 191 (12d12+108)

Fort +19, **Ref** +10, **Will** +12

Defensive Abilities improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE

Speed 40 ft.

Melee +3 *Large bastard sword* +24/+19/+14 (2d8+18/19–20)

Ranged +1 *longbow* +15/+10/+5 (1d8+1/x3)

Special Attacks greater rage (30 rounds/day), rage powers (guarded stance [+3 dodge vs. melee], increased damage reduction +1, powerful blow +4, renewed vigor [3d8+7 hp], strength surge +12, surprise accuracy +4)

TACTICS

During Combat Amiri rages whenever she's in combat, preferring to fight in her enemies' faces rather than attacking from range—a practice she often describes uncharitably as “the coward's way.” She uses Power Attack and Cleave at every opportunity, though if she has difficulty hitting a target that particularly infuriates her, she either forgoes the extra damage and uses powerful blow to make up the shortfall, or combines her Power Attack with surprise accuracy to keep her chance to hit high. She bull rushes foes into positions where they can be flanked.

Base Statistics When not raging, Amiri's statistics are **AC** 26; **hp** 155;

Fort +16, **Will** +9; **DR** 2/—; **Melee** +3 *Large bastard sword* +21/+16/+11 (2d8+13/19–20); **Str** 24, **Con** 18; **CMB** +19 (+21 bull rush), **CMD** 34 (36 vs. bull rush); **Skills** Climb +20, Swim +17.

STATISTICS

Str 30, **Dex** 14, **Con** 24, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +22 (+24 bull rush); **CMD** 35 (37 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (bastard sword)

Skills Climb +23, Handle Animal +9, Intimidate +15, Perception +16, Survival +13, Swim +20

Languages Common

SQ fast movement

Combat Gear *javelin of lightning*, *potion of cat's grace*, *potions of cure serious wounds* (5), *potion of delay poison*, *potion of fly*, *potion of haste*, *potion of lesser restoration*; **Other Gear** +5 *hide armor*, +3 *Large bastard sword*, +1 *longbow* with 20 arrows, *amulet of natural armor* +2, *belt of physical might* +4 (Str, Con), *cloak of resistance* +4, *ring of counterspells* (calm emotions), *ring of protection* +3, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 420 gp



LEM, ICONIC BARD

Although Lem was raised in a wealthy household, his childhood was anything but comfortable. Born into slavery, he was sold a half-dozen times before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful traits are his optimism and his sense of humor.

LEM	CR 1
HALFLING BARD 1	XP 400
Small humanoid (halfling)	CG

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

DEFENSE

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

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +3 (1d4-1/19-20)

Ranged sling +3 (1d3-1)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +5)

1st (2/day)—*charm person* (DC 15), *sleep* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *prestidigitation*

TACTICS

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if possible. Instead, he uses his bardic performance ability to inspire courage in his companions, alternating between giving support and using well-placed spells to charm or otherwise waylay foes.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +0; **CMB** -2; **CMD** 10

Feats Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +8, Climb +1, Diplomacy +8, Knowledge (arcana, nobility) +6, Perception +2, Perform (wind) +8, Sense Motive +4, Stealth +10

Languages Common, Elven, Halfling

SQ bardic knowledge +1

Combat Gear *scroll of cure light wounds*, caltrops; **Other Gear** leather armor, short sword, sling with 10 bullets, backpack, bedroll, flute, hooded lantern, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 7 gp

LEM	CR 7
HALFLING BARD 7	XP 3,200
Small humanoid (halfling)	CG

Init +2; **Senses** Perception +4

DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)

hp 63 (7d8+28)

Fort +8, **Ref** +11, **Will** +9; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +11 (1d4/19-20)

Ranged sling +10 (1d3-1)

Special Attacks bardic performance 27 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)

Bard Spells Known (CL 7th; concentration +12)

3rd (2/day)—*deep slumber* (DC 18), *haste*

2nd (4/day)—*heroism*, *invisibility*, *silence* (DC 17), *suggestion* (DC 17)



1st (6/day)—*charm person* (DC 16), *grease*, *hideous laughter* (DC 16), *remove fear*, *silent image* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *prestidigitation*

TACTICS

Before Combat Lem casts *heroism* before the start of the encounter.

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if possible. Instead, he uses his bardic performance ability to inspire courage in his companions. In cases where a single enemy presents a particularly large threat to Lem or his companions, the bard uses his offensive spells on that target. Against larger groups of foes, he bolsters his allies with the likes of *haste* and *heroism*.

Base Statistics Without *heroism*, Lem's statistics are **Senses**

Perception +2; **Fort** +6, **Ref** +9, **Will** +7; **Melee** +1 *short sword* +9 (1d4/19–20); **Ranged** *sling* +8 (1d3–1); **CMB** +3; **Skills** Acrobatics +10 (+6 when jumping), Bluff +15, Climb +1, Diplomacy +15, Knowledge (arcana, nobility) +15, Perception +2, Perform (comedy) +15, Perform (wind) +17, Sense Motive +10, Stealth +13.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 20

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

Feats Dodge, Extra Performance, Toughness, Weapon Finesse

Skills Acrobatics +12 (+8 when jumping), Bluff +17, Climb +3, Diplomacy +17, Knowledge (arcana, nobility) +17, Perception +4, Perform (comedy) +17, Perform (wind) +19, Sense Motive +12, Stealth +15

Languages Common, Elven, Goblin, Halfling

SQ bardic knowledge +3, lore master 1/day, versatile performance (comedy, wind)

Combat Gear *potion of cure serious wounds*, *scroll of charm monster*, *scroll of comprehend languages*, *scroll of glitterdust*, *wand of cure light wounds* (50 charges), *wand of dispel magic* (11 charges), caltrops; **Other Gear** +2 *studded leather*, +1 *short sword*, *sling* with 10 bullets, *cloak of resistance* +1, *headband of alluring charisma* +2, *lesser extend metamagic rod*, *ring of feather falling*, *ring of protection* +1, *universal solvent* (2), backpack, bedroll, hooded lantern, masterwork flute, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 42 gp

LEM	CR 12
HALFLING BARD 12	XP 19,200
Small humanoid (halfling)	CG

Init +6; **Senses** Perception +4

DEFENSE

AC 24, touch 16, flat-footed 21 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 size)

hp 105 (12d8+48)

Fort +12, **Ref** +16, **Will** +14; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee +3 *defending short sword* +17/+12 (1d4+2/19–20)

Ranged +1 *sling* +15/+10 (1d3)

Special Attacks bardic performance 39 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 12th; concentration +19)

4th (4/day)—*break enchantment* (DC 21), *dominate person* (DC 22), *greater invisibility*, *rainbow pattern* (DC 21)

3rd (6/day)—*deep slumber* (DC 21), *dispel magic*, *haste*, see *invisibility*

2nd (7/day)—*heroism*, *hold person* (DC 20), *silence* (DC 19), *suggestion* (DC 20), *tongues*

1st (7/day)—*charm person* (DC 19), *grease*, *hideous laughter* (DC 19), *remove fear*, *silent image* (DC 18), *ventriloquism* (DC 18)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *light*, *mage hand*, *prestidigitation*

TACTICS

Before Combat Lem casts *heroism* before the start of the encounter.

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if at all possible. Instead of fighting directly, he uses his bardic performance ability to inspire courage in his companions, and augments his effectiveness with the use of well-placed spells to charm or otherwise waylay foes until his allies can deal with them.

Base Statistics Without *heroism*, Lem's statistics are **Senses**

Perception +2; **Fort** +10, **Ref** +14, **Will** +12; **Melee** +3 *defending short sword* +15/+10 (1d4+2/19–20); **Ranged** +1 *sling* +13/+8 (1d3); **CMB** +7; **Skills** Acrobatics +15 (+11 when jumping), Bluff +22, Climb +1, Diplomacy +22, Knowledge (arcana) +23, Knowledge (nobility) +18, Perception +2, Perform (comedy, dance) +17, Perform (wind) +24, Sense Motive +15, Stealth +16.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +9; **CMB** +9; **CMD** 22

Feats Dodge, Extra Performance, Improved Initiative, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Acrobatics +17 (+13 when jumping), Bluff +24, Climb +3, Diplomacy +24, Knowledge (arcana) +25, Knowledge (nobility) +20, Perception +4, Perform (comedy, dance) +19, Perform (wind) +26, Sense Motive +17, Stealth +18

SQ bardic knowledge +6, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (comedy, dance, wind)

Combat Gear *potion of cure serious wounds*, *scroll of alter self*, *scroll of charm monster*, *scroll of hideous laughter*, *wand of cure moderate wounds* (50 charges), *wand of freedom of movement* (12 charges), caltrops; **Other Gear** +4 *mithral slick chain shirt*, +3 *defending short sword*, +1 *sling* with 10 bullets, *cloak of resistance* +3, *extend metamagic rod*, *headband of alluring charisma* +4, *ring of feather falling*, *ring of protection* +2, *universal solvent* (2), backpack, bedroll, hooded lantern, masterwork flute, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 102 gp



KYRA, ICONIC CLERIC

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae, the goddess of the sun, redemption, honesty, and healing. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since then. Where another might be consumed by anger and a thirst for revenge, she has instead found peace in the Dawnflower, and in the belief that if she can prevent even one death at evil hands, her own losses will not have been in vain. While she takes great pleasure in ridding the world of evildoers, she takes even greater pleasure in redeeming them.

KYRA	CR 1
HUMAN CLERIC OF SARENRAE 1	XP 400
Medium humanoid (human)	NG

Init +0; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

hp 13 (1d8+5)

Fort +3, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+2/18-20)

Ranged sling +0 (1d4+2)

Special Attacks channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead])

Domain Spell-Like Abilities (CL 1st; concentration +4)
6/day—rebuke death (1d4)

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

1st—*bles*, *cure light wounds*^o, *shield of faith*

0 (at will)—*detect magic*, *light*, *stabilize*

D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *shield of faith*.

During Combat Kyra attacks creatures that are irredeemably evil—such as evil outsiders and undead—while offering redemption to those who can still be turned to good, and healing her allies.

Base Statistics Without *shield of faith*, Kyra's statistics are **AC** 14, touch 10, flat-footed 14.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 17, **Cha** 14

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

Feats Selective Channeling, Toughness

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4

Languages Common, Kelish

SQ aura

Gear chain shirt, scimitar, sling with 10 bullets, backpack, bedroll, spell component pouch, sunrods (2), trail rations (2), waterskin, wooden holy symbol, 8 gp

KYRA	CR 7
HUMAN CLERIC OF SARENRAE 7	XP 3,200
Medium humanoid (human)	NG

Init +0; **Senses** Perception +4

DEFENSE

AC 21, touch 13, flat-footed 21 (+8 armor, +3 deflection)

hp 56 (7d8+21)

Fort +7, **Ref** +3, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 *scimitar* +8 (1d6+3/18-20)

Ranged sling +5 (1d4+2)

Special Attacks channel positive energy 7/day (DC 17, 6d6 [+7 vs. undead])

Domain Spell-Like Abilities (CL 7th; concentration +11)
7/day—rebuke death (1d4+3)

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*cure critical wounds*, *fire shield*^o, *holy smite* (DC 18)

3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *searing light*^o

2nd—*bull's strength*, *cure moderate wounds*, *heat metal*^o (DC 16), *hold person* (DC 16), *spiritual weapon*

1st—*bles*, *command* (DC 15), *cure light wounds*, *divine favor*, *endure elements*^o, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *shield of faith* before the start of the encounter.

During Combat Kyra focuses her attacks on any creatures that are innately and irredeemably evil—such as evil outsiders and undead—while offering a chance of redemption to those who can still be turned to good, and healing her allies as needed. Those who refuse her offer of redemption, however, she exterminates.

Base Statistics Without *shield of faith*, Kyra's statistics are **AC** 19, touch 11, flat-footed 19.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Casting, Extra Channel, Improved Channel, Selective Channeling, Toughness

Skills Diplomacy +12, Heal +14, Knowledge (religion) +10

Languages Common, Kelish

SQ aura, healer's blessing

Combat Gear *oil of align weapon*, *oil of daylight*, *potion of eagle's splendor*, *scroll of comprehend languages*, *scroll of lesser restoration*, *scroll of magic circle against evil*, *wand of cure light wounds* (50 charges), *thunderstone* (2); **Other Gear** +2 *breastplate*, +1 *scimitar*, sling with 10 bullets, *cloak of resistance +1*, *phylactery of positive channeling*, *ring of protection +1*, *antitoxin*, backpack, bedroll, silver holy symbol, spell component pouch, trail rations (2), waterskin, 38 gp

KYRA	CR 12
HUMAN CLERIC OF SARENRAE 12	XP 19,200
Medium humanoid (human)	NG

Init +1; **Senses** Perception +4

DEFENSE

AC 25, touch 15, flat-footed 24 (+10 armor, +4 deflection, +1 Dex)

hp 105 (12d8+48)

Fort +13, **Ref** +10, **Will** +15

OFFENSE

Speed 30 ft.

Melee +2 *flaming scimitar* +17/+12 (1d6+8/18–20 plus 1d6 fire)

Ranged mwk sling +14/+9 (1d4+6)

Special Attacks channel positive energy 8/day (DC 21, 8d6 [+12 vs. undead]), nimbus of light (12 rounds/day)

Domain Spell-Like Abilities (CL 12th; concentration +16)
7/day—rebuke death (1d4+6)

Cleric Spells Prepared (CL 12th; concentration +16)

6th—*blade barrier* (DC 20), *heal*^o, *mass cure moderate wounds*

5th—*breath of life*, *dispel evil*, *disrupting weapon*, *flame strike*^o (DC 19)

4th—*cure critical wounds*, *fire shield*^o, *freedom of movement*, *holy smite* (DC 18), *tongues*

3rd—*daylight*, *dispel magic*, *invisibility purge*, *prayer*, *searing light*^o, *speak with dead* (DC 17)

2nd—*align weapon*, *delay poison*, *heat metal*^o (DC 16), *hold person* (DC 16), *lesser restoration*, *spiritual weapon*

1st—*bles*, *command* (DC 15), *detect undead*, *divine favor*, *endure elements*^o, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *divine favor* and *shield of faith* before the start of the encounter.

During Combat Kyra focuses her attacks on any creatures that are innately and irredeemably evil—such as evil outsiders and undead—while offering a chance of redemption to those who can still be turned to good, and healing her allies as needed.

Base Statistics Without *divine favor* and *shield of faith*, Kyra's statistics are **AC** 23, touch 13, flat-footed 22; **Melee** +2 *flaming scimitar* +14/+9 (1d6+5/18–20 plus 1d6 fire); **Ranged** mwk sling +11/+6 (1d4+3); **CMD** 25.

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 11, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 27

Feats Alignment Channel (evil), Combat Casting, Extra Channel, Improved Channel, Lightning Reflexes, Selective Channeling, Toughness

Skills Diplomacy +18, Heal +19, Knowledge (religion) +15

Languages Common, Kelish

SQ aura, healer's blessing

Combat Gear *potion of eagle's splendor*, *potion of remove blindness/deafness*, *potion of remove curse*, *potion of remove disease*, *scroll of break enchantment*, *scroll of neutralize poison*, *scroll of water breathing*, *wand of cure moderate wounds* (50 charges), *thunderstone* (2); **Other Gear** +4 *mithral breastplate*, +2 *flaming scimitar*, masterwork sling with 10 bullets, *belt of physical perfection* +2, *cloak of resistance* +3, *horn of goodness/evil*, *pearl of power* (3rd level), *phylactery of positive channeling*, *ring of protection* +2, *antitoxin*, backpack, bedroll, silver holy symbol, spell component pouch, trail rations (2), waterskin, 138 gp



LINI, ICONIC DRUID

Lini always had a way with wild creatures. More than once, her enclave was threatened by some great bear or razor-clawed cat, yet each time she soothed the beast and sent it on its way. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest she has visited. These sticks are a roadmap of her experiences, and each holds a wealth of memories for the gnome druid.

LINI	CR 1
GNOME DRUID 1	XP 400
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

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

hp 11 (1d8+3)

Fort +5, **Ref** +1, **Will** +5; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle -1 (1d4-2)

Ranged sling +2 (1d3-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

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

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

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

1st—*entangle* (DC 14), *goodberry*

0 (at will)—*detect magic*, *know direction*, *resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day.

During Combat Lini attempts to stay out of melee, sending her animal companion to fight while she uses her magic to heal, summon allies, and control the environment.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 15

Base Atk +0; **CMB** -3; **CMD** 8

Feats Self-Sufficient

Skills Craft (jewelry) +3, Handle Animal +6, Heal +9, Knowledge (geography) +5, Knowledge (nature) +7, Perception +9, Spellcraft +5, Survival +7

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, wild empathy +3

Combat Gear *goodberries* (5), *scroll of cure light wounds*, acid; **Other Gear** leather armor, sickle, sling with 10 bullets, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 8 gp

* Use the level 1 small cat on page 305 for animal companion stats.

LINI	CR 7
GNOME DRUID 7	XP 3,200
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +16

DEFENSE

AC 20, touch 13, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +3 natural, +1 size)

hp 56 (7d8+21)

Fort +9, **Ref** +4, **Will** +10; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 *sickle* +5 (1d4-1)

Ranged sling +7 (1d3-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 3/day

Spell-Like Abilities (CL 7th; concentration +10)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Druid Spells Prepared (CL 7th; concentration +11)

4th—*dispel magic*, *ice storm*

3rd—*daylight*, *neutralize poison*, *remove disease* (DC 18)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 16), *spider climb*

1st—*entangle* (2, DC 15), *goodberry*, *speak with animals* (2)

0 (at will)—*detect magic*, *know direction*, *light*, *resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day. Before combat, she casts *barkskin* on herself and *bull's strength* and *greater magic fang* on her animal companion.

During Combat Lini avoids melee, sending in her animal companion.

Base Statistics Without *barkskin*, Lini's statistics are **AC** 17, touch 13, flat-footed 16.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +5; **CMB** +2; **CMD** 14

Feats Augment Summoning, Natural Spell, Self-Sufficient, Spell Focus (conjuration)

Skills Craft (jewelry) +3, Handle Animal +13, Heal +14, Knowledge (geography) +11, Knowledge (nature) +13, Perception +16, Spellcraft +11, Survival +13

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, trackless step, wild empathy +10, woodland stride

Combat Gear *goodberries* (5), *potion of eagle's splendor*, *scrolls of call lightning* (2), *wand of cure moderate wounds* (32 charges), *wand of greater magic fang* (7 charges), *wand of produce flame* (43 charges), acid; **Other Gear** +2 *leather armor*, +1 *sickle*, sling with 10 bullets, *cloak of resistance* +1, *druid's vestments*, *headband of inspired wisdom* +2, *ring of protection* +1, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 113 gp

* Use the level 7 small cat on page 305 for animal companion stats.

LINI	CR 12
GNOME DRUID 12	XP 19,200
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +23

DEFENSE

AC 24, touch 14, flat-footed 23 (+5 armor, +2 deflection, +1 Dex, +5 natural, +1 size)

hp 93 (12d8+36)

Fort +12, **Ref** +8, **Will** +15; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 10/adamantine (120 points); **Immune** poison

OFFENSE

Speed 20 ft.

Melee +3 sickle +11/+6 (1d4+1)

Ranged +2 sling +13/+8 (1d3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 6/day

Spell-Like Abilities (CL 12th; concentration +15)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Druid Spells Prepared (CL 12th; concentration +18)

6th—*mass bull's strength*, *move earth*, *wall of stone*

5th—*animal growth* (DC 21), *stoneskin*, *wall of thorns* (2)

4th—*air walk*, *dispel magic*, *flame strike* (DC 20), *ice storm*

3rd—*daylight*, *greater magic fang*, *neutralize poison* (2), *remove disease*

2nd—*barkskin* (2), *bull's strength*, *flaming sphere* (DC 18), *lesser restoration*, *spider climb*

1st—*entangle* (2, DC 17), *faerie fire*, *goodberry*, *speak with animals* (2)

0 (at will)—*detect magic*, *know direction*, *light*, *resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day. Before combat, she casts *barkskin* and *stoneskin* on herself and *animal growth*, *bull's strength*, and *greater magic fang* on her animal companion. If she's joined by several allies, Lini casts *mass bull's strength* to improve their attacks.

During Combat Lini attempts to stay out of melee, sending her animal companion to fight while she uses her magic.

Base Statistics Without *barkskin*, Lini's statistics are **AC** 19, touch 14, flat-footed 18.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 22, **Cha** 16

Base Atk +9; **CMB** +6; **CMD** 19

Feats Augment Summoning, Combat Casting, Lightning Reflexes, Natural Spell, Self-Sufficient, Spell Focus (conjuration)

Skills Craft (jewelry) +3, Handle Animal +18, Heal +19, Knowledge (geography) +16, Knowledge (nature) +18, Perception +23, Spellcraft +16, Survival +17

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, trackless step, wild empathy +15, woodland stride

Combat Gear *goodberries* (5), *scrolls of call lightning storm* (2), *scrolls of tree stride* (2), *wand of cure serious wounds* (31 charges), *wand of flame blade* (21 charges), acid; **Other**

Gear +3 *wild leather armor*, +3 *sickle*, +2 *sling* with 20 bullets, *cloak of resistance* +1, *druid's vestments*, *elemental gem* (earth), *headband of inspired wisdom* +4, *ring of protection* +2, belt pouch, mistletoe, spell component pouch, stick collection, granite and diamond dust (worth 250 gp), 603 gp

* Use the level 12 small cat on page 306 for animal companion stats.



CR

1

7

12

VALEROS, ICONIC FIGHTER

Valeros was born on a quiet farm, and grew up dreaming of adventure and exploration. Though this longing only increased as he grew older, so did the responsibilities of agricultural life. Finally, just a month before a marriage of convenience to a local farmer's daughter could lock him into place, Valeros came to the realization that the door to a life of adventure was closing for good. Seized by a desperate need for a larger life than cattle and corn, Valeros packed quietly and left in the middle of the night.

In the years since, Valeros has come a long way from the wide-eyed young man who sought only the joy of exploration (and maybe a pretty girl or three). Life on the road is much harder than the bards' tales suggest, and adult Valeros has the scars to prove it. Discovering himself to be a deft hand with a sword, Valeros quickly fell in with the mercenary crowd, learning the dirtier, grittier facts of warfare. After acting as hired muscle for dozens of different employers, Valeros finally realized that it was time to go into business for himself as an adventurer.

While admittedly not the best at following orders, Valeros is an extremely talented two-blade fighter, easily earning his keep in any group through the tenacity and absolute fearlessness—some might say thoughtlessness—with which he flings himself into combat.

Despite his reputation as a bruiser and scofflaw, Valeros has picked up a fair bit of education during his travels, and can even read (something his “respectable” parents never learned to do). Valeros takes an easy-come, easy-go approach to life, wealth, and relationships. Though a fan of fine weapons and creature comforts, the only object he's never without is the tankard on his belt (as you never know when someone might offer you a drink). Noble at heart and fiercely loyal to those few who earn his affection, Valeros nevertheless hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than “an evening of hard drinking and soft company.”

VALEROS	CR 1
HUMAN FIGHTER 1	XP 400
Medium humanoid (human)	NG

Init +2; **Senses** Perception +0

DEFENSE

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

hp 16 (1d10+6)

Fort +4, **Ref** +2, **Will** +0

OFFENSE

Speed 20 ft.

Melee longsword +3 (1d8+3/19-20), short sword +2 (1d6+1/19-20) or longsword +5 (1d8+3/19-20)

Ranged shortbow +3 (1d6/×3)

TACTICS

During Combat Valeros always attempts to attack with both his longsword and short sword each round. He uses the longsword alone if he cannot take a full attack action or has difficulty hitting a target when wielding two weapons.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

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

Feats Toughness, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +3, Knowledge (dungeoneering) +5, Ride +2, Swim +3

Languages Common, Goblin

Combat Gear acid flask, alchemist's fire; **Other Gear** scale mail, longsword, short sword, shortbow with 20 arrows, throwing axe, backpack, bedroll, caltrops, crowbar, flint and steel, grappling hook, hemp rope (50 ft.), smokestick, tankard, torches (4), trail rations (5), waterskin, 10 gp

VALEROS	CR 7
HUMAN FIGHTER 7	XP 3,200
Medium humanoid (human)	NG

Init +7; **Senses** Perception +0

DEFENSE

AC 24, touch 15, flat-footed 20 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield)

hp 71 (7d10+28)

Fort +8, **Ref** +6, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +2 longsword +13/+8 (1d8+9/19-20), +1 short sword +10 (1d6+5/19-20) or

+2 longsword +15/+10 (1d8+9/19-20)

Ranged mwk shortbow +11/+6 (1d6/×3)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Valeros always attempts to attack with both his longsword and short sword each round. He uses the longsword alone if he cannot take a full attack action. Unless he absolutely must wield a weapon in two hands to gain the additional damage potential, he wields both swords to take advantage of his Two-Weapon Defense feat.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Double Slice, Improved Initiative, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +13, Knowledge (dungeoneering) +11, Ride +12, Swim +13

Languages Common, Goblin

SQ armor training 2

Combat Gear *potion of bear's endurance, potion of cure serious wounds, potion of enlarge person, potion of fly, acid flask, alchemist's fire (2), holy water; Other Gear* +1 breastplate, +2 longsword, +1 short sword, heavy mace, masterwork shortbow with 20 arrows, *amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1, antitoxin, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 88 gp*

VALEROS	CR 12
HUMAN FIGHTER 12	XP 19,200
Medium humanoid (human)	NG

Init +8; **Senses** Perception +0

DEFENSE

AC 29, touch 17, flat-footed 24 (+9 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural, +1 shield)

hp 130 (12d10+60)

Fort +14, **Ref** +11, **Will** +7; +3 vs. fear

Defensive Abilities bravery +3, 25% chance to negate critical hits and sneak attacks

OFFENSE

Speed 30 ft.

Melee +2 keen longsword +21/+16/+11 (1d8+13/17-20), +2 short sword +18/+13 (1d6+8/19-20) or +2 keen longsword +23/+18/+13 (1d8+13/17-20)

Ranged +1 shortbow +17/+12/+7 (1d6+1/x3)

Special Attacks weapon training (heavy blades +2, light blades +1)

TACTICS

During Combat Valeros activates his *boots of speed*, using the extra movement to get into a position from which he can take a full attack action in the following round, and maintaining the effects of *haste* as long as he can continue to benefit from an additional attack each round. When he's unable to make more than one attack, he prefers his longsword and utilizes Vital Strike to increase his damage output. Unless he absolutely must wield a weapon in two hands to gain the additional damage potential, he wields both swords to take advantage of his Two-Weapon Defense feat.

STATISTICS

Str 20, **Dex** 18, **Con** 16, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +12; **CMB** +17; **CMD** 34

Feats Combat Reflexes, Dodge, Double Slice, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +18, Intimidate +13, Knowledge (dungeoneering) +12, Ride +17, Swim +18

Languages Common, Goblin

SQ armor training 3

Combat Gear *necklace of fireballs (type V), potions of cure serious wounds (2), potion of fly, potion of heroism, acid flask, alchemist's fire (2), holy water; Other Gear* +3 light fortification breastplate, +2 keen longsword, +2 short sword, +1 shortbow with 20 arrows, masterwork heavy mace, *amulet of natural armor +2, belt of physical perfection +2, boots of speed, cloak of resistance +3, ring of protection +2, antitoxin, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 288 gp*



SAJAN, ICONIC MONK

Far from the Inner Sea region, in the mysterious land of Vudra, Sajan and his twin sister Sajni were born into the padaprajna warrior caste. The siblings trained and served as partners, each complementing the other's technique, and became talented martial artists. After numerous victories, however, the siblings were separated when their lord was defeated, shamed, and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master and placed upon a ship as tribute to a distant lord. Daring disgrace or even death, Sajan abandoned his responsibilities to follow, so unwilling was he to condemn Sajni to life in the barbaric lands to the west. Eventually he tailed her all the way to Absalom, the City at the Center of the World, but lost her among the travelers and treasures of a hundred nations. Still, Sajan has not yet given up hope. He continues to seek any clue that might point him toward his sister, and has traveled far from Absalom and performed many heroic deeds in return for even the barest of rumors.

SAJAN	CR 1
HUMAN MONK 1	XP 400
Medium humanoid (human)	LN

Init +2; **Senses** Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

hp 11 (1d8+3)

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

OFFENSE

Speed 30 ft.

Melee flurry of blows +2/+2 (1d6+3) or
unarmed strike +3 (1d6+3) or
temple sword +3 (1d8+3)

Ranged shuriken +2 (1d2+3)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

During Combat Sajan relies on Mobility to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** +3; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist

Skills Acrobatics +6, Climb +7, Perception +5, Sense Motive +5, Stealth +6

Languages Common, Vudrani

Gear shuriken (5), temple sword, belt pouch, wooden holy symbol, 2 gp

SAJAN	CR 7
HUMAN MONK 7	XP 3,200
Medium humanoid (human)	LN

Init +3; **Senses** Perception +11

DEFENSE

AC 20, touch 17, flat-footed 16 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 monk, +1 Wis)

hp 56 (7d8+21)

Fort +9, **Ref** +10, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee flurry of blows +8/+8/+3 (1d8+3) or
unarmed strike +8 (1d8+3) or
+2 temple sword +10 (1d8+5)

Ranged shuriken +8 (1d2+3)

Special Attacks flurry of blows, stunning fist (7/day, DC 14)

TACTICS

During Combat Sajan uses fast movement and Acrobatics to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. He employs combat maneuvers when it's strategically advantageous—grappling spellcasters and tripping foes with his temple sword when his allies flank them. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission.

STATISTICS

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

Base Atk +5; **CMB** +10 (+12 grapple or trip); **CMD** 25 (27 vs. grapple or trip)

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist

Skills Acrobatics +13 (+28 when jumping), Climb +13, Perception +11, Sense Motive +11, Stealth +13

Languages Common, Vudrani

SQ fast movement, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, slow fall 30 ft., still mind, wholeness of body

Combat Gear *potions of cure light wounds* (2); **Other Gear** +2 temple sword, shuriken (50), *bracers of armor* +3, *cloak of resistance* +2, *ring of protection* +1, belt pouch, wooden holy symbol, 58 gp

SAJAN	CR 12
HUMAN MONK 12	XP 19,200
Medium humanoid (human)	LN

Init +3; **Senses** Perception +18

DEFENSE

AC 28, touch 23, flat-footed 24 (+5 armor, +2 deflection, +3 Dex, +1 dodge, +4 monk, +3 Wis)

TABLE 4-1

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>One-Handed Melee Weapons</i>								
Temple sword	30 gp	1d6	1d8	19-20/x2	—	3 lbs.	S	Monk, trip

hp 93 (12d8+36)

Fort +13, Ref +14, Will +14; +2 vs. enchantments

Defensive Abilities improved evasion; Immune disease, poison

OFFENSE

Speed 70 ft.

Melee flurry of blows +15/+15/+10/+10/+5 (2d8+5 plus 1d6 electricity) or

unarmed strike +14/+9 (2d8+5 plus 1d6 electricity) or

+3 temple sword +16/+11 (1d8+7/19-20)

Ranged +1 shuriken +13/+8 (1d2+5)

Special Attacks flurry of blows, stunning fist (12/day, DC 19)

TACTICS

During Combat Sajjan uses his fast movement and Acrobatics to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. He employs combat maneuvers when doing so is strategically advantageous—grappling spellcasters and tripping foes with his temple sword when his allies flank them. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission. When overmatched, he's quick to withdraw and use his +1 shuriken to harass a foe at range or from more defensible ground, or by using his speed to keep just out of reach.

STATISTICS

Str 18, Dex 16, Con 14, Int 10, Wis 17, Cha 10

Base Atk +9; CMB +16 (+18 grapple, +20 trip); CMD 36 (38 vs. grapple, 40 vs. trip)

Feats Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Greater Trip, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Wind Stance

Skills Acrobatics +18 (+46 when jumping), Climb +19, Perception +18, Sense Motive +18, Stealth +18

Languages Common, Vudrani

SQ abundant step, diamond body, fast movement, high jump, ki pool (9 points, lawful, magic), maneuver training, purity of body, slow fall 60 ft., still mind, wholeness of body

Combat Gear elixir of fire breath, potion of bear's endurance, potions of cure serious wounds (2), potion of fly; Other Gear +3 temple sword, +1 shuriken (50), belt of giant strength +2, bracers of armor +5, cloak of resistance +3, headband of inspired wisdom +2, monk's robe, ring of protection +2, +1 shock amulet of mighty fists, belt pouch, wooden holy symbol, 708 gp

TEMPLE SWORD

Heavy blades typically used by guardians of religious sites, temple swords have distinctive crescent-shaped blades, like an amalgam of a sickle and sword. Many have holes drilled into the blade or places on the pommel where charms, bells, or other holy trinkets might be attached. Monks are proficient with the temple sword.



SEELAH, ICONIC PALADIN

Seelah faced numerous tragedies in her young life. The loss of her home brought her family to the city of Solku in Katapesh, and there she lost her family to gnoll raids. At 14, she was orphaned and poor on the streets of a strange town, doing what she had to in order to survive—stealing, mugging, conning travelers, even attempting to make her way as a young mercenary. Eventually, a band of Iomedean paladins came to Solku to help defend it against the gnoll hordes. Immediately enamoured with the shining steel of the foreign defenders, Seelah stole one of their helmets, a great helm emblazoned with the image of a golden bird. During the Battle of Red Hail, however, Seelah realized that one of the bravest knights, a woman named Acemi, fought the battle without her helm. While holding Solku's gates, the knight took a mortal wound to the skull, winning the day but dying of her wound that evening.

Wracked with guilt, Seelah approached Acemi's body as her companions prepared her pyre. They watched silently as Seelah placed the stolen helm over the dead woman's head, and then climbed onto the pyre beside her. The paladins were moved; they had known from the start that Seelah had stolen the helm, but Acemi had forbidden them from collecting it, hoping the helm would win the desperate orphan coin enough for a few meals. The knights of Iomedae took Seelah in that night. Although she has come to terms with Acemi's death, Seelah still regrets the theft that ironically brought her into Iomedae's arms. She originally came to Iomedae out of guilt, but as the years passed, that guilt has transformed into a powerful love and faith in her goddess.

The young paladin wears her hair in Acemi's style and trains relentlessly in the use of the longsword. In so doing, she hopes to carry on the good work that Acemi might have done had she not fallen at the Battle of Red Hail. It's the least she feels she can do to make up for a death that she caused.

SEELAH	CR 1
HUMAN PALADIN OF IOMEDAE 1	XP 400
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +3

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19-20)

Ranged shortbow +1 (1d6/x3)

Special Attacks smite evil 1/day (+2 attack and AC, +1 damage)

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

At will—*detect evil*

TACTICS

During Combat Seelah is fearless and vigilant in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability.

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (longsword)

Skills Diplomacy +6, Knowledge (religion) +4, Sense Motive +5

Languages Common, Osiriani

SQ aura, code of conduct

Combat Gear holy water; **Other Gear** scale mail, heavy wooden shield, longsword, shortbow with 20 arrows, backpack, silver holy symbol, trail rations (4), 18 gp

SEELAH	CR 7
HUMAN PALADIN OF IOMEDAE 7	XP 3,200
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 25, touch 10, flat-footed 25 (+11 armor, +4 shield)

hp 64 (7d10+21)

Fort +11, **Ref** +6, **Will** +10

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +13/+8 (1d8+5/19-20)

Ranged +1 *composite longbow* +8/+3 (1d8+5/x3)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+3 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +10)

At will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +7)

2nd—*eagle's splendor*

1st—*divine favor*, *lesser restoration*

TACTICS

During Combat Seelah is fearless, especially in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability. If she has already expended her daily uses of smite evil, she uses her divine bond to increase her weapon's power. When her allies are injured or in trouble, Seelah puts herself in harm's way in an effort to heal them.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +11; **CMD** 21

Feats Cleave, Extra Lay on Hands, Power Attack, Vital Strike, Weapon Focus (longsword)

Skills Diplomacy +13, Knowledge (religion) +10, Sense Motive +11

Languages Common, Osiriani

SQ aura, code of conduct, divine bond (weapon +1, 1/day), divine grace, lay on hands (3d6, 8/day), mercies (diseased, sickened)

Combat Gear *wand of cure moderate wounds* (42 charges), holy water; **Other Gear** +2 full plate, +2 heavy wooden shield, +1 composite longbow (+3 Str) with 20 arrows, +1 longsword, belt of giant strength +2, cloak of resistance +1, backpack, silver holy symbol, trail rations (4), 143 gp

Skills Diplomacy +19, Knowledge (religion) +15, Sense Motive +16

Languages Common, Osiriani

SQ aura, code of conduct, divine bond (weapon +3, 2/day), divine grace, lay on hands (6d6, 12/day), mercies (diseased, paralyzed, poisoned, sickened)

Combat Gear *oil of silence, potion of fly, potion of haste, wand of cure serious wounds* (35 charges), holy water; **Other Gear** +4 full plate, +3 heavy wooden shield, +1 composite longbow (+3 Str) with 20 arrows, +2 holy longsword, belt of giant strength +4, cloak of resistance +3, phylactery of positive channeling, backpack, silver holy symbol, trail rations (4), 748 gp

SEELAH	CR 12
HUMAN PALADIN OF IOMEDAE 12	XP 19,200
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 28, touch 10, flat-footed 28 (+13 armor, +5 shield)

hp 106 (12d10+36)

Fort +17, **Ref** +11, **Will** +16

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +2 holy longsword +20/+15/+10 (1d8+7/17-20)

Ranged +1 composite longbow +13/+8/+3 (1d8+6/x3)

Special Attacks channel positive energy (DC 20, 8d6), smite evil 4/day (+4 attack and AC, +12 damage)

Paladin Spell-Like Abilities (CL 12th; concentration +16)

At will—*detect evil*

Paladin Spells Prepared (CL 9th; concentration +13)

3rd—*dispel magic, prayer*

2nd—*eagle's splendor, resist energy, zone of truth* (DC 16)

1st—*bless weapon, divine favor, lesser restoration*

TACTICS

During Combat Seelah is fearless, especially in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability. If she has already expended her daily uses of smite evil, she uses her divine bond to increase her weapon's power. When her allies are injured or in trouble, Seelah puts herself in harm's way in an effort to heal them.

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +12; **CMB** +17; **CMD** 27

Feats Cleave, Extra Lay on Hands, Improved Critical (longsword), Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (longsword)



HARSK, ICONIC RANGER

Harsk is an uncommon dwarf. He enjoys the wide skies of the open plains more than claustrophobic tunnels, prefers the taste of tea to alcohol, and handles his battles at range rather than in melee. As a young dwarf, he eschewed the company of his fellows, finding that few things made him happier than crouching in a tree stand with his bow, listening to the wind through the forest leaves and waiting for prey to wander by.

That all changed twenty years ago when his elder brother, a captain named Sigur, led a dwarven war band from Janderhoff against a small party of raiding giants. Out of affection, Sigur offered his less-experienced sibling the chance to come and prove himself as chief scout and second-in-command. Calm and peaceful by nature, Harsk turned him down, failing to see the honor his brother was doing him until several days after the company had departed. Traveling light and fast, Harsk caught up with his brother quickly—but not quickly enough. Misjudging the size and skill of the raiding party, Sigur had led his band into an ambush, where it was slaughtered to the last dwarf.

With his brother's blood still fresh on his hands, Harsk went mad with rage. That night, he stalked through the giants' camp like a vengeful wraith, slaughtering giant after giant with his crossbow before melting back into the forest, only to reappear elsewhere and take another victim. When the last giant was left gurgling in the dust, Harsk took up his brother's axe and slipped off into the trees, vowing to forever be the voice of justice in the wild places, to keep balance and prevent the sacrifices of noble warriors like his brother.

Harsk, like many of his kind, is gruff and taciturn, but there ends most of his connection to dwarven society. Something of a loner, he prefers to spend his time outdoors, communing with nature, though he occasionally travels alongside others whose goals match his own. Uninterested in the beer and ale so strongly associated with dwarves in the minds of human society, Harsk instead drinks pot after pot of strong tea to keep his senses sharp. While he never lets his brother's axe out of his sight, he wields it only as a last resort, knowing his true skills lie in the hunt and striking from darkness.

HARSK	CR 1
DWARF RANGER 1	XP 400
Medium humanoid (dwarf)	LN

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 12 (1d10+2)

Fort +4, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee battleaxe +3 (1d8+2/×3)

Ranged heavy crossbow +4 (1d10/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (humanoids [giants] +2)

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others.

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Rapid Reload

Skills Handle Animal +3, Heal +6, Knowledge (geography, nature) +4, Perception +6 (+8 to notice unusual stonework), Stealth +6, Survival +6

Languages Common, Dwarven

SQ track +1, wild empathy +0

Gear studded leather, battleaxe, heavy crossbow with 30 bolts, antitoxin, backpack, smokestick, trail rations (4), signal whistle, tea pot, 11 gp

HARSK	CR 7
DWARF RANGER 7	XP 3,200
Medium humanoid (dwarf)	LN

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 64 (7d10+21)

Fort +10, **Ref** +10, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 battleaxe +10/+5 (1d8+3/×3)

Ranged +2 heavy crossbow +12 (1d10+2/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (fey +2, humanoids [giants] +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*

1st—*entangle* (DC 13), *resist energy*

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe but isn't afraid to get dirty in melee if the situation calls for it. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others.

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 22 (26 vs. bull rush, 26 vs. trip)

Feats Endurance, Far Shot, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload
Skills Handle Animal +9, Heal +12, Knowledge (geography, nature) +10, Perception +12 (+14 to notice unusual stonework), Stealth +13, Survival +12
Languages Common, Dwarven
SQ favored terrain (mountain +2), hunter's bond (animal, badger named Biter)*, track +3, wild empathy +6, woodland stride
Combat Gear *potions of cure moderate wounds* (3), *potions of pass without trace* (2), *screaming bolts* (4), tanglefoot bag; **Other Gear** +2 *studded leather*, +1 *battleaxe*, +2 *heavy crossbow* with 30 bolts, *amulet of natural armor* +1, *cloak of resistance* +2, antitoxin, backpack, signal whistle, smokestick, tea pot, trail rations (4), 468 gp
 * See page 299 for Harsk's animal companion's statistics.

Feats Endurance, Far Shot, Improved Critical (heavy crossbow), Improved Precise Shot, Iron Will, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow)
Skills Handle Animal +14, Heal +17, Knowledge (geography, nature) +15, Perception +17 (+19 to notice unusual stonework), Stealth +21, Survival +17
Languages Common, Dwarven
SQ camouflage, evasion, favored terrain (forest +2, mountain +4), hunter's bond (animal, badger named Biter)*, swift tracker, track +6, wild empathy +11, woodland stride
Combat Gear *seeking bolts* (20), *potions of pass without trace* (2), *wand of cure moderate wounds* (35 charges), tanglefoot bag; **Other Gear** +4 *studded leather*, +2 *battleaxe*, +3 *flaming heavy crossbow* with 30 bolts, *amulet of natural armor* +2, *belt of incredible dexterity* +4, *boots of speed*, *cloak of resistance* +2, *ring of protection* +2, antitoxin, backpack, signal whistle, smokestick, tea pot, trail rations (4), 464 gp
 * See page 299 for Harsk's animal companion's statistics.

HARSK	CR 12
DWARF RANGER 12	XP 19,200
Medium humanoid (dwarf)	LN

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 26, touch 17, flat-footed 21 (+7 armor, +2 deflection, +5 Dex, +2 natural)
hp 106 (12d10+36)
Fort +13, **Ref** +16, **Will** +10; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion

OFFENSE

Speed 20 ft.
Melee +2 *battleaxe* +16/+11/+6 (1d8+4/x3)
Ranged +3 *flaming heavy crossbow* +22 (1d10+3/17-20 plus 1d6 fire)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (fey +2, humanoids [giants] +6, humanoids [humans] +2), quarry
Ranger Spells Prepared (CL 9th; concentration +11)
 3rd—*neutralize poison*
 2nd—*barkskin*, *bear's endurance*, *cure light wounds*
 1st—*entangle* (DC 13), *longstrider*, *resist energy*

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe but isn't afraid to get dirty in melee if the situation calls for it. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others, and to choose one as his quarry. If tracking a giant, he casts *resist energy* against an energy type that giant uses before engaging.

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +12; **CMB** +14; **CMD** 32 (36 vs. bull rush, 36 vs. trip)



MERISIEL, ICONIC ROGUE

The elves have a name for elven children unfortunate enough to be born and raised in human society—the Forlorn. Merisiel is one of these, born in the Varisian city of Magnimar to elven parents who were either unable or unwilling to raise a child on their own. Merisiel never learned the truth of it, for her parents left her in the care of the city's temple to Calistria. The priests raised Merisiel as a ward of the temple, but she had little patience for teachers and prayer. Eventually, she left the temple and spent many years on the streets of Magnimar, earning a living as a freelance thief. When her growing reputation as a thief became inconvenient, she decided to leave her home city to seek out new settlements to explore and enjoy.

Merisiel became a master at stowing away on ships, talking her way out of trouble, and finding her way in new societies. She's called dozens of cities home, leaving one for another when her companions outgrew her or she outlived them. Life has been hard for Merisiel, made more so by the fact that she's always found it difficult to master skills that come easily to her companions. Faced often with situations where a quick tongue or stealth won't suffice to keep her out of trouble, Merisiel has taken to carrying dozen knives. When things go wrong with her carefully laid plans (as they almost always seem to do), the knives come out and what needs to be done gets done. To date, Merisiel hasn't met a problem that can't, in one way or another, be solved with a blade.

Each of the cities she's spent time in carries special memories for Merisiel. In cosmopolitan Kintargo, she fell in love for the first five times, but only the last of those relationships survives to this day. In bustling Corentyn, she spent five years in prison for a crime she wasn't able to pin on someone more deserving, a sentence exceeded by her stay in Almas (still her record—ten years in jail). In Cassomir she helped rob a corrupt jeweler, in Oppara a decadent and cruel magistrate, and in Sothis a narrow-minded priest of Abadar. Yet in each of these cases her companions betrayed her and left her penniless. She spent many years in Katapesh and Absalom, but the size of these cities eventually grew to be too much even for her. Recently, she's come home to Magnimar with a new purpose in life. Finally matured to the point where she's willing (and perhaps able) to learn from her mistakes, she hopes to make something more of her life than merely bad decisions laced with periodic bouts of excitement and fun.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive, always on the move and working on her latest batch of plots to make easy money. In the end, it comes down to being faster than everyone else—either on her feet or with her beloved blades. She wouldn't have it any other way.

MERISIEL	CR 1
ELF ROGUE 1	XP 400
Medium humanoid (elf)	CN

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** +0; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+2/18–20)

Ranged dagger +4 (1d4+2/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 16

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +5, Climb +5, Disable Device +7, Knowledge (local) +4, Perception +6, Sleight of Hand +7, Stealth +7

Languages Common, Elven

SQ elven magic, trapfinding +1, weapon familiarity

Combat Gear acid, alchemist's fire; **Other Gear** studded leather, daggers (6), rapier, backpack, hooded lantern, oil (5), silk rope (50 ft.), thieves' tools, 3 gp

MERISIEL	CR 7
ELF ROGUE 7	XP 3,200
Medium humanoid (elf)	CN

Init +9; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +1 shield)

hp 56 (7d8+21)

Fort +4, **Ref** +11, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +2, uncanny dodge;
Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 keen rapier +11 (1d6+3/15–20)

Ranged dagger +10 (1d4+2/19–20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

Str 15, **Dex** 20, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse

Skills Acrobatics +20, Bluff +11, Climb +12, Disable Device +17, Knowledge (local) +10, Perception +12, Sleight of Hand +15, Stealth +15

Languages Common, Elven

SQ elven magic, rogue talents (bleeding attack +4, combat trick, fast stealth), trapfinding +3, weapon familiarity

Combat Gear *potion of cure serious wounds*, *potion of invisibility*, acid, alchemist's fire, tanglefoot bag; **Other Gear** +2 *studded leather*, masterwork buckler, +1 *keen rapier*, daggers (12), *belt of incredible dexterity* +2, *boots of elvenkind*, *cloak of resistance* +1, *ring of protection* +1, *universal solvent*, backpack, hooded lantern, masterwork thieves' tools, oil (5), silk rope (50 ft.), 16 gp

MERISIEL	CR 12
ELF ROGUE 12	XP 19,200
Medium humanoid (elf)	CN

Init +10; **Senses** low-light vision; Perception +17

DEFENSE

AC 29, touch 18, flat-footed 23 (+8 armor, +2 deflection, +5 Dex, +1 dodge, +3 shield)

hp 105 (12d8+48)

Fort +9, **Ref** +17, **Will** +7; +2 vs. enchantments

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +3 *keen rapier* +19/+14 (1d6+6/15-20)

Ranged mwk dagger +16/+11 (1d4+3/19-20)

Special Attacks sneak attack +6d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

Str 17, **Dex** 22, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 31

Feats Dodge, Improved Initiative, Mobility, Point-Blank Shot, Quick Draw, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +26, Bluff +16, Climb +18, Disable Device +23, Knowledge (local) +15, Perception +17, Sleight of Hand +21, Stealth +21

Languages Common, Elven

SQ elven magic, rogue talents (bleeding attack +6, combat trick, fast stealth, improved evasion, surprise attack, weapon training), trapfinding +6, weapon familiarity

Combat Gear *oil of silence* (2), *potions of cure serious wounds* (3), *potion of fly*, *potions of invisibility* (2), acid, alchemist's fire, tanglefoot bag; **Other Gear** +5 *studded leather*, +2 *buckler*, +3 *keen rapier*, masterwork daggers (12), *bag of holding* (type I), *belt of physical perfection* +2, *boots of elvenkind*, *cloak of resistance* +3, *ring of protection* +2, *universal solvent*, backpack, hooded lantern, masterwork thieves' tools, oil (5), silk rope (50 ft.), 266 gp



SEONI, ICONIC SORCERER

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. But her path was not to be the path of tradition. A caravan master's daughter who spent much of her youth traveling, she was expected to one day either lead her own caravan or perhaps develop a talent for reading the harrow, the fortune-telling cards of her people. One night, while her family camped at the edge of the mysterious Lurkwood, young Seoni wandered out of sight of her people's cooking fires. There she found a great white tree, its ancient roots twisted around a ring of rune-carved stone. As she investigated, the tree's bark fell away, revealing elaborate symbols and images that related a brief tale—that of her own short life. Seoni fled, but returned with her kin soon after to find nothing more than a normal old tree and a strange rock.

Regardless, the images upon the wood carved themselves into Seoni's mind, and she promised that she would never submit to letting another choose her destiny. From that point onward, she delved into the mysteries of her homeland, eventually even unlocking sorcerous power within herself—an ancient sorcery unlike the common magic of her people. When she came of age, she sought to continue her wandering life, but this time along routes she chose and in pursuit of her own ambitions.

SEONI	CR 1
HUMAN SORCERER 1	XP 400
Medium humanoid (human)	LN

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dagger +2 (1d4/19-20)

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *mage armor* on herself.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *acid splash* and *magic missile*.

Base Statistics Without *mage armor*, Seoni's statistics are **AC** 13, flat-footed 10.

STATISTICS

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

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

Feats Alertness, Dodge, Eschew Materials, Spell Focus (evocation)

Skills Bluff +8, Climb +3, Knowledge (planes) +4, Perception +3, Sense Motive +3, Spellcraft +4

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear *scroll of color spray*; **Other Gear** dagger, quarterstaff, backpack, smokestick, sunrods (5), trail rations (4), 9 gp

SEONI	CR 7
HUMAN SORCERER 7	XP 3,200
Medium humanoid (human)	LN

Init +6; **Senses** Perception +3

DEFENSE

AC 25, touch 15, flat-footed 22 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural, +4 shield)

hp 41 (7d6+14)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff +3 (1d6)

Ranged dagger +5 (1d4/19-20)

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *haste*, *lightning bolt* (DC 20)

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *scorching ray*, *web* (DC 17)

1st (8/day)—*burning hands* (DC 18), *enlarge person* (DC 16), *identify*, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17), *light*, *prestidigitation*, *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *mage armor* and *extended shield* (using her metamagic adept ability) before the start of the encounter.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *magic missile*, *lightning bolt*, and *scorching ray*.

Base Statistics Without *mage armor* and *shield*, Seoni's statistics are **AC** 17, touch 15, flat-footed 14.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 21

Base Atk +3; **CMB** +3; **CMD** 18

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation)

Skills Bluff +15, Climb +3, Knowledge (planes) +10, Perception +3, Sense Motive +3, Spellcraft +10

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (2/day)

Combat Gear *potion of cat's grace*, *potions of cure light wounds* (3), *scroll of fireball*, *scroll of fly*, *wand of magic missile* (CL 3rd, 50 charges); **Other Gear** dagger, quarterstaff, *amulet of natural armor* +2, *headband of alluring charisma* +2, *ring of protection* +2, backpack, trail rations (4), 44 gp

SEONI	CR 12
HUMAN SORCERER 12	XP 19,200
Medium humanoid (human)	LN

Init +7; **Senses** Perception +4

DEFENSE

AC 31, touch 19, flat-footed 27 (+4 armor, +4 deflection, +3 Dex, +1 dodge, +1 insight, +4 natural, +4 shield)

hp 80 (12d6+36)

Fort +8, **Ref** +10, **Will** +13

OFFENSE

Speed 30 ft.

Melee quarterstaff +6/+1 (1d6)

Ranged dagger +9 (1d4/19–20)

Sorcerer Spells Known (CL 12th; concentration +19)

- 6th (4/day)—*chain lightning* (DC 25)
- 5th (6/day)—*cone of cold* (DC 24), *overland flight*, *wall of force*
- 4th (7/day)—*charm monster* (DC 21), *dimension door*, *resilient sphere* (DC 23), *stoneskin*, *wall of fire*
- 3rd (8/day)—*dispel magic*, *displacement*, *fireball* (DC 22), *haste*, *lightning bolt* (DC 22)
- 2nd (8/day)—*darkness*, *darkvision*, *glitterdust* (DC 19), *invisibility*, *scorching ray*, *web* (DC 19)
- 1st (8/day)—*burning hands* (DC 20), *enlarge person* (DC 18), *identify*, *mage armor*, *magic missile*, *shield*
- 0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 19), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *displacement*, *mage armor*, and extended *shield* (using her metamagic adept ability) before the start of the encounter.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *chain lightning*, *cone of cold*, and *scorching ray*; supports her allies with spells such as *haste* and *enlarge person*; and controls the battlefield with *walls of force* and *fire*, *web*, and *darkness*.

Base Statistics Without *mage armor* and *shield*, Seoni's statistics are **AC** 23, touch 19, flat-footed 19.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 24

Base Atk +6; **CMB** +6; **CMD** 25

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation), Toughness

Skills Bluff +22, Climb +3, Knowledge (planes) +15, Perception +4, Sense Motive +4, Spellcraft +15

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (3/day), new arcana

Combat Gear *potions of cure moderate wounds* (3), *scroll of fly*, *scroll of protection from energy*, *wand of magic missile* (CL 7th, 32 charges); **Other Gear** dagger, quarterstaff, *amulet of natural armor* +4, *belt of incredible dexterity* +2, *cloak of resistance* +3, *dusty rose prism ioun stone*, *headband of alluring charisma* +4, *ring of counterspells* (contains *magic missile*), *ring of protection* +4, backpack, trail rations (4), granite and diamond dust worth 250 gp, 734 gp



EZREN, ICONIC WIZARD

Born to a successful merchant in Absalom, Ezren spent his childhood in comfort and safety, only to have all that change when his father was charged with heresy against the god Abadar. Ezren spent much of his adult life attempting to prove his father's innocence, only to finally confirm his father's guilt. The revelation shook Ezren to the core, undermining his faith in family and church, and he abandoned both, setting out to find a new life. Despite his age, Ezren embraced arcane studies, a pursuit that swiftly revealed a true aptitude for the wizardly arts. With freedom and potency he's never enjoyed before, Ezren seeks to explore the world he so long neglected.



EZREN	CR 1
HUMAN WIZARD 1	XP 400
Medium humanoid (human)	N

Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 8 (1d6+2)

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

OFFENSE

Speed 30 ft.

Melee mwk cane +1 (1d6) or dagger +0 (1d4/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 1st; concentration +5)

1st—*burning hands* (DC 15), *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*

TACTICS

Before Combat Ezren uses his bonded object to cast *mage armor* before the start of the encounter.

During Combat Ezren uses his attack spells in conjunction with his hand of the apprentice special attack to eliminate threats against him and his companions.

Base Statistics Without *mage armor*, Ezren's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

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

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

Feats Combat Casting, Great Fortitude, Scribe Scroll

Skills Appraise +8, Knowledge (arcana, history, nature, planes) +8, Linguistics +8, Spellcraft +8

Languages Common, Draconic, Goblin, Infernal, Osiriani, Terran

SQ arcane bond (cane)

Gear dagger, light crossbow with 10 bolts, masterwork cane (treat as club), backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*color spray*, *expeditious retreat*, *grease*, *mage armor*, *protection from evil*, *shield*, and *sleep*), 9 gp

EZREN	CR 7
HUMAN WIZARD 7	XP 3,200
Medium humanoid (human)	N

Init +2; **Senses** Perception +1

DEFENSE

AC 23, touch 14, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +1 natural, +4 shield)

hp 55 (7d6+28)

Fort +8, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee +1 cane +4 (1d6+1) or dagger +3 (1d4/19-20)

Ranged mwk light crossbow +6 (1d8/19-20)

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 7th; concentration +12)

- 4th—*dimension door, shout* (DC 20)
- 3rd—*dispel magic, fireball* (DC 19), *haste*
- 2nd—*glitterdust* (DC 17), *knock, scorching ray, spider climb*
- 1st—*burning hands* (DC 17), *expeditious retreat, mage armor, magic missile, obscuring mist, shield*
- 0 (at will)—*acid splash, detect magic, light, mage hand*

TACTICS

Before Combat Ezren casts *mage armor* and *shield* before the start of the encounter.

During Combat Ezren uses his attack spells in conjunction with his hand of the apprentice special attack to eliminate threats against him and his companions.

Base Statistics Without *mage armor* and *shield*, Ezren's statistics are AC 15, touch 14, flat-footed 13.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 17

Feats Combat Casting, Craft Magic Arms and Armor, Great Fortitude, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

Skills Appraise +15, Fly +12, Knowledge (arcana, history, nature, planes) +15, Linguistics +15, Spellcraft +15

Languages Abyssal, Celestial, Common, Draconic, Elven, Giant, Goblin, Ignan, Infernal, Kelish, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear *potion of cat's grace, potion of cure moderate wounds, potion of fly, potion of tongues, scroll of blur, scroll of charm person, scroll of magic weapon, wand of magic missile* (50 charges);

Other Gear +1 cane (treat as club), dagger, masterwork light crossbow with 10 bolts, *amulet of natural armor +1, cloak of resistance +2, headband of vast intelligence +2, pearl of power* (1st), *ring of protection +2*, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*charm person, color spray, grease, protection from evil, sleep*; 2nd—*acid arrow, bear's endurance*; 3rd—*fly, lightning bolt*), 89 gp

EZREN	CR 12
HUMAN WIZARD 12	XP 19,200
Medium humanoid (human)	N

Init +2; **Senses** Perception +1

DEFENSE

AC 24, touch 14, flat-footed 22 (+4 armor, +2 deflection, +2 Dex, +2 natural, +4 shield)

hp 92 (12d6+48)

Fort +11, **Ref** +9, **Will** +12

OFFENSE

Speed 30 ft.

Melee +2 cane (rod of thunder and lightning) +8/+3 (1d6+2) or dagger +6/+1 (1d4/19-20)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks hand of the apprentice (10/day), metamagic mastery (3/day)

Wizard Spells Prepared (CL 12th; concentration +19)

- 6th—*disintegrate* (DC 23), *greater dispel magic, summon monster VI*
- 5th—*cloudkill* (DC 22), *cone of cold* (DC 24), empowered *lightning bolt, teleport*
- 4th—*dimension door, greater invisibility, scrying* (DC 21), *shout* (DC 23)
- 3rd—*dispel magic, fireball* (DC 22), *fly, haste, lightning bolt* (DC 22), *tongues*
- 2nd—*acid arrow, glitterdust* (DC 19), *knock, scorching ray* (2), *spider climb*
- 1st—*burning hands* (DC 20), *charm person* (DC 18), *expeditious retreat, grease, mage armor, magic missile, obscuring mist, protection from evil, shield* (2)
- 0 (at will)—*acid splash, detect magic, light, mage hand*

TACTICS

Before Combat Ezren casts *mage armor* and *shield* before the start of the encounter. Given the time, he also casts *fly* and *greater invisibility*.

During Combat Ezren uses his attack spells in conjunction with his hand of the apprentice special attack to eliminate threats against him and his companions.

Base Statistics Without *mage armor* and *shield*, Ezren's statistics are AC 16, touch 14, flat-footed 14.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 24, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Casting, Craft Magic Arms and Armor, Craft Rod, Empower Spell, Great Fortitude, Greater Spell Focus (evocation), Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

Skills Appraise +22, Craft (alchemy) +22, Fly +17, Knowledge (arcana, engineering, history, nature, planes) +22, Linguistics +22, Spellcraft +22

Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Kelish, Orc, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear *potion of cat's grace, potions of cure serious wounds* (3), *scroll of antimagic field, scroll of passwall, scrolls of protection from energy* (2), *scroll of remove curse, scroll of secure shelter, staff of fire, wand of mnemonic enhancer* (7 charges); **Other**

Gear +2 cane (rod of thunder and lightning; treat as club), dagger, masterwork light crossbow with 10 bolts, *amulet of natural armor +2, cloak of resistance +3, headband of vast intelligence +4, ring of protection +2, ring of wizardry I*, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*color spray, sleep*; 2nd—*bear's endurance*; 4th—*black tentacles, summon monster IV*; 5th—*dream, polymorph, mage's private sanctum*; 6th—*true seeing*), 724 gp

