

The following "Living Kingdoms of Kalamar" character known as

has received during

Famine – Scourge of Winter

## Ice Seed Enchantment

This small shard of crystal radiates a powerful aura of cold that can be felt up to 2 feet away when exposed to the air. It may be used in one of the following ways. Check the way that you are using it. Once "used" it cannot be re-assigned.

- Short Spear/Long Spear/Javelin – When mounted on any masterwork version of the aforementioned weapons, the item gains a +1 enhancement bonus to attack and damage.
- Winter's Weapons – When mounted in the pommel of either Winter's Fang or Winter's Bite, the item gains the frost property without the need for the mated blade. If you should have both blades, the shard confers the Icy Burst property on the weapon it is merged with when the weapon is activated in tandem with its mate for the Frost ability.

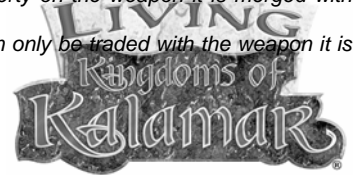
The spearhead is tradable so long as it has not been used as outlined above. Once it has been used, it can only be traded with the weapon it is merged with and you cannot trade one or the other individually.

Value: +1 to weapon value

Charges: N/A

Tradable: See Text

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## Recognition and Thanks

Thanks to your efforts the College of Magic and the Pekalese Military have managed to avert disaster at Baneta. For this you gain 1 favor with either the College of Magic or the Military. This also counts as one tour of duty if you are in any of the military branches..

Value: None

Charges: N/A

Tradable: No

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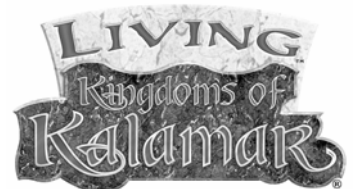
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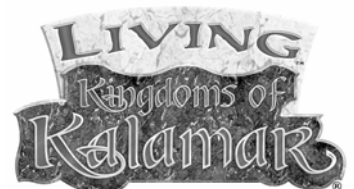
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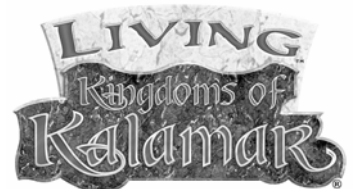
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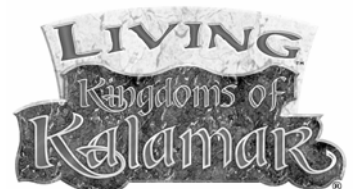
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## Favor of Balan Kasar

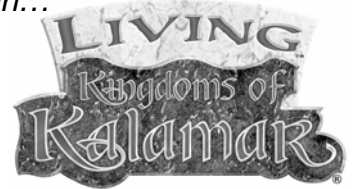
*You have saved the life of a Kalamaran ambassador. Although no material benefit is currently present, the political advantages are obvious. If for some reason you are imprisoned by Tokite or Kalamaran forces this certificate is equal to a "Get out of Jail Free" card. If the certificate is not used for that purpose perhaps some day you might encounter Balan again...*

Value: None

Charges: N/A

Tradable: No

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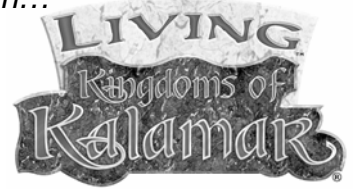
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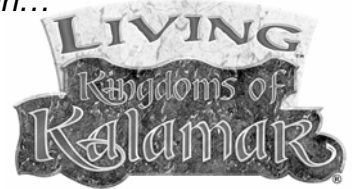
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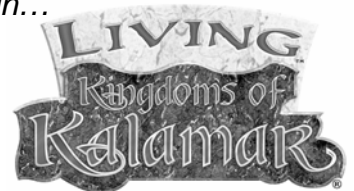
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## Winter Wolf Goods

You now possess a souvenir from a winter wolf: a fang, a claw, or a pelt. No matter what part of the wolf you have, you can sell it for up to 200 Victories to the right person.

Value: 200 Victories

Charges: N/A

Tradable: Yes

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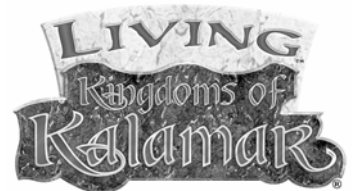
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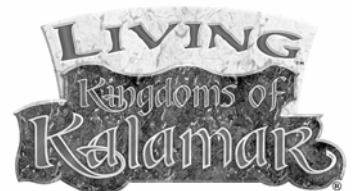
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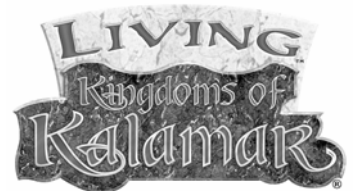
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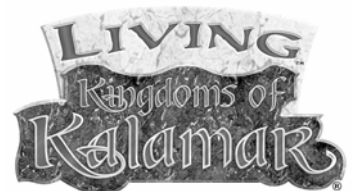
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# Rhime, The Winter Wolf Cohort

Rhime was born as the runt of Narala's litter of nine pups and as such his abilities differ significantly from his brothers and sisters. As the Omega, he makes up for his poorer health and strength by being smarter and more skilled than his siblings. Unlike most winter wolves that come off as cold and distant, Rhime is very extroverted and friendly. His favorite pastime is to sing and howl for an audience. Ever the entertainer, Rhime is prone to playing minor mischief and wisecracking all in the name of fun. While he's recovered greatly in your care, his early struggles has left him stunted in his growth so that he can never grow beyond size Large.

Because Rhime is such a special cohort and could prove difficult for balancing at tables, the staff has decided in the best interest of game balance to plan out his progression using the advancement and abilities as outlined on this certificate.

**Ability Scores:** Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 14

**Hit Die:** d6.

**Class Skills**

Rhime's class (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Howl) (Cha), Search (Int), Sense Motive (Wis), Speak Language (n/a; Illiterate), Spot (Wis), Survival (Wis), and Swim (Str).

Rhime must keep the following skills at max ranks, and any remaining skill points are left to the discretion of the player: *Hide, Listen, Move Silently, Perform (Howl), Search, Spot, and Survival*

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Table: Rhime Racial Class Advancement**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Mystic Howls, Fascinating Howl, Track
2nd	+2	+3	+3	+0	Breath Weapon 1d6, Howl of Healing
3rd	+3	+3	+3	+1	Howl of Competence, Alertness
4th	+4	+4	+4	+1	Breath Weapon 2d6, Courageous Howl +1, Constitution +1
5th	+5	+4	+4	+1	
6th	+6/+1	+5	+5	+2	Breath Weapon 3d6, Howl of the Fang, Lingering Song
7th	+7/+2	+5	+5	+2	
8th	+8/+3	+6	+6	+2	Size Large, Breath Weapon 4d6, Courageous Howl +2, Constitution +1
9th	+9/+4	+6	+6	+3	Howl of Greatness, Ability Focus (Breath Weapon)
10th	+10/+5	+7	+7	+3	
11th	+11/+6/+1	+7	+7	+3	
12th	+12/+7/+2	+8	+8	+4	Courageous Howl +3, Howl of Freedom, Constitution +1
13th	+13/+8/+3	+8	+8	+4	
14th	+14/+9/+4	+9	+9	+4	Howl of Heroics, Extra Music
15th	+15/+10/+5	+9	+9	+5	Magical Affinity*
16th	+16/+11/+6/+1	+10	+10	+5	Courageous Howl +4, Constitution +1
17th	+17/+12/+7/+2	+10	+10	+5	
18th	+18/+13/+8/+3	+11	+11	+6	Skill Focus: Perform (Howl)
19th	+19/+14/+9/+4	+11	+11	+6	
20th	+20/+15/+10/+5	+12	+12	+6	Courageous Howl +5, Constitution +1

\*Magical affinity: Purify food and drink, create water, detect poison

### Rhime's Features

All of the following are class features of Rhime.

**Weapon and Armor Proficiency:** Rhime is proficient with his bite attack. He is able to make multiple attacks per round with his bite if his base attack bonus is high enough. Rhime is proficient with light and medium barding.

**Languages:** (Speaking only for all. Illiterate) Giant, Gnomish, Low Kalamaran, Merchant's Tongue, Orcish, Sylvan

**Speed:** 50 feet (10 squares) +8 Jump bonus

**Grapple Bonus:** Rhime receives +4 for being a Quadruped.

**Special Qualities (Ex):** Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire

**Large Size:** At six hit die Rhime advances to size Large and applies the following adjustments: Space/Reach 10 ft./5 ft., Strength +8, Dexterity -2, Constitution +4, Natural Armor +3, Armor Class -1, Attack -1, -4 Hide, and +4 to Grapple checks.

**Mystic Howl:** Rhime has lost the regular ability of a standard Winter Wolf breath weapon and learned to channel his inner magical qualities to give him more flexibility. Once per day per hit die, Rhime can use a special howl to produce magical effects on those around him (usually including himself, if desired). Each ability requires both a minimum hit die and a minimum number of ranks in the Perform (Howl) skill to qualify. If Rhime lacks the minimum ranks for a given Perform (Howl) check he cannot use that Howl.

Starting a Howl is a standard action. Some Howls require concentration, which requires a standard action each round to maintain the ability. If Rhime should ever be deafened, he incurs a 20% spell failure chance when attempting to activate a Howl. If he fails, the attempt still counts against his daily limit.

**Breath Weapon (Su):** Rhime can use his Breath Weapon as a standard action. See the details below. This costs one use of his Mystic Howl ability for the day.

**Fascinating Howl (Sp):** As per the Bardic Fascinate ability. This costs one use of his Mystic Howl ability for the day.

**Howl of Healing (Sp):** Rhime can use this Howl to heal 1d8 plus his Hit Die in damage to a single target creature he is touching when he begins this Howl. This Howl does not provoke an attack of opportunity. This costs one use of his Mystic Howl ability for the day.

**Howl of Competence (Su):** As per the Bardic Inspire Competence ability. Rhime can only inspire in skills in which he has ranks. He cannot use this ability on Move Silently. This costs one use of his Mystic Howl ability for the day.

**Courageous Howl (Su):** As per the Bardic Inspire Courage ability. This costs one use of his Mystic Howl ability for the day.

**Howl of the Fang (Sp):** Casts Greater Magic Fang on Rhime with a caster level of his HD. He cannot use this ability on others. This ability uses three uses of his Mystic Howl ability for the day.

**Howl of Greatness (Su):** As per the Bardic Inspire Greatness ability. This costs two uses of his Mystic Howl ability for the day and can only be used once a day due to the strain it places on his voice.

**Howl of Freedom (Sp):** As per the Bardic Song of Freedom ability. This costs two uses of his Mystic Howl ability for the day.

**Howl of Heroics (Su):** As per the Bardic Inspire Heroics ability. This costs three uses of his Mystic Howl ability for the day. Due to the intense strain this Howl places on his voice, Rhime can only use this ability once per event playing regardless of how many days used in the event.

**Breath Weapon (Su):** 15-foot cone, once every 1d4 rounds, damage up to 4d6 cold (based on his hit die), Reflex DC 10 half. The save DC is Constitution-based at 10 plus one half his hit die plus his Constitution modifier. Each use requires an expenditure of a Mystic Howl use for the day.

**Freezing Bite (Su):** A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

**Trip (Ex):** A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

**Skill Bonuses:** Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. +7 racial bonus on Hide checks in areas of snow and ice.\* A winter wolf has a +4 racial bonus on Survival checks when tracking by scent. A winter wolf with alertness gains +2 to Spot and Listen Checks.

**Encumbrance:** Although he is not a horse, and has no problem telling you this, he is willing to be ridden once he has advanced to size Large. He has the same encumbrance values as a heavy war horse, meaning that can carry a light load of up to 300 pounds, medium of 301-600 pounds, and a heavy load of 601-900 pounds. He can drag up to 4,500 pounds.

**Equipment:** Rhime begins play with a *Hand of the Mage (900 gp)*, *Hat of Disguise (1,800 gp)* and a *Bag of Holding Type I (2,500 gp)*. These items cannot be sold, loaned or traded as Rhime will not part with them. Rhime can gain favors and treasure for those scenarios in which he participates. Rhime has the standard magic item slots with the following modifications: instead of armor,

he must use barding, and suffers all penalties associated with his class abilities. Also, Rhime only gains one ring slot, on his tail, instead of the normal two.

Rhime loses his glove slot and gains a second boot slot allowing him to make use of either two separate boots or use pawbands enchanted with horseshoe set properties.

**Character Level Adjustment** – Rhime must always be two levels lower than his PC companion.

**Special Options** – There are none. Rhime cannot be a Special Mount, an Animal Companion, or a Familiar. He is a cohort, plain and simple.

Value: None

Charges: N/A

Tradable: No

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