

ICONIC CHARACTERS

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Mary-ann Astle and Martin Tideswell



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PLAYER'S RESOURCES

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ICONIC CHARACTERS

A Pathfinder Roleplaying Game PLAYER'S RESOURCE supplement by Mary-ann Astle and Martin Tideswell

Are you a player who has ever needed a 1st-level character quickly and don't have the time to roll one up? Did your first PC suffer a tragic end and you want to get back into action as quickly as possible?

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GMs can also use *Iconic Characters* to quickly create a well-rounded adventuring party for a one-shot adventure or as a group of rivals to their own PC party.



CREDITS

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ERRATA

We like to think *Iconic Characters* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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ABOUT THE DESIGNERS

Mary-ann, despite a traditional Catholic schoolgirl upbringing, has been fascinated by paganism and the alternative since she was a teenager. In the late 1980s, and with the help of Kiefer Sutherland in *Lost Boys*, she discovered vampires – long before *Twilight* and *True Blood* made it diluted and mainstream (much to Mary-ann's annoyance). Eight years ago she began playing DUNGEONS & DRAGONS and has been slightly obsessed ever since. A 32-year-old self-certified geek, Mary-ann is also a full-time newspaper journalist. She lives with her dog Waylander (named in honour of the iconic character created by the much-missed king of heroic fantasy David Gemmell) in Stoke-on-Trent, Staffordshire.

Martin has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at 11 and the rest, as they say, is history. Martin is now 39 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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ABEBI KAMAU

NG female human oracle (life) 1

SENSES AND MOVEMENT

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

DEFENCE

AC 14, touch 10, flat-footed 14; **CMD** 11

(+3 armour [studded leather], +1 shield [buckler])

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

hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee morningstar +1 (1d8+1)

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

Ranged light crossbow (range 80 ft.) +0 (1d8/19-20)

bolts □□□□□ □□□□□

Special Actions channel positive energy (4/day; 1d6; Selective Channelling [3]; DC 13)

SPELLS

Concentration +4

Oracle Spells Known (CL 1st; DC 13 + spell level)

1st (4/day)—*bles*, *protection from evil*

0 (at-will)—*create water*, *detect magic*, *ghost sound* (DC 13),
light, *mage hand*, *read magic*

ABILITIES

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

Feats Selective Channelling, Self-Sufficient

SQ oracle's curse (haunted), revelations (channel)

Haunted Malevolent spirits haunt Abebi causing minor mishaps and strange occurrences. Retrieving any stored item from her gear takes a standard action, unless it would take longer. Any item she drops lands 10 feet away from her in a random direction.

Skills as above plus Diplomacy +7, Handle Animal +7, Heal +2, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +6, Survival +6

Languages Common, Elven, Sylvan

GEAR

Traveller's gear, wooden holy symbol

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Spell Component Pouch

Belt pouch (14 gp, 4 sp)



A wandering enigma imbued with mystical powers yet haunted by malevolent spirits.

Abebi's parents knew she was different from the moment she was born, but little did they know that her powers would grow to such an extent that superstition would force her to flee her home.

Embracing her new life as an explorer, soothsayer and healer, Abebi makes friends quickly and her calm wisdom can be a real boon for her companions. However, her friendship comes at a price given the dangerous entities which cling to her very being. Do Abebi's mystical abilities merely make her a useful force for good in the world or is she destined for a greater purpose?

BACKGROUND

At the age of almost 50, Abebi's mother Conleeza was thought well past child-bearing age. Thus, when Abebi arrived her family viewed it quite literally as a blessing from the gods – a miracle.

It quickly became apparent, however, that Abebi was no ordinary child. She seldom slept or ate. No matter where her loved ones were she possessed the uncanny knack of always seeming to be watching them. It did not help that odd and inexplicable things happened around the child. Fresh milk would sour, flowers would die too soon and objects would fall from tables or shelves. All the while, little Abebi would stare at those in her company – a knowing look on her face.

As a youngster, she showed remarkable intelligence and displayed reading, writing and arithmetic skills way beyond her years.

Her gifts also manifested themselves in more tangible ways. When small animals fell sick Abebi was able to soothe and even heal them. Then one day her father Arafa watched in disbelief as a clay mug began to slide across the table of its own accord – as ten-year-old Abebi watched and smiled. He was convinced there and then that his daughter was possessed and bewitched. Despite pleas from his wife, he told the village elders as much and from that moment the family was ostracised. Arafa never spoke to his daughter again and Abebi lived in a tense environment where only her mother showed her love and compassion while her father pretended she did not exist or, worse still, exploded into fits of drunken rage.

At the age of 15, Abebi could stand it no longer and fled her home after suffering a severe beating. A nearby elven community took pity on the bruised girl as she staggered into

their domain. She lived with them for almost three years during which time her gifts as an oracle were both nurtured and appreciated. There was none of the suspicion she had suffered previously. Quite the reverse. The forest-dwellers encouraged Abebi to embrace her gifts and their spellcasters worked to accentuate her arcane abilities.

She left the elven community six months ago and set out to make her way in the world. Abebi seeks like-minded, tolerant individuals who accept her for who she is. She intends to use her gifts to help others and hopes to one day return to her village for a reckoning with her father.

PERSONALITY

Abebi is an attractive, confident young woman keen to travel to sate her voracious thirst for knowledge. While her years among the elves have helped her to understand her special talents, she is acutely aware that bad things still happen around her. She knows that malign entities haunt her steps, bringing ill-luck to both her and her nearest and dearest. This knowledge sometimes makes her quiet, sad and introspective.

Abebi is knowledgeable and supremely respectful of all deities.

MANNERISMS

Abebi is a conundrum. One moment she is laughing, singing or merrily chatting; the next she says something so profound, insightful or unexpected that it affects everyone's mood. Abebi never means to offend or to be rude. However, her mind is unusual and odd thoughts often come unbidden to her.

DISTINGUISHING FEATURES

Beautiful Abebi's skin is black. She wears silver hoop ear-rings given to her by her mother – the only vestige of her former life she retains. Her piercing eyes are a wonder. One is blue, the other is brown and they give her the appearance of looking straight through people or of having knowledge she should not possess.

HOOKS

Abebi actively seeks out a group of adventurers. She believes such cosmopolitan groups offer her the chance to travel and that their varied personalities and professions are more likely to be tolerant and appreciative of her gifts.

BAELVAIN THARETH

CG male elf magus 1

SENSES AND MOVEMENT

Init +3; **Senses** low-light vision; Perception +2, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +4, Ride +6

DEFENCE

AC 16, touch 13, flat-footed 13; **CMD** 14

(+3 armour [studded leather], +3 Dex)

Immune *sleep*

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

hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee longsword +2 (1d8+1/19-20)

Melee dagger +1 (1d4+1/18-20)

Ranged longbow (range 100 ft.) +3 (1d8/x3)

arrows □□□□ □□□□ □□□□ □□□□

Atk Options spell combat

Spell Combat (Ex) When he has a free hand, as a full-round action, Baelvain can both cast a spell and make melee attacks. All his attack rolls take a -2 penalty and he can cast a prepared spell with a casting time of 1 standard action. If he casts defensively, he can take up to a -2 penalty on all his attack rolls and add the same amount as a circumstance bonus on his concentration check. If the check fails the spell is wasted and his attacks still take the penalty. Baelvain can cast the spell, or make his weapon attack, first.

Special Actions arcane pool

Arcane Pool (Su [swift]) Baelvain has 3 points in his arcane pool, which refreshes daily when he prepares spells. Baelvain grants a weapon he is holding a +1 enhancement bonus for 1 minute by spending 1 pool point.

Combat Gear silver dagger

SPELLS

Concentration +3; **Spell Penetration** +3

Magus Spells Prepared (CL 1st; DC 12 + spell level; spell combat)

1st (2/day)—*colour spray* (DC 13), *expeditious retreat*, *shield*

0 (3/day; at-will)—*dancing lights*, *detect magic*, *prestidigitation*

ABILITIES

Abilities Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 10

Feats Weapon Focus (longsword)

SQ weapon familiarity

Skills as above plus Knowledge (arcana) +3, Spellcraft +6 (+8 identifying magic items)

Languages Celestial, Common, Draconic, Elven



GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (18 gp, 4 sp)

Spell Component Pouch

Spellbook 1—*colour spray*, *expeditious retreat*, *jump*, *magic weapon*, *shield*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *spark*

A member of an ancient order of warrior mages who seeks the ultimate confrontation...with a dragon.

Baelvain Thareth may be the last of his kind. He is the only known surviving member of a secret martial sect devoted to battling the menace of dragonkind. The order of the Draco uth Ridmilevar – ancient Elven for “Watchers of Dragons” – was founded more than a millennia ago. Its origins are lost in the mists of time, but down the centuries it has produced dozens of exceptional swordmages who have combined blade and book to devastating effect – often in battle against powerful wyrms.

Trained with both steel and spells from a young age, Baelvain is a weapon. His proud order may die with him but he intends to lead a glorious life in honour of his predecessors.

BACKGROUND

Baelvain’s father, Rennzo, was a member of the Draco uth Ridmilevar. His mother died when he was only five years old and his memories of her are but brief soothing whispers – echoes of a golden-haired elf maiden with a voice so pure she could charm the birds from the trees. No sooner had she died, Baelvain’s father began inducting him into the traditions of his ancient order. He had no childhood to speak of; as a result he is now an overly-serious young man.

All members of the Draco uth Ridmilevar combine magical studies with mastery of the longsword – favoured weapon of the dragonslayer. The training involves not only years of study of arcane texts but also dragon lore – pieced together over centuries and covering every known species of wyrm. The Draco uth Ridmilevar are taught that half of the battle is won by knowing your enemy; the other through appropriate use of tactics and weaponry. Baelvain was taught sword-craft by his father who was a peerless combatant. His son has inherited much of Rennzo’s athleticism and martial prowess and, like his father, Baelvain relies heavily on his natural agility and mobility in combat.

He received instruction as a magus from the human wizard Sanil the Hermit who lived a lonely existence on the edge of the forest in which the Thareths lived. If Sanil knew of Baelvain’s heritage or the Draco uth Ridmilevar he never spoke of it. He proved an excellent tutor and over ten years bestowed his knowledge and wisdom to Baelvain.

A year ago Baelvain’s father told his son that he had to go away and may be gone for some time. The young elf knew that his father was probably seeking out a dragon and begged to accompany him on the quest. Rennzo refused the request and instead bid his son continue his studies, impressing upon him the legacy of the Draco uth Ridmilevar. Rennzo never returned and Baelvain now assumes the worst.

As is the way with members of the Draco uth Ridmilevar, Baelvain would not have been allowed to inherit his father’s

spellbooks or enchanted blades. He begins his own odyssey with the basic equipment allowed to his forefathers: a blade, a bow, a limited amount of coin and traveller’s gear. The only thing which denotes him as a member of the Draco uth Ridmilevar is the silver dagger he carries. The hilt is fashioned into the head of a dragon and the blade is inscribed with symbols of the Order – the significance of which have long been forgotten.

Baelvain believes he is the last of his kind, as his father told him. He intends to discover all he can about the Order and those who have gone before him. Sanil the Hermit still lives and, while eschewing the company of others, he makes an exception for his brightest pupil. Baelvain knows that ultimately he will have to face a dragon in mortal combat – either alone or as part of a group. It is what he has been trained for. It is what he lives for. However, the time of that meeting will be of his choosing.

PERSONALITY

Baelvain is somewhat fatalistic. He senses that death stalks him and intends to live life to the full. He is charming, witty and a wonderful companion – full of stories and, strangely for an elf, fond of ribald humour. He is fascinated by dragons and he does not reveal his membership of the Draco uth Ridmilevar until coming face to face with a wyrm.

MANNERISMS

Unlike many spellcasters, the young magus is not afraid of physical pursuits. He is as much at home in an archery tourney as he is studying stuffy old tomes. If asked why a mage such as he wields both blade and magic, he simply laughs off the question with the words: “because I couldn’t make my mind up.” Baelvain has an impressive collection of manuscripts relating to dragonlore which he is keen to expand. He guards these jealously and studies them often.

DISTINGUISHING FEATURES

Baelvain has a stylised dragon tattoo on his left shoulder, inked by his father, which denotes him as one of the Draco uth Ridmilevar. If asked about the tattoo, he says it is simply a family crest or the result of some drunken prank. Baelvain’s golden hair is a gift from his mother and, together with his good looks, draws admiring glances from all quarters.

HOOKS

Baelvain is attempting to find his way in the world, learn more about his enemies, and make friends. He can most likely be encountered in a library or bazaar where he is attempting to uncover information about dragons. The swordmage can also be found in the wake of a dragon attack, studying the devastation, interviewing witnesses and looking for clues as to the size and type of wyrm responsible.

ELMERI HELMINEN

LN male human cavalier (order of the shield) 1

SENSES AND MOVEMENT

Init +1; **Senses** Perception +1, Sense Motive +5

Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -5 (-9 jumping), Ride -1 (+5 riding mount), Swim +1

DEFENCE

AC 18, touch 11, flat-footed 17; **CMD** 15

(+5 armour [scale mail], +1 Dex, +2 shield [heavy wooden])

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

hp 13 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee bastard sword +5 (1d10+3/19-20)

Melee lance (reach 10 ft.) +4 (1d8+3/x3)

Melee morningstar +4 (1d8+3)

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

Atk Options challenge 1/day

Challenge (Ex [swift]) Elmeri chooses one target within sight to challenge. Against that foe his melee attacks deal +1 damage (plus +1 morale bonus to attack rolls against the target of the challenge if the target attacks a target other than Elmeri). He takes a -2 penalty to AC, except against attacks made by the challenge's subject. The challenge remains in effect until the target is dead or unconscious or until combat ends.

Special Actions link (mount), tactician (Shield Wall)

Tactician (Ex [standard]) Elmeri grants use of Shield Wall for 4 rounds to all allies within 30 feet who can see and hear him. (Allies wielding a shield adjacent to an ally using a shield increase their shield bonus by +1 if the ally is using a light shield or buckler and by +2 if the ally is wielding a heavy shield or tower shield; if an ally uses a tower shield to gain total cover adjacent allies also benefit if the attack passes through the edge of the shield).

ABILITIES

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

Feats Exotic Weapon Proficiency (bastard sword), Shield Wall^B, Weapon Focus (bastard sword)

Skills as above plus Heal +5 (+6 on a creature other than himself), Knowledge (local) +4

Languages Common

GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (3 gp, 4 sp)



WARHORSE MOUNT

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 50 ft., **ACP** 0; Acrobatics +5 (+13 jumping)

AC 16, touch 0, flat-footed 15; **CMD** 16

(+2 armour [leather barding], +1 Dex, +4 natural, -1 size)

Fort +5, **Ref** +4, **Will** +1

hp 16 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee bite +3 (1d4+3) and

Melee 2 hooves -2 (1d6+1)

Atk Options combat trained (attack [2])

Abilities Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Light Armour Proficiency^B, Toughness

Skills as above

Gear as above plus military saddle

A priest for many years who has now taken up arms after growing tired of watching the weak suffer at the hands of the evil and the strong.

Elmeri is a firm believer in rules. Rules bring order and order leads to peace. Without rules, there is chaos. He lives by his own set of rules and is unforgiving of those whom he believes have no moral compass or discipline. He has spent many years travelling, most often alone, seeking out injustice and championing those who live in fear.

BACKGROUND

Elmeri's early life is best described as chaotic. He was the seventh (and final) child born into a farming family. He spent his early years watching the rapid decline of his weary mother, Anabecka. His father Elian, a drunk and a gambler, showed little interest in his brood. Elmeri's older brothers did their best to keep the farm running and it turned just enough profit to keep their bodies and souls together. That was until the day six armed men turned up and claimed the farmstead had been bet – and lost – by Elmeri's father in a game of dice. Elian hadn't returned home from the previous night and was never seen again. Anabecka and her seven sons were forcibly ejected from the farm and the family had no choice but to head for the poorhouse.

Two weeks later, and one day before Elmeri's 10th birthday, Anabecka died. Later that same day, a group of priests from the north paid their annual visit to the poorhouse to select one child to remove from a life of poverty. That day the priests chose Elmeri. They decreed that the poor, orphaned boy would need the protection of a higher power and would be raised to serve in the priesthood.

Elmeri was taken far from his brothers and his homeland. At the Hall of Blessed Law, he discovered the bliss that was to be found in an ordered existence and the structure of the priesthood. He proved a very capable and valued member of the order – even though his faith constantly troubled him over almost two decades.

Occasionally Elmeri met travellers and refugees turning up at the gates of the monastery begging for food, warmth and shelter. They were never turned away but eventually they overstayed their welcome and these poor unfortunates would be forced to return to the real world to face whatever evils had been inflicted upon them. Often they were victims of people who abided by no rules: unscrupulous landowners, bandits,

thieves or bullies. Elmeri struggled to remain calm when he met people whose lives had been destroyed. He wanted vengeance for these poor souls and wondered who was championing their cause. A bowl of broth and a blanket was all well and good but who was righting these wrongs? Elmeri's anger grew until he thought it would consume him and blacken his soul. With some regret, and no little shame, he left the priesthood one spring morning as his thirtieth year approached and took up arms. In three years he has equipped himself with a horse, weapons and armour. Now when Elmeri happens upon those with evil in their hearts they meet swift and unforgiving justice.

PERSONALITY

Elmeri could never be described as a happy or charming man. He doesn't make friends easily, rarely smiles and doesn't talk much. However, when he sees injustice a red mist of anger descends upon him. Elmeri would never admit it to anyone but knows that sometimes during battles there are moments when he is not fully conscious of his actions – such is the blinding force of his anger.

MANNERISMS

Elmeri is a precise man. From the length of his beard to the packing of his possessions he has rules for accomplishing all his daily tasks. He has no desire to upset people but his bluntness can be taken by some as offensive.

DISTINGUISHING FEATURES

While he could never be described as vain, Elmeri is fastidious about his appearance. He takes great effort to ensure he is clean and presentable – and is disappointed to find that his dark hair is becoming prematurely streaked with grey. Elmeri is an accomplished rider and travels with his ageing warhorse Castellen which he claimed, along with elements of his armour, from a drunken and disreputable knight.

HOOKS

Elmeri seeks to join any party looking to fight evil or defend the weak. He sees evil everywhere and always want to play his part in stopping both man and beast from bringing chaos to the land. Elmeri is most likely encountered at a shrine, having his horse re-shod or intervening in a random brawl to help even the odds.

ILONA KARONEN

N female human witch (agility) 1

SENSES AND MOVEMENT

Init +2; **Senses** Perception -1 (+1 when familiar within arm's reach), Sense Motive -1 (+1 when familiar within arm's reach)

Speed 30 ft.; **ACP** 0; **Stealth** +4

DEFENCE

AC 13, touch 13, flat-footed 10; **CMD** 12 (+2 Dex, +1 dodge [Dodge])

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

hp 7 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee cold iron dagger -1 (1d4-1/19-20)

Special Actions hex (slumber)

Slumber (Su [standard]) Ilona can cause a creature within 30 ft. to fall into a deep, magical sleep as *sleep* (DC 14 Will negates) for 1 round. The creature does not wake because of noise or light but others can rouse it with a standard action; the hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be affected by this hex for 1 day.

Combat Gear alchemist's fire (2), thunderstone

SPELLS

Concentration +5

Witch's Spells Prepared (CL 1st; DC 14 + spell level; share spells)

1st (2/day)—*mage armour*, *ray of enfeeblement*

0 (3/day; at-will)—*detect magic*, *message*, *resistance*

ABILITIES

Abilities Str 8, Dex 14, Con 12, Int 18, Wis 8, Cha 12

Feats Alertness^B, Dodge, Scribe Scroll^B

SQ witch's familiar

Skills as above plus Heal +3, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Spellcraft +8, Use Magic Device +5

Languages Abyssal, Common, Draconic, Giant, Infernal, empathic link

GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (21, 4 sp, 2 sunrods)

Spell Component Pouch



WEASEL FAMILIAR

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.; **ACP** 0; **Acrobatics** +10 (+6 jumping), Climb +10, **Escape Artist** +6, **Stealth** +18

AC 16, touch 14, flat-footed 14; **CMD** 6 (10 vs. trip) (+2 Dex, +2 natural, +2 size)

Fort +2, **Ref** +4 (improved evasion), **Will** +3

hp 3 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)

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

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

SQ store spells

Feats Weapon Finesse

Skills as above

Languages empathic link

Stored Spells 1st—*burning hands*, *cure light wounds*, *comprehend languages*, *identify*, *mage armour*, *obscuring mist*, *ray of enfeeblement*; 0—*bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *putrefy food and drink*, *read magic*, *resistance*, *spark*, *stabilize*, *touch of fatigue*

A former prostitute whose latent powers were awakened by a brutal attack.

Ilona Karonen enjoys the powers she wields over men. Her beauty genuinely turns the heads of both sexes. Ilona knows how to please – how to appear demure or inviting. But she also knows how to bring pain to those who would seek to do her harm. Now that she has unlocked her arcane potential, the world is opening up to her with new possibilities to take her far away from her previous life of pain and misery.

BACKGROUND

Ilona discovered, at a young age, that men were willing to part with coin to behold her beauty. She knew that women hated her for the way she looked and that men wanted to own her.

Ilona was born to a maid who fell pregnant while tumbling with her lord. Reluctant to give up her employment, the maid chose instead to give up Ilona.

When Ilona was just a few hours old, she was passed into the care of a couple who, after years of fruitless attempts, had been unable to produce a child of their own.

Just after Ilona turned six years old, her parents discovered that they had indeed been blessed and that a child was to be born to them. That child was a boy – a natural heir and, importantly for Ilona's father, a blood relative. Ilona was cruelly cast aside. After the birth of the boy she was instructed to call her mother "Mistress Karonen" and her father became "Master Karonen." Ilona was no longer their daughter – she was little more than a live-in slave. Ilona lost the ability to love. It was beaten from her by her father and starved out of her by the woman she had called mother. She would never let anyone into her heart again.

Ilona left home for the last time early one morning at the age of 13. She begged and stole and ran with a group of street urchins until one day she was spotted by a man who saw her potential to earn more coin. The man – Anstis Velldare – fed her well, cleaned her up, bought her new clothes and then sold her, nightly, to the highest bidder in his house of ill-repute. Ilona learned how to imitate affection and any man, even though they were paying coin, could be easily convinced that Ilona had a fondness for them above any other. They would try to please her as much as she was paid to pleasure them.

For three years, Ilona's life was one of relative comfort until one night she met a man who had no intention of pleasing her or falling for her charms. Ilona was beaten to within an inch of her life. She was kicked, punched and abused in ways she never thought were possible. Despite her screams, no-one in the brothel came to her aid. Battered, bleeding and convinced she was about to draw her last breath, Ilona muttered a curse. She called upon any dark powers listening that her torturer should feel her pain ten-fold. To her astonishment, the sadist in her bed

began to convulse. His face contorted into a mask of pain and he collapsed to the floor.

Ilona watched as the man, still conscious and aware of his surroundings, saw his skin begin to twist and tear. It peeled from his body, slowly and in front of his eyes. It took about fifteen minutes for the man to die. Ilona never took her eyes off him. She realised then that the beating had awakened some dark power within her. Perhaps it was a gift from her birth mother – or even her father. Not that it mattered. Ilona has vowed to harness that power and to grow stronger every day so that no-one will ever lay a hand upon her again.

PERSONALITY

Ilona is an expert in emotional deception. She assesses every situation carefully and can present whatever face or personality she believes is suitable. She is capable of being the most outrageous flirt, making even seamen blush with her choice language, or of being the most prim, demure and shy lady. Ilona changes her moods as easily as clothes. What Ilona really feels has been kept hidden for so long it's doubtful she would know herself. To all intents and purposes she is simply emotionally numb.

MANNERS

Ilona can control her emotions better than most. She's always careful not to reveal too much about herself and never talks about her upbringing. She occasionally suffers flashbacks to the night she was brutally tortured and the memory haunts her dreams. When the flashbacks and dreams recur consistently, she takes herbs to help her forget.

DISTINGUISHING FEATURES

With long dark hair that falls down past her shoulders, perfect skin and a voluptuous body, Ilona is strikingly beautiful. Well-used to the attentions of men, Ilona always dresses to show off her figure as it gives her a measure of control over those she meets.

Ilona has a weasel familiar named Redwall. She cares a great deal for the little creature – certainly a lot more than she's cared for any person.

HOOBS

Ilona is at the beginning of a long journey. She does not understand the extent of her powers or where they came from. She believes her best chance to reach her potential is to join a party of adventurers and gain experience with her powers in life and death situations. Ilona is most likely to be found in an upmarket tavern, surrounded by admirers.

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 1

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3
Speed 20 ft.; base speed 30 ft.; **ACP** -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 11
(+5 armour [scale mail], +2 shield [heavy wooden shield])

Immune *sleep*

Fort +3, **Ref** +1, **Will** +6; +2 vs. enchantments
hp 12

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee longsword +1 (1d8+1/19-20) or

Melee short spear +1 (1d8+1/x3)

Ranged short spear (range 20 ft.) +0 (1d8+1/x3)

Ranged sling (range 50 ft.) +0 (1d4+1)

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Special Actions channel positive energy 5/day (1d6; DC 12), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 1 extra damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp [standard; 6/day]) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

SPELLS

Concentration +4

Cleric Spells Prepared (CL 1st; DC 13 + spell level); Domains: Protection, Sun)

1st (2+1/day)—*bless*, *endure elements*^D, *shield of faith*

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

ABILITIES

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

Feats Skill Focus (Heal)^B, Toughness

SQ good aura (faint), multitasking (cleric, fighter)

Skills Heal +10, Knowledge (religion) +4

Languages Common, Elven

GEAR

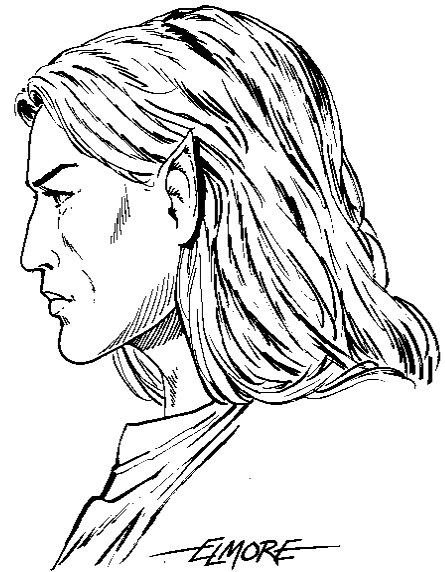
Traveller's outfit, wooden holy symbol

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Spell component pouch

Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

Domains: Good, Law, Protection, Sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings: The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

This zealous priest relishes battle and seeks to purge the world of the undead.

An orphan who grew up among a strict religious order, Kethaith has known no family other than his brethren who worship the sun god Darlen. His life has been one long act of devotion thus far and, having reached manhood, he now seeks to convert others to his faith and shine the holy light of his deity into some very dark corners.

After the death of Brother Madern Faul, his friend and mentor, Kethaith has set out on his own – armed with his faith and the blessed blade, *Suntooth*. He seeks to test himself against all evils he encounters and has a very specific mission to tackle the scourge of undeath.

BACKGROUND

The Brethren of the Purging Light, a branch of the church of Darlen, are based in a remote monastic outpost in the foothills of a mountain range. Early one morning some seventeen summers ago, a child was left in the grounds of the Brethren's chapel. No-one had seen who brought the child to the steps of the church and the monks were stunned that anyone would travel so far to deliver an infant to their austere sanctuary. The senior cleric, Brother Madern Faul, viewed the event as divine intervention. He believed the child had been given to the order to raise as a tool of their faith. They named the child Kethaith Azathal which, in the old tongue, means "Shining Witness."

The brothers adopted the infant, who was thought to be around nine months old, and tended to his every need. Over time they came to love the smiling little boy and, like Brother Madern, saw Kethaith as the chosen one – a special individual who would grow to become a mighty templar.

Kethaith proved to be a devoted brother, an able scholar, a gifted healer and by the end of his training had become a warrior without peer among the Brethren of the Purging Light. Through it all the ageing Brother Madern was his father-figure, guiding him and reinforcing within Kethaith the belief that he was indeed chosen by Darlen to lead an important life. Such was their conviction that Kethaith would go on to accomplish great deeds in the name of their deity, that the Brethren bestowed on him their most sacred possession. Kethaith began training with a blessed antique longsword believed to have been carried by the Templar of the faith who founded the Brethren some 200 years before. The blade is covered with symbols sacred to Darlen and Kethaith came to value the weapon more than his life.

Towards the end of his days Brother Madern became obsessed with ancient writings stored in the outpost's library.

Much of them barely legible, they foretold of a coming age of darkness when a great host of undead would spew forth from the bowels of the earth to wreak carnage upon the living. Perhaps to soothe his own troubled soul, Brother Madern interpreted these grim tidings as Kethaith's mission – the very reason Kethaith was delivered to the Brethren of the Purging Light. It was a mission which the young man has embraced gladly and he pledged to Brother Madern on his death-bed that he would make it his life's work to face the undead wherever he found them and to destroy them utterly.

Two months after Brother Madern's passing Kethaith left the outpost with the blessing of his brothers in order to keep that promise.

PERSONALITY

Kethaith comes across as a rather distracted and perhaps even aloof individual. He means no offence – he is simply consumed by his mission.

He always makes time for those less fortunate than himself and to heal the sick or provide sustenance to the needy. He is utterly fearless and convinced that Darlen will protect him in battle. His faith is unshakeable and he always tackles villainy and oppression wherever he finds it.

MANNERISMS

A rather annoying companion, Kethaith is fond of reciting psalms, prayers and hymns at the most inappropriate times and to some unappreciative audiences – such as in a tavern or even during combat. He has an answer and an explanation for every event – which usually starts with "Darlen's will is that..."

While at rest, Kethaith absent-mindedly plays with the wooden holy symbol in the pocket on his cloak.

DISTINGUISHING FEATURES

Kethaith is a handsome man but he has no concept of vanity. His blade – *Suntooth* – is an exquisite and timeless piece of craftsmanship. Kethaith wears simple grey robes to cover his armour – as is befitting of a member of the Brethren of the Purging Light. His left hand (not his sword hand) is red and scarred from a ceremony during which he demonstrated his devotion to the sun god by plunging his arm into a coal brazier.

HOOKS

Kethaith actively seeks out companions to join him on his quest to purge locales of evil and hunt the undead. He constantly seeks commissions for worthy causes and can often be found in marketplaces and taverns looking for his next adventure.

MARATRI LAEMAR

CG female elf ranger 1

SENSES AND MOVEMENT

Init +2; **Senses** low-light vision; Perception +7 (+9 vs. goblinoids), Sense Motive +1 (+3 vs. goblinoids)
Speed 30 ft.; **ACP** -2; Climb +4, Stealth +4, Swim +4

DEFENCE

AC 16, touch 12, flat-footed 14; **CMD** 15
(+2 Dex, +3 armour [studded leather], +1 shield [buckler])
Immune *sleep*
Fort +2, **Ref** +4, **Will** +1; +2 vs. enchantments
hp 11

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee longsword +4 (1d8+2/19-20) or
Melee dagger +3 (1d4+2/19-20)
Ranged longbow (range 100 ft.) +3 (1d8/x3)
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Atk Options favoured enemy (goblinoid [+2])

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10
Feats Weapon Focus (longsword)
Skills Bluff +0 (+2 vs. goblinoids), Heal +5, Knowledge (geography) +6, Knowledge (nature) +6, Survival +5 (+6 tracking, +8 tracking goblinoids)
Languages Common, Elven, Goblin, Sylvan
Abilities track (+1), wild empathy (+1, -3 magical beasts)

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)
Belt pouch (3 gp, 14 sp, 23 cp)



The daughter of a high-ranking elven priest who has forsaken the clergy for a life of exploration in the footsteps of her famed uncle.

From birth, Maratri Laemar was destined for the clergy. Her father, Rikar, a high-ranking elven priest who demands loyalty and respect, wanted his first-born daughter to follow in his footsteps. She was raised for a life of service to the gods but, in truth, always rebelled against this austere path. Her decisions have led to a self-imposed exile from her people, which has given her a somewhat melancholy outlook.

BACKGROUND

As a child, Maratri excelled with the bow and blade under the tutelage of her father's brother, Kaltiga, – an adventurer of no little renown. It was he who taught the young elf to ride, to shoot and to fence and opened her eyes to the possibilities of travel and exploration. Together they would explore the woodland environment and Maratri learned to recognise every leaf, hoof print and spoor. She adored her father's dashing younger brother and was devastated when news of his death at the hands of an orc warband reached home. Maratri retreated into herself for a time until her mother gave her Kaltiga's blood-stained journal as a keepsake. The tome detailed her uncle's journeys, the places he had seen and the people he had met. The journal reinforced in Maratri the belief that there was much more to life than her father's obsession with status and tradition. In Rikar's eyes, however, he had given his spoils, only child all she could wish for – a privileged upbringing and all the benefits of the rank of the Laemar household.

At the age of sixteen, Maratri told her forbidding father that she did not want to enter the clergy and that he could not force her into unhappiness. She was warned in no uncertain terms that if she went against his wishes she would be disowned. Maratri was distraught. However, so convinced was she that there was more to life than rituals, ancient tomes and servitude, she made the painful decision to leave home. She had no grand dreams of seeking riches or recognition at this stage. She just wanted to live a peaceful life – free of restraints and routine. Maratri left home after a bitter row with the patriarch of the Laemar family in the autumn of her seventeenth year. To her father, Maratri simply does not exist.

Maratri has been on the road for almost four years now and believes it unlikely she will ever return to the place of her birth.

She loves to feel the wind in her hair and see an open road stretching ahead. She loves the sense of excitement she feels when exploring a cave, a woodland glade or the banks of a fast-flowing river. Maratri is driven by a need to explore and a sense of debts unpaid. She knows that her uncle was killed by a band of orcs bearing the symbol of a burning tree on their shields. Maratri seeks to avenge Kaltiga's death and has consequently, unusually for her, adopted a very negative view of orc-kind.

PERSONALITY

Although lacking in confidence, Maratri is friendly and enjoys company. She abhors bullies and does all she can to counter them. To Maratri, the whole world – the seasons in all their splendour, and the creatures of the water, the land and the air – are a constant joy and source of inspiration. Anyone looking closely notices sadness in Maratri's eyes born of the grief she feels at having forsaken her home and loved ones.

MANNERISMS

Maratri is something of a day dreamer. While outdoors she can often be so absorbed in her surroundings that she'll spend hours simply staring at or studying one particular tree, plant or living thing. She prefers to sleep under the stars and intensely dislikes the din, stench and claustrophobia of towns and cities.

DISTINGUISHING FEATURES

Maratri has jet black hair and a pretty face but has a quite masculine physique – honed by years of outdoor living. She wears hooped ear-rings in the fashion of gypsies. Maratri is very creative and often braids her hair with plants and flowers or fashions jewellery and gifts from natural resources. She carries her uncle's journal everywhere and often updates it with notes of her own. The longsword she carries also belonged to him.

HOOKS

Maratri is most likely to be encountered on the road. Although by nature a solitary individual, she sees the value of strength in numbers and appreciates that companions may have much to teach her – just as her uncle did. Being part of a group also gives Maratri the opportunity to explore places where a lone adventurer dare not tread.

PARADAN HANTER

NG male human wizard (illusionist) 1

SENSES AND MOVEMENT

Init +1; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0

DEFENCE

AC 11, touch 11, flat-footed 10; **CMD** 10

(+1 Dex)

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

hp 7

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

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

Blinding Ray (Sp [standard; 7/day]) +1 ranged touch (range 30 ft.); creatures with 1 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 1 HD are dazed (target cannot act but has no penalty to AC) for 1 round.

SPELLS

Concentration +5 (+9 when casting defensively or grappled)

Wizard Spells Prepared (CL 1st; DC 14 + spell level; barred schools: transmutation, necromancy)

1st (3/day)—*colour spray* (DC 16), *mage armour*, *silent image* (DC 16)

0 (at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *read magic*

Bonded Object (ring) Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts one additional round.

ABILITIES

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

Feats Combat Casting^B, Scribe Scroll^B, Spell Focus (illusion)

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

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan



GEAR

Traveller's outfit

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, spellbook)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 1st—*colour spray*, *disguise self*, *mage armour*, *magic missile*, *obscuring mist*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

This fledgling wizard is driven by the never-ending search for his missing twin.

Paradan was born two minutes after his sister Tecca. So alike were they that their parents and relatives often got them confused – something which the siblings delighted in as they grew up. Eschewing gender stereotypes, and much to the dismay of her father, Tecca enjoyed martial pursuits and hinted at great skill with bow and blade. Meanwhile, Paradan – a rather feeble child who was prone to illnesses – sought the warmth of the hearth and solace in the knowledge contained in books and manuscripts.

At the age of eleven, he was sent away to be apprenticed to the cantankerous, but well-meaning, grey-beard mage, Zehamiah, who taught Paradan the basics of the illusionist's art. After seven long years he had completed his training and returned home only to find his beloved sister missing. Using his new-found powers, Paradan will stop at nothing until he discovers what fate has befallen her.

BACKGROUND

The Hanter twins were the talk of the town when their mother gave birth to them one cold winter's morning. The church bells rang and there was great rejoicing at the good fortune of the mayor and his wife.

Though not identical, Tecca and Paradan looked so similar that as toddlers they were often mistaken for each other – something which the mischievous pair learned to exploit as they grew older. Inseparable they may have been but two more different personalities could not have been found. Tecca was headstrong, out-going and fearless. Paradan was mild-mannered, weak and lacking in confidence. Much to the frustration of Mayor Ruebel Hanter, his daughter rejected lady-like endeavours in favour of working with horses, learning to string and shoot a longbow and how to sharpen blades.

At the same time, it became obvious to Ruebel that his son was to become a physician, scribe or cleric. It was only a chance meeting with Zehamiah the Grey at a carnival which prompted Ruebel to apprentice Paradan into the old man's tutelage. The twins railed against being separated and had to make do with Paradan's annual return visit to home where he was allowed a week with his family. As Paradan studied, Tecca grew into a stunning, athletic young woman. She turned away a string of suitors and often spoke of her wish to leave home and go travelling – growing increasingly restless in the absence of her twin. Paradan excelled under Zehamiah – so much so that towards the end of his studies he had outgrown his master. The mastery of book lore came easy to the young man and with its use his confidence grew. Paradan returned to his parents shortly

after his eighteenth birthday, but it was not a happy homecoming. His distraught mother and father told him that Tecca was missing. They explained that she had been acting strangely for several weeks before her disappearance. She had left a note on her bed the night she vanished in her familiar spidery hand-writing. It simply read: "Tecca Hanter is gone. Do not seek her for you shall not find her. She serves a new master now." There were no other clues to her whereabouts and the only possession that was missing was a slim elven longsword which her father had purchased for her at great expense as a birthday gift just three weeks earlier. Paradan has vowed to find his sister – whatever the cost and no matter how long it takes.

PERSONALITY

Paradan can be a charming, witty and engaging young man, but Tecca's loss has emotionally crippled him. He devours ancient tomes in the same way in which others enjoy ale or pies, as his mind requires constant stimulation. However, the one riddle he has thus far been unable to solve is that of his sister's disappearance. This constant heartache explains the sadness behind those clear blue eyes and his melancholy air. At heart, Paradan is kind and generous with a brilliant mind and he will perhaps, one day, become a great leader.

MANNERISMS

Paradan enjoys the company of children for whom he puts on displays of minor magic and prestidigitation. Only in the company of those younger than himself is he able to relax. Once happy and relaxed, he is now fidgety and is ill-at-ease with the world. He struggles to sleep, is prone to nightmares and companions will discover he occasionally sleepwalks.

DISTINGUISHING FEATURES

The young illusionist is handsome and his piercing eyes are enhanced by the light blue robes he favours. Under his tunic he wears a locket on a chain containing a lock of his sister's hair. He carries her farewell note inside his journal in a backpack and the dagger belted at his waist also belonged to Tecca.

HOOKS

Paradan is a man on a mission. His wish to travel the world and his thirst for knowledge has been set aside as he put his all into seeking his lost twin. He will join an adventuring party, earn coin and forge new friendships. However, the burning goal of finding Tecca is uppermost in his mind. He may be encountered asking after his sister in a tavern or showing a likeness of her, which he has committed to parchment, in a market.

This child of violence was raised in the wake of tragedy and taught martial skills and civilised values by a kindly foster-father.

Talek's mother, Beryan, was brutally raped by orc raiders who fell upon her village one autumn evening. Unable to live with the loss of her husband in the attack and the shame of her violation, she took her own life just days after giving birth to the son she referred to as "the beast." The ageing woodsman Oshar took pity on the child, cursed the villagers for fools and raised Talek as his own – teaching him all he knew of woodcraft, hunting and fighting. Now that Oshar is gone, teenage Talek is filled with wanderlust and has the potential to do great deeds.

BACKGROUND

When Talek's mother killed herself, villagers were minded to throw "the beast boy" to the wolves. After all, he was the result of a forced union – orc kin with no parents to speak of. Certainly no-one wanted a half-orc living under their roof. A meeting of the village elders was swiftly convened as the womenfolk steadfastly refused to tend to the child. That was until Oshar "the Cub" – so called because of his unlikely friendship with a fearsome bear – took matters into his own hands. He strode into the meeting hall, picked up the mewling babe, swathed him in a blanket and declared that he would care for the child. As he made to leave, one man spat at him and called him an "orc-lover." Oshar punched him in the face, knocked four teeth out and left the man lying unconscious on the meeting hall's straw-covered floor.

Ostracised by the community and without a wet nurse, Oshar faced a daily struggle to keep Talek fed and well for the first tortuous few months. However, the old man was determined the boy would live and poured all his energy into nurturing Talek, whom he named after his grandfather. The boy grew up in a loving environment and it was only when Oshar felt he was old enough to understand that he told the half-orc of his parentage and of the prejudices that common people harbour.

Oshar taught him to read, helped him to master simple mathematics, how to cook, tend to animals, forage and kill with bow and blade. The old man was overjoyed to be rewarded for his dedication and patience with a sensitive soul, an attentive pupil and the loving son he never had. Talek proved to have an orc's bravery and stubbornness tempered with the human capacity for learning and compassion. All the while Oshar was racing against his own ailing health. He was almost sixty when he took responsibility for Talek and the half-orc was barely sixteen when the woodsman passed away.

Talek awoke one morning to discover the man who had been his whole world was gone. He stumbled around their simple cabin in the woods, repeating the chores Oshar had taught him. That afternoon, Talek dug a grave and buried the old man he had

called "father." After rummaging through their meagre belongings, Talek took all the coin he could find along with Oshar's best bow and knives. He then strapped the antique falchion, which had hung above their fireplace, across his back and strode from the cabin – never to return. He didn't even bother to close the door.

PERSONALITY

For all Oshar's love and care, Talek is a young, incredibly naïve man innocent to the ways of the world and ignorant of the treachery of others. He sees no shades of grey. Situations and people are either good or bad to Talek. He is, by nature, kind and brave and wants to do good and act in a way which Oshar would have approved. Unfortunately, he is becoming increasingly aware of the prejudices of others towards those of mixed heritage and struggles to know how to react under these circumstances.

Talek desperately needs a father figure to complete his education and friends who care nothing for his unusual background. He is a loyal and steadfast companion.

MANNERISMS

Unusually for one of his heritage, Talek is a softly-spoken and thoughtful individual. He loves to read and is as likely to be found with his head in a book as he is cleaning his blade or practising with his bow. Talek likes to sing old songs his father taught him – particularly "The Endless Stream" – a ballad which tells of the life cycle of the woodlands.

DISTINGUISHING FEATURES

Talek is shy around crowds and hides himself away under a hood. He is still growing, however, and his sheer physique makes him hard to miss. Talek's main weapon – his falchion – is a work of rare beauty.

HOOKS

Talek is most likely to be encountered embroiled in a dispute of some sort. He may well become involved in a tavern brawl if someone questions his parentage. Alternatively, Talek could be found outnumbered and fighting for his life – surrounded by bandits who have targeted a family or merchant wagon.

URBREN GLITTERHEART

NG female halfling rogue 1

SENSES AND MOVEMENT

Init +3; **Senses** Perception +7 (trapfinding), Sense Motive +1
Speed 20 ft.; **ACP** 0; Acrobatics +9 (+5 jumping), Climb +5,
Escape Artist +7, Stealth +11, Swim +3

DEFENCE

AC 16, touch 14, flat-footed 12; **CMD** 11
(+1 size, +3 Dex, +2 armour [leather])
Fort +2, **Ref** +6, **Will** +2; +2 vs. fear
hp 9

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee short sword +4 (1d4-1/19-20)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
□□□□□ □□□□□
Atk Options sneak attack +1d6

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11
Feats Weapon Finesse
Skills Appraise +6, Disable Device +7, Knowledge
(dungeoneering) +6, Knowledge (local) +6, Sleight of Hand +7
Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1
waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig,
caltrops)
Belt pouch (thieves' tools)
Belt pouch (9 gp, 17 sp)



An orphan and street urchin who retains an easy charm despite a tortuous childhood.

Urbren's easy charm and carefree attitude is remarkable considering she was born into a life of abject poverty. She can't remember her early childhood and has no memory of her parents or siblings. Living and growing up with other street urchins is all Urbren remembers. She knew, however, she didn't want to live her life in such poverty – not knowing where her next meal was coming from or where she would be spending the night.

BACKGROUND

Urbren Glitterheart has always looked on the bright side of life. No matter what life throws at her, she always greets it with a smile. She could find the positive in any situation - like the time she was bitten by a baby goblin and her left toe became infected. It grew so painful that she had to have her toenail pulled off. Still, at least it was only one toe and she did enjoy how the swathes of cloth kept her foot all snugly and warm. Urbren is often fond of saying, "If you change the way you look at things, the things you look at change."

Her easy charm and carefree attitude is remarkable considering she was born into a life of abject poverty. Orphaned, she lived and grew up with other street urchins and this is the sum memory of her early years. She knew, however, she didn't want to live all her life in such poverty – not knowing where her next meal was coming from or where she would be spending the night.

Strangely, Urbren looks back on her time sleeping rough with a great deal of affection. It taught her to be tough and to better herself. Best of all, it taught her how to spot an easy mark. Urbren ran with a gang of mainly human children for more than a decade. Her diminutive stature was a great asset as she learned every hidey-hole in their town.

Urbren is an accomplished pickpocket and locksmith. The skills of thievery were taught to her by older street urchins. She quickly realised that thievery was an art and one at which she excelled. Urbren feels no guilt about stealing because she chooses her targets with great care. From when she first started out, she'd only steal food from the street trader who she knew routinely short-changed his customers or who was cruel to his assistants. She only lightens the pockets of someone who looks like they deserve it and she never takes more than she needs.

Urbren excels at sussing out the lay of the land – be it in urban sprawl or nature's own creation. She always works out the quickest way to negotiate an area – via alleyways, rooftops, treetops or even a sewer network if necessary – and quickly identifies the best vantage points for surprise and attack. She also understands how buildings are constructed as a result of years of sleeping under them.

It is now four years since she struck out on her own and life is good. She hasn't slept rough in a long while and has decided she'd like to "go straight" – if at all possible. She believes a group of adventurers could put someone with her unique talents to good use.

PERSONALITY

For Urbren, the power of remaining positive, whatever the situation, can never be underestimated. She takes the view that life is short and, therefore, it's not worth spending any of that time in a dismal mood or worrying about things. Urbren believes that negativity is contagious and often harangues anyone if she thinks they are being too glum. This can, of course, be quite annoying...

MANNERISMS

Urbren likes to sing. Not that she's a good singer or even knows a lot of songs – she just thinks it cheers the soul. She'll make up her own songs and poems about any subject matter. She even composed a ditty to her infected toenail. She carries a mud-spattered journal in which she notes her compositions and she's willing to try her new compositions out on anyone prepared to listen.

DISTINGUISHING FEATURES

Usually, there is little to distinguish Urbren from any other halfling people may pass in the street. It's a deliberate ploy to allow her to work her art of thievery without attracting attention. However, when she's not "working" Urbren is fond of wearing very bright colours. The more garish the outfit, the greater it lifts her spirits.

HOOKS

Urbren has decided that she wants to work with a party of adventurers where her gift for thievery won't get her into as much trouble. This offers her the opportunity to travel. She is most likely encountered in a busy market area.

WERTHIC BOLHAK

LG male dwarf fighter 1

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Climb +0

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 13 (17 vs. bull rush or trip); +4 dodge vs. giant type opponents (+5 armour [scale mail], +2 shield [heavy steel])

Fort +5 (+7 vs. poison), **Ref** +0, **Will** +2; +2 vs. spells and spell-like abilities

hp 14

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee dwarven waraxe (Power Attack [-1/+2]) +4 (1d10+2/x3)

Ranged javelin (range 30 ft.) +1(1d6+2)
javelins □□□

Atk Options +1 attack vs. orc and goblin type opponents

Combat Gear *potion of cure light wounds*

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +4

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



A former blacksmith pursuing a life of adventure in his twilight years after the death of his wife.

Werthic Bolhak should be dead by now. Over-matched in a number of battles, he has been told by several healers that he will soon be on his final journey to meet his ancestors. However, someone didn't tell the gods because Werthic has outlived the last healer who gave him a dire prediction by more than two decades. Werthic is simply too stubborn to die... and he has too much to do. At the age of 99, Werthic has no intention of shuffling off into the afterlife until he has met and defeated one creature in particular.

BACKGROUND

Werthic Bolhak knew what he wanted to be from a young age – a giant killer.

His grandmother often told him stories of armies of giant kin who were capable of wreaking terrible destruction. The stories of these massive killers – who apparently had a penchant for dwarf children – both frightened and fascinated Werthic. As a child, he drew giants, wrote about giants, read about giants and quizzed any new traveller in his village about giants. As he grew, his fascination never dimmed. Werthic saw it as his destiny to meet and slay one of these giants of legend. But things didn't quite go according to plan. Werthic had taken part in several ill-fated adventures with parties of fledgling explorers when common sense prevailed. He met Giltryd Dorik and instantly fell in love.

They married, settled down and Werthic was content to work hard to look after his adoring spouse. Using skills taught to him by his father he set himself up as a blacksmith. Werthic and Giltryd lived a happy, if unremarkable, life. Werthic didn't forget his adventuring dreams entirely, however. In the spare moments in his forge, he crafted himself the finest armour and a magnificent waraxe. The toil he put in on the waraxe meant he had created a weapon of unrivalled craftsmanship that would have commanded a hefty sum – if he were to allow it to be sold. But although Werthic knew he would never wear the magnificent armour or wield such a prized weapon, he had no intention of ever parting with them. They were crafted with love and care and then hidden away.

Werthic's contentment was shattered when, at the age 75, his beloved Giltryd passed away in her sleep. The dwarf was inconsolable. Life as he knew it had changed beyond repair. It was then that Werthic sought refuge from his grief in the

journals, scrolls and maps that he'd collected decades ago. The material reawakened his appetite for giants. On the first anniversary of Giltryd's death Werthic paid his respects at her grave, packed his journals, scrolls and maps and donned his crafted armour and hefted his waraxe. He then hit the road once more in search of adventure (and those elusive giants).

In the past few years Werthic has been in battle several times and been badly wounded thrice – once by an ogre. Against the advice of friends and the clerics who have stitched him back together, Werthic is determined to find fortune and glory in pursuit of his childhood obsession.

PERSONALITY

Unusually for a dwarf, Werthic is naturally cheery and good-natured. His age hasn't dulled his fascination with giants and he asks every traveller he meets whether they have encountered the beasts. If anyone ever says yes, Werthic will not leave his or her company until they have regaled him with every last detail. He also seeks out pertinent sketches and maps.

MANNERISMS

Though he would never admit it, Werthic is not in the best of health. He has arthritis in his back and a hacking cough which is particularly fearsome in colder climates. He refuses to acknowledge his health problems, however, and distrusts the advice of healers who have underestimated the stubborn dwarf's lust for life.

DISTINGUISHING FEATURES

Werthic is a fine blacksmith and his waraxe and armour are works of genuine beauty. He keeps his armour and waraxe tended, polished and in the very best condition.

HOOKS

Werthic knows that, despite his bravery and his travels, he has never worked with a well-equipped and well-led party of adventurers. Neither has he received anything but the most rudimentary weapons training – which probably explains several near-death experiences. Werthic seeks companions from whom he can learn and with whom he can share ale and a fire as he pursues his destiny. He is most likely to be found at a forge, repairing dents in his armour or interrogating a traveller about you-know-what.

READING STAT BLOCKS

Iconic Characters includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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