



CONQUERING HEROES

PREGENERATED CHARACTERS

By NEIL SPICER



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WHY PREGENERATED CHARACTERS? I'LL TELL YOU...

Adventure Path campaigns are designed to provide heroic challenges. That means players participating in those campaigns have to create a party of PCs able to handle any situation thrown at them by Paizo's amazing stable of writers. That's where we come in. Let those very same writers provide you with the characters you need to succeed, all rules-legal and fully compliant. We guarantee each character will provide an interesting and unique roleplaying experience, because these pregens are more than just a collection of stats—they are fully formed character concepts with identities and personalities created by the best in the industry. You'll find no cardboard cutouts here. We feel comfortable you can make your own dwarven fighters and elven wizards. But the discriminating gamer wants more—you want the awesomesauce. Well, here it is. Or, here they are. And each with amazing art by Hugo Solis!

Paizo products have long been as much about story as about combat, and these pregens are no different. But, because of our old-school gaming pedigree, you can rest assured these PCs can handle themselves in each

challenge they'll face. When it's time to throw down, none of these pregens will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each PC also includes a backstory, a trait selection from the specific campaign's *Player's Guide*, some special equipment, links to how the character fits into the campaign, and some roleplaying tips. To top it all off, each character comes with preselected choices as they advance in the first few levels, and also include notes about their ultimate design goals so you know what you are working towards.

Plenty of our products are geared for the hardworking GM, but this one is for every gamer out there. If you are a player, these PCs should provide endless opportunities for adventure. If you are a GM, you can use these pregenerated characters as NPCs or rival adventuring parties. And if you play or run Pathfinder Society adventures, with a few tweaks, these PCs will work for you, too.

Power to the players! Now, go roll initiative!



HOW WE DID IT

We created the characters in this product using the "purchase" system for generating ability scores assuming a 20-point buy.

While this makes these PCs a cut-above the usual iconic pregens from prior Adventure Paths, our research has determined most players gravitate to a 20-point buy vs. 15-point buy. So, when in doubt, we'd rather make the characters we'd want to run through Adventure Paths ourselves. And, we believe a 20-point buy will certainly help make your characters "Legendary" right from the start. In addition, the 20-point buy has the added benefit of matching the standard for Paizo's organized play program. And, while we won't incorporate every rule difference from organized play, we believe this approach provides the easiest baseline for you to make such

adjustments, if you so choose. The same goes for 15-point buy. If your GM favors a "standard fantasy" campaign, we include sidebars with each pregen explaining what changes we'd recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected from the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player's Guide*, *Advanced Race Guide*, *Pathfinder Bestiary*, *Ultimate Combat*, and *Ultimate Magic*, as can be found in the *Pathfinder Reference Document*. Traits were selected from the *Pathfinder Roleplaying Game: Advanced Player's Guide*, as well as the adventure path's *Player's Guide*, both available free at paizo.com. Any content used from any source other than the core rules is identified with an asterisk (*) or any other mark.

WELCOME TO ADVENTURE PATH

PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Adventure Path campaigns contain amazing plots and stories written by the industry's best authors.

But those adventures have space restrictions for print publication that often leave space either for alternatives for the busy GM or chances for the GM to personalize his or her game. In a sandbox campaign, disconnected once-per-day encounters and wandering monsters during hexploration can feel like a bit of a grind (or, alternatively, too easy as characters can pour all their resources into every fight), and this adventure provides the opportunity for a more extensive adventure that fits in well alongside their exploration but gives a deeper and more immersive experience of the perils and possibilities of expanding into the savage frontier. At the same time, this adventure slips easily into the footprint of the early campaign as a natural evolution of what the PCs are already doing and without drawing them away from any of the key themes of the campaign.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Kingbreaker Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs

their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the *Pathfinder Reference Document*, the official online compendium of game rules, as well as the d20pfsrd.com. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



CONQUERING HEROES
PREGENERATED CHARACTERS



ARKADYUS SAKHAROV

"Being born a bastard doesn't preclude me from a noble life. I know my birthright, even if my father's family won't recognize it. Instead, my true inheritance lies over the horizon in a land and a kingdom of my own making."



CONQUERING HEROES
PREGENERATED CHARACTERS

Arkadyus Sakharov



ARKADYUS SAKHAROV

Male human ranger 1

LG Medium humanoid (human)

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

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 15 (1d10+5)

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

OFFENSE

Spd 30 ft.

Melee longsword +4 (1d8+3/19–20), dagger +4 (1d4+3/19–20)

Ranged shortbow +3 (1d6/x3), dagger +3 (1d4+3/19–20)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

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

Feats Shield Focus, Toughness

Traits Bastard, Resilient

Skills Climb +3, Handle Animal +5, Knowledge (geography) +4, Knowledge (nature) +4, Perception +5, Stealth +2, Survival +5 (+6 to identify or follow tracks)

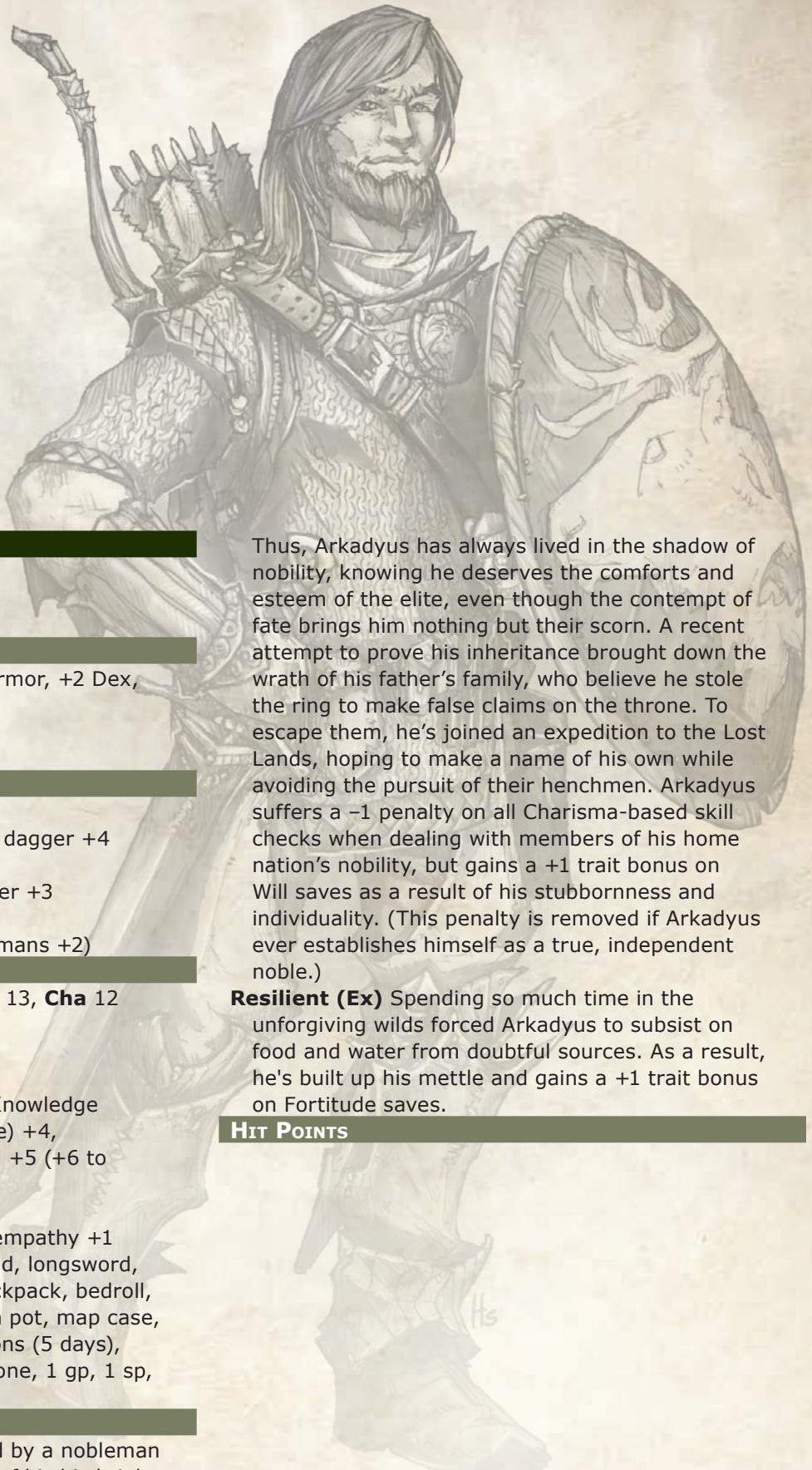
Languages Common

SQ bastard, resilient, track +1, wild empathy +1

Gear chain shirt, heavy wooden shield, longsword, dagger, shortbow w/20 arrows, backpack, bedroll, flint and steel, hooded lantern, iron pot, map case, oil (3 flasks), soap (1 lb.), trail rations (5 days), traveler's outfit, waterskin, whetstone, 1 gp, 1 sp, 3 cp

SPECIAL ABILITIES

Bastard (Ex) Arkadyus was fathered by a nobleman of the north, yet has no true proof of his birthright. He discovered that claiming such lineage without evidence makes him as good as a liar. And, while he has a signet ring with his father's seal on it, the symbol doesn't directly support his claim.



Thus, Arkadyus has always lived in the shadow of nobility, knowing he deserves the comforts and esteem of the elite, even though the contempt of fate brings him nothing but their scorn. A recent attempt to prove his inheritance brought down the wrath of his father's family, who believe he stole the ring to make false claims on the throne. To escape them, he's joined an expedition to the Lost Lands, hoping to make a name of his own while avoiding the pursuit of their henchmen. Arkadyus suffers a -1 penalty on all Charisma-based skill checks when dealing with members of his home nation's nobility, but gains a +1 trait bonus on Will saves as a result of his stubbornness and individuality. (This penalty is removed if Arkadyus ever establishes himself as a true, independent noble.)

Resilient (Ex) Spending so much time in the unforgiving wilds forced Arkadyus to subsist on food and water from doubtful sources. As a result, he's built up his mettle and gains a +1 trait bonus on Fortitude saves.

HIT POINTS

Background: Born into squalor, Arkadyus Sakharov (ar-KAY-DEE-us SAHK-uh-RAHV) has always lived a hard life. Whether fighting for scraps from the tables tended by his tavern wench mother, Isilda—or hunting the wilds as a young warden to earn extra coin to see them through the winter—he never lost hope for a brighter future. For Arkadyus' mother often filled his head with stories about his father, a noble lord named Aerdon Tselner who found frequent solace in her arms. An honorable man, Aerdon suffered under a difficult, arranged marriage to his sickly, conniving wife, Baroness Denila Gress, a perpetually cruel and ill-tempered woman who bore him three sons of like demeanor. Wracked with guilt over his affair, and torn between his love for Isilda and duty to his kingdom, Aerdon longed for the day when Denila would pass away from one of her frequent illnesses so he could bring Isilda and Arkadyus to live with him. He even gave them his signet ring and a promise he would do so when the time was right. Unfortunately, Aerdon never fulfilled that promise. Instead, he fell victim to mercenary bandits paid by Denila to slay him. She then secured the kingdom only for herself and her sons—stalwart Bherim, petulant Milo, and the studious Yheltsiv.

As Arkadyus grew older, his frequent trips into the wilds sustained him and his mother even as Isilda's health declined. After a particularly bad winter when he spent their last coin on a street healer's poultice, Arkadyus finally grew desperate enough to use his father's signet ring to gain an audience with the Baroness. But Denila saw only the threat he posed to her sons' claim on the throne. So she had him beaten, cast out, and the ring taken from him. Arkadyus crept back to steal it again, bloodying and breaking the nose of his half-brother Milo—the most handsome of the Gress boys (and Denila's favorite)—during his escape. Thereafter, he took to the wilds again, leaving his ailing mother with friends and promising he'd send money for her care. Now he longs for an opportunity to provide a new life for them in the Lost Lands, hoping to establish a kingdom independent of his father's legacy.

Physical Description: Even at 20 years old, Arkadyus cuts an imposing figure in his chain armor and heavy shield, standing 6-feet tall and weighing 185 pounds. His shoulder-length, dark brown hair and moderate beard tend to grow out more quickly while traveling the road. He knows well enough to sharpen his image in civil company, however, doing his best to impart a more regal appearance when he can—even if his clothes don't always look the part. Arkadyus keeps his weapons and armor in good repair, however, and routinely wears his father's golden signet ring on his left hand. The double image of a silver stag and gray wolf adorn his shield, serving as his personal heraldic device and an emblem he hopes to make known throughout the Lost Lands.

Personality: Arkadyus has an intense, determined air about him, always focusing on the task at hand and making sure it contributes to his long-term goals. Forthright and kind, he goes out of his way to help the less fortunate, sympathizing with their plight and seeing himself reflected in their eyes. He believes in seizing the initiative and doesn't shy from hard work. As a result, he cannot abide the lazy, the hopeless, or anyone who preys on others. Arkadyus has spent most of his life traveling the wilds and mingling with commoners. He has a frontier spirit and can-do attitude in all his endeavors.

SCALING THE PC

Under a 15-point buy, Arkadyus reduces his Dexterity and Constitution by 1, as well as his Charisma by 2. This lowers his Charisma-based skill scores by 1.

Advancement

Arkadyus advances as a ranger with each new level, always raising his ranks in Knowledge (nature), Perception, Stealth, and Survival. At 2nd level, he adds new ranks in Diplomacy, Intimidate, and Knowledge (nobility). He also selects the weapon and shield combat style and picks up the Two-Weapon Fighting feat in anticipation of including bashing attacks in his battle routine. At 3rd level, he further enhances this style by adding the Improved Shield Bash feat, while securing new skill ranks in Diplomacy, Knowledge (nobility), and Sense Motive. He also chooses the forest as his first favored terrain. Once he reaches 4th level, Arkadyus increases his Dexterity and adds more skill ranks in Handle Animal, Knowledge (geography), and Ride. He also applies his hunter's bond ability to improve and rally his companions, becoming a true leader of men on the battlefield. In addition, he prepares his first ranger spell with *lead blades*^{APG} to make his attacks even more devastating. As Arkadyus gains further experience, he selects additional feats to augment his skill with sword and shield, including Bashing Finish^{APG}, Greater Shield Focus, Improved Critical, Missile Shield^{APG}, Shield Master, Shield Slam, and Weapon Focus.

Roleplaying Ideas

- The Gress family continues to guard against any claims which Arkadyus might bring against their throne. As such, they send paid mercenaries after him in the Lost Lands in an attempt to silence him, caring not that he's already chosen to move on.
- Arkadyus could easily develop a romantic interest in an NPC or fellow companion, eventually leading to a union as king and queen of the Lost Lands. Among his fellow adventurers, Faun and Pollyna represent the most likely candidates. If both are part of his life, he could even marry one and fall into an ill-fated affair with the other.
- Under the kingdom-building rules of the campaign, Arkadyus is best-suited as a Ruler, but could also develop a leadership role as a General, Marshal, or Warden.



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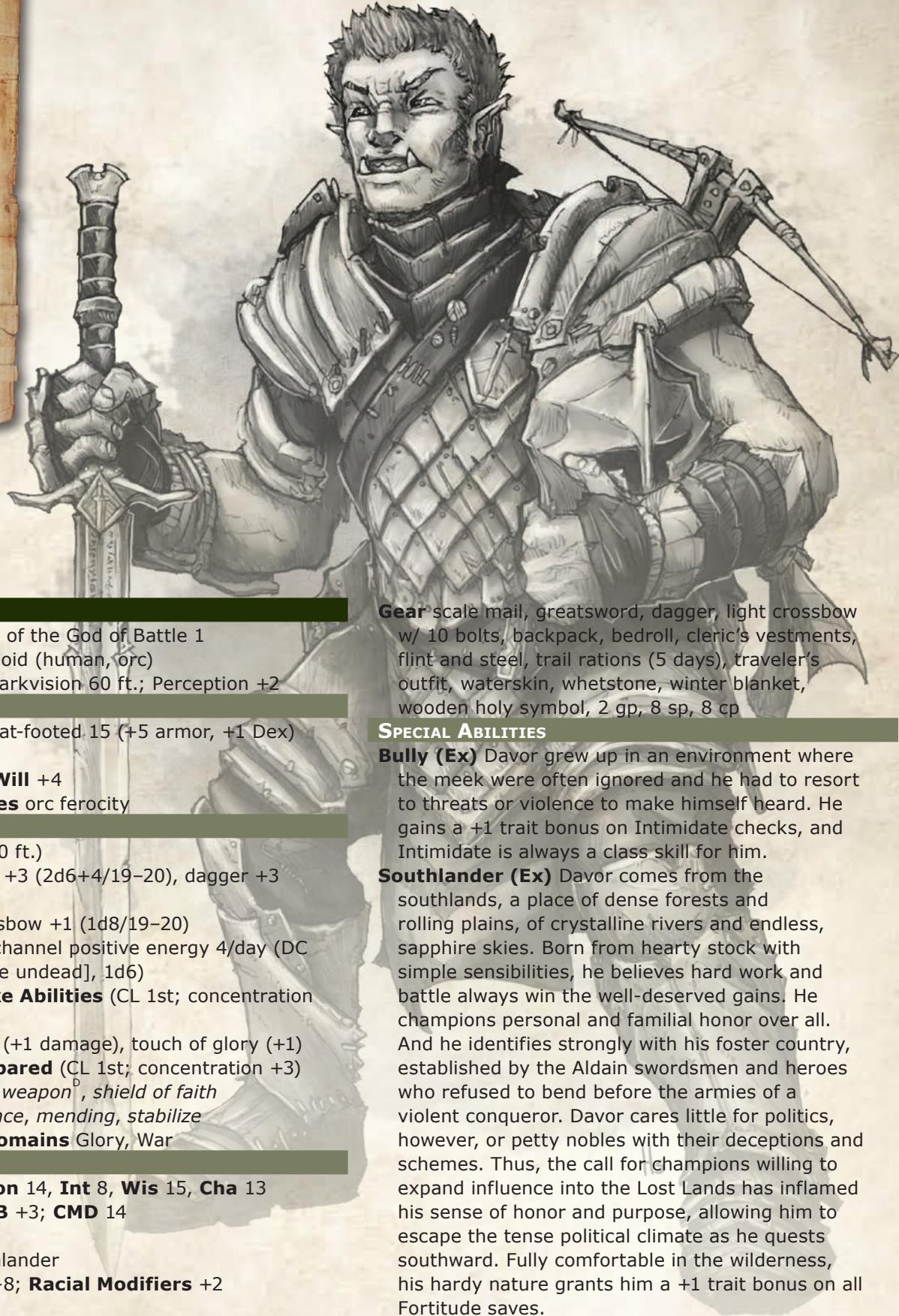
DAVOR HESTRUK

“Come test your blade then! Mine hasn’t spilled blood in *three* days, and I’m sure the Lord in Iron thirsts for a new offering in battle. Besides, this needless chatter gets us nowhere. Now we speak with steel!” —a proclamation of violence from the fervent war-priest Davor Hestruk



CONQUERING HEROES
PREGENERATED CHARACTERS

Davor Hestruk



DAVOR HESTRUK

Male half-orc cleric of the God of Battle 1

CG Medium humanoid (human, orc)

Init +1; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 14 (1d8+6)

Fort +5, Ref +1, Will +4

Defensive Abilities orc ferocity

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee greatsword +3 (2d6+4/19–20), dagger +3 (1d4+3/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks channel positive energy 4/day (DC 11 [13 to damage undead], 1d6)

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

5/day—battle rage (+1 damage), touch of glory (+1)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bless, magic weapon*, *shield of faith*

0 (at will)—*guidance, mending, stabilize*

D Domain spell; **Domains** Glory, War

STATISTICS

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

Base Atk +0; **CMB** +3; **CMD** 14

Feats Toughness

Traits Bully, Southlander

Skills Intimidate +8; **Racial Modifiers** +2

Intimidate

Languages Common, Orc

SQ aura, bully, orc blood, southlander, weapon familiarity

Gear scale mail, greatsword, dagger, light crossbow w/ 10 bolts, backpack, bedroll, cleric's vestments, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, wooden holy symbol, 2 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Bully (Ex) Davor grew up in an environment where the meek were often ignored and he had to resort to threats or violence to make himself heard. He gains a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for him.

Southlander (Ex) Davor comes from the southlands, a place of dense forests and rolling plains, of crystalline rivers and endless, sapphire skies. Born from hearty stock with simple sensibilities, he believes hard work and battle always win the well-deserved gains. He champions personal and familial honor over all. And he identifies strongly with his foster country, established by the Aldain swordsmen and heroes who refused to bend before the armies of a violent conqueror. Davor cares little for politics, however, or petty nobles with their deceptions and schemes. Thus, the call for champions willing to expand influence into the Lost Lands has inflamed his sense of honor and purpose, allowing him to escape the tense political climate as he quests southward. Fully comfortable in the wilderness, his hardy nature grants him a +1 trait bonus on all Fortitude saves.

HIT POINTS

Background: Davor Hestruck (DAV-uhr HESS-truhk) spent his early years among the Blood Tusks, a wandering tribe of orcs who frequently raided the more civilized lands from their camps in the eastern wilds. His father was Tardrun the Blind—a human battle oracle devoted to the God of War who willingly settled among the orcs to advise them in times of conflict. Initially well-liked, Tardrun fathered many children with the tribe's female orcs, creating his own vanguard of half-breed warriors trained in the tenets of his faith. Davor became his favorite, receiving a full indoctrination as a warrior-priest of the Lord in Iron. His father hoped Davor would someday supplant the tribe's chieftain even as he himself took over as their shaman. Unfortunately, the current chieftain discovered Tardrun's intended coup and had the oracle drawn and quartered before Davor's very eyes. Thereafter, Davor suffered mounting abuse from the full-blooded orcs, relegated to little more than a healer and kept from the glories of the battlefield.

Never especially enamored with his life among the orcs—and with only his half-brothers to keep him company—Davor left the tribe to find something new for himself away from his ancestral home. He felt the call of the Lord in Iron leading him to a greater purpose, so he wandered into the west with a handful of his brothers, quickly establishing a reputation as fierce, independent settlers on the frontier bordering the Lost Lands. He and his siblings soon embraced the nationalism of the south, admiring the warrior spirit of the Aldain and proving their worth many times defending local settlements against bandits and beasts. Even so, Davor has kept his eyes on the Lost Lands, feeling the best way to make a new life for himself is to join in building a new nation there rather than trying to fit within an existing one which the Blood Tusks once maliciously raided. Now he looks forward to doing just that as part of a chartered expedition forging into the wilderness, eager to prove his worth anew.

Physical Description: Even at 21 years old, Davor's 6-foot, 7-inch height towers over most would-be opponents with an intimidating, muscular build immediately advertising his strength-at-arms. Nearly 300 pounds, he still moves with the aggressive agility of a trained warrior in his overlapping scale mail, and wears a distinctive iron helmet decorated with the markings of the God of War. He always keeps his massive greatsword close at hand, reverently sharpening and polishing the blade anytime he isn't putting it to use. While his brutish features, tusks, and green pallor easily announce his orc heritage to those who meet him, his armor and helmet do much to hide his appearance at a distance.

Personality: Outspoken and direct, Davor favors frank discussions and swift decision-making. He has little patience for flowery talk and long conversations, preferring action over idle dilly-dallying. To date, his life experiences have taught him little more than the ways of fighting, feasting, and carousing with good friends. Because of his faith in the God of War, he never shies from confrontation, welcoming violent conflicts as a test of his skill, and any morbid outcome as an honorable fate, so long as he meets his destiny with sword in hand. Friendly and sometimes entertaining without meaning to be, he proves loyal to his closest companions, always coming to their aid when they need him, even if it means putting himself in harm's way.

SCALING THE PC

Under a 15-point buy, reduce Davor's Constitution, Wisdom, and Charisma by 1. This lowers his Fortitude save, Will save, and hit points by 1, as well.

Advancement

Davor always advances as a cleric, alternating his one new skill rank between Craft (weapons), Intimidate, Knowledge (history), and Knowledge (religion). At 2nd level, he adds *resistance* and *divine favor* to his prepared spells and seeks out a masterwork greatsword. At 3rd level, he gains the Weapon Focus feat with his blade, while adding *aid* and *bull's strength* to his prepared spells. He also selects *bless weapon* as his newly prepared domain spell, becoming a furious foe against evil creatures. At 4th level, Davor increases his Wisdom and widens his spells to include *blessing of courage and life^{APC}* and *remove fear*. As he continues to gain experience, he selects additional feats to augment his skill with the greatsword, including Cleave, Cleaving Finish^{UC}, Craft Magic Arms and Armor, Dazzling Display, Great Cleave, Improved Critical, Power Attack, Resilient Brute^{ARG}, and Vital Strike.

Roleplaying Ideas

- Somewhat out of practice, Davor only knows the basic rudiments of the Orc language and detests using it in polite company, feeling little kinship with that side of his heritage until he ventures into battle. Then, he loses himself to the natural ferocity which wells inside him, giving voice to all manner of colorful phrases in his mother's tongue.
- Davor has an absolute obsession with weaponry, especially swords, and can often recite the history of their manufacture and use in several wars, eagerly doing so for anyone who listens. He meticulously cleans and sharpens his own blade, even casting *mending* orisons over it to keep the weapon in pristine condition.
- For all his strength, Davor is easily disarmed by beautiful women, becoming tongue-tied and somewhat enthralled in their presence. Among his traveling companions, this manifests as an uncomfortable shyness and awkward social behavior when interacting with Faun and Pollyna—the latter of which is prone to mercilessly teasing and manipulating the half-orc. This problem also surfaces as Davor's legend grows and NPCs start lavishing more attention on him.
- Under the kingdom-building rules of the campaign, Davor is best-suited as a General or High Priest, but could also make a convincing Marshal or Warden.



CONQUERING HEROES
PREGENERATED CHARACTERS



FAUNLARA “FAUN” DAEDYS

“Listen to the trees. Hear how they sway and dance, making music on the wind? Already they know I’ll hearken to their song. For they’re calling me back to the Lost Lands—to the groves of my people—and beyond the Bright Veil, to the very heart of creation itself. I’ll heed that call as surely as I draw breath. It’s how I’ll find my shining moment—and a defining purpose in this season of my life.”



CONQUERING HEROES
PREGENERATED CHARACTERS

Faunlara “Faun” Daedys



FAUNLARA “FAUN” DAEDYS

Female elf druid (treesinger^{ARG}) 1

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

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

hp 12 (1d8+4)

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

Immune sleep

OFFENSE

Spd 30 ft.

Melee club +2 (1d6+2), dagger +2 (1d4+2/19–20)

Ranged longbow +2 (1d8/x3), dagger +2 (1d4+2/19–20)

Druid Spells Prepared (CL 1st; concentration +3)

1st—*entangle, goodberry*

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

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 12, **Wis** 15, **Cha** 13

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Diplomacy +5, Heal +6, Knowledge (nature) +5, Perception +4, Ride +1, Spellcraft +5 (+7 to identify magic item properties), Survival +6;

Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Sylvan

SQ elven magic, forlorn, green empathy +2, nature bond (plant companion), pioneer, weapon familiarity

Gear leather armor, heavy wooden shield, club, dagger, longbow w/ 20 arrows, backpack, bedroll, belt pouch, fishhook, flask (empty), trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 24 gp, 13 sp, 16 cp

SPECIAL ABILITIES

Forlorn (Ex) Having lived outside traditional elven society for much of her life, Faun knows the world can be cruel, dangerous, and unforgiving of the weak. She gains a +1 trait bonus on all Fortitude saving throws.

Pioneer (Ex) Faun has long lived on the southern border in the shadow of the Lost Lands, coaxing crops from the freezing earth to feed her friends. With the wilderness ever at her door, she also learned much about its denizens and the wild creatures lurking in that unwholesome place. Her elven family claims an ancient grove there, with her elders telling stories of being driven from beautiful orchards among the standing stones. Because of her personal expertise and familiarity with the borderlands—and in order to reclaim her family's lost holdings—she's joined an expedition headed south to tame the Lost Lands. As a result, she begins play with a horse and gains a +1 trait bonus on Ride skill checks.

HIT POINTS

Background: Faunlara Daedys (FAWN-lah-ruh DAY-diss) typically shortens her name to “Faun” when introducing herself. Unlike many of her kind, she’s lived most of her years apart from traditional elven society. Some of this stems from her ancestors moving north to take shelter in human settlements when bandits and barbarians drove them from their forest. But much of it also results from her fey lineage. In ancient times, members of Faun’s family often communed and consummated with powers from beyond the Bright Veil, developing relationships with many magical creatures there, including dryads, nymphs, and the eldest of the fecund fey. As a result, Faun is part dryad, feeling an immediate connection and affinity for the groves and forests of her people, even though she’s never seen them.

After devoting herself to the druidic faith, Faun also discovered another facet of her dryad heritage—the notable path of the treesinger. Unlike a typical druid, this tradition allows her to bond with a plant companion—namely, a young treant sapling she calls Ornmeil’lon (ORN-may-YONE), which means “high branches” in the elven tongue. The two have become inseparable now and she treats him more as a trusted friend and family member than a pet. As his caretaker, she believes they must mature together in order to reach their full potential. And to do so, she further believes they must return to her people’s ancestral grove to re-connect with the fey dryads beyond the Bright Veil.

Physical Description: Having lived 145 years already, Faun still has an otherworldly quality and youthfulness to her pale complexion, dark eyes, and long, autumn-red hair. She stands quite tall at 5 feet, 9 inches, but weighs a very modest 115 pounds. Typically, she dresses in elegantly-tailored, soft leather clothing and armor of varying shades of brown, and a green traveling cloak keeps her warm. Aside from the well-made elven longbow she has strapped to her back, she also carries a heavy wooden shield and an ornately-carved club bearing the likeness of a lithe dryad.

Personality: Words fall from Faun’s lips in a mesmerizing fashion, with her tone and timbre both soothing and enchanting at the same time. Yet, she actually speaks very little, preferring to remain quiet and still as she listens to the sound of her friends and the natural world around her. She has an unparalleled love for plants, especially trees of all kinds, sensing a kindred spirit within them which only she seems to understand. Faun recognizes that civilization often encroaches upon the forest lands and she strives to do everything she can to strike a balance between the two while encouraging her friends to do the same.

Advancement

Faun advances as a druid at each new level, always picking up ranks in Diplomacy, Knowledge (nature) and Survival. She alternates her remaining skill ranks between Climb, Handle Animal, Heal, Knowledge (geography), and Stealth. At 2nd level, she adds *create water* and *shillelagh* to her prepared spells. Her treant companion, Ornmeil’lon, also gains another rank in Stealth and picks up the Toughness feat. At 3rd level, Faun gains the Natural Spell feat in anticipation of using it with her upcoming wild shape abilities. She also adds *barkskin* and *wilderness soldiers^{UC}* to her prepared spells. At 4th level, Faun increases her Wisdom and adds *aspect of the falcon^{APC}* and *cat’s grace* to her prepared spells. Ornmeil’lon also increases in

SCALING THE PC

Under a 15-point buy, Faun reduces her Strength and Intelligence by 2. This lowers her melee attack and damage rolls as well as her Knowledge (nature) skill score by 1. It also requires the removal of her skill rank in Spellcraft and her mastery of the Sylvan language.

size and Intelligence at this time, as Faun teaches him Linguistics and the Sylvan language so they can communicate more easily. As she increases in experience, Faun pursues combat feats which work well with her bow and Dexterity, such as Clustered Shots^{UC}, Dodge, Elven Accuracy^{APC}, Point Blank Shot, Precise Shot, Rapid Shot, Snap Shot^{UC}, Stabbing Shot^{APC}, and Weapon Finesse.

Roleplaying Ideas

- As the campaign progresses, Faun’s dryad bloodline should assert itself, drawing her closer to the Bright Veil and the fey realm. Her bond with Ornmeil’lon should strengthen in a similar manner until the apex of Faun’s adventuring career. At this time, Ornmeil’lon may either awaken as a full-grown treant and retreat beyond the Bright Veil. Or, he may transform into a living tree which takes root in the midst of her new kingdom.
- Though Faun’s people abandoned their grove in the Lost Lands hundreds of years ago, she seeks to re-establish their holdings, searching for signs of the oldest trees in the forest and communing with her natural surroundings at every opportunity.
- Faun enjoys both the wilder aspects of the forest, as well as the organized farming techniques she learned as a Forlorn in the southlands. Once she puts down roots in the Lost Lands, she actively works to establish a sustainable industry of agriculture for the kingdom, always assuring crops are grown in harmony with the natural environment.
- Under the kingdom-building rules of the campaign, Faun is best-suited as a High Priest or Marshal, but he could also develop a leadership role as Councilor or Warden—or even become a secondary Ruler as queen of the Lost Lands.



CONQUERING HEROES
PREGENERATED CHARACTERS

Ornmeil'lon, Plant Companion



ORNMEIL'RON, SAPLING TREANT COMPANION

N Medium plant

Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 dodge, +1 natural)

hp 11 (2 HD; 2d8+2)

Fort +4 **Ref** +3, **Will** +1

OFFENSE

Spd 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

STATISTICS

Str 15, **Dex** 10, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 13

Feats Dodge

Skills Perception +5, Stealth +4

SQ double damage against objects

HIT POINTS



CONQUERING HEROES
PREGENERATED CHARACTERS



HULGRIM UNDERSPOOL

“Milady! I’d be remiss if I failed to make your acquaintance. Hulgrim Underspool, most grandiloquent esquire—at your service. You know, I do believe that color looks much too drab on you. How about a dash of daffodil yellow? No? Periwinkle? Petunia? Oh, come now. With my magic, we have a veritable rainbow of colors we can select. Even if you say no now, you should know I’ll just change it later when you’re not looking.” —a declaration of impending mischief from the talented gnome trickster, Hulgrim Underspool



CONQUERING HEROES
PREGENERATED CHARACTERS

Hulgrim Underspool



HULGRIM UNDERSPOOL

Male gnome sorcerer 1

CN Small humanoid (gnome)

Init +3; Senses low-light vision; Perception +2

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) (+4 dodge vs. giants)

hp 10 (1d6+4)

Fort +3, **Ref** +2, **Will** +2; +2 vs. illusions, +1 vs. fey spells and supernatural abilities

OFFENSE

Spd 20 ft.

Melee light mace +1 (1d4), dagger +1 (1d3/19–20)

Ranged light crossbow +3 (1d6/19–20), dagger +3 (1d3/19–20)

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

Spell-Like Abilities (CL 1st; concentration +4)

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

Bloodline Spell-Like Abilities (CL 1st; concentration +4)

6/day—laughing touch

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*charm person* (DC 14), *sleep* (DC 16)
0 (at will)—*acid splash, daze* (DC 15), *detect magic, mage hand, ray of frost, spark* (DC 13)

Bloodlines fey

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 11

Feats Eschew Materials, Expanded Arcana^{APG}

Traits Noble Born, Rapscallion

Skills Craft (alchemy) +3, Diplomacy +3 (+5 when dealing with fey creatures), Escape Artist +3, Knowledge (arcana) +5, Knowledge (nature) +5, Perception +2, Spellcraft +5; **Racial Modifier** +2 Craft (alchemy), +2 Perception

Languages Common, Draconic, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), noble born, rapscallion

Combat Gear alchemist's fire (2), smokestick, tanglefoot bag, thunderstone; **Other Gear**

light mace, dagger, light crossbow w/ 20 bolts, backpack, bedroll, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 34 gp, 8 sp, 8 cp

SPECIAL ABILITIES

Noble Born (Ex) Hulgrim's lineage traces back to the noble fey beyond the Bright Veil. As a result, he has a deep, abiding respect for the wilderness and every superstition about the creatures which dwell therein. He receives a +2 trait bonus on all Diplomacy checks to deal with fey creatures and a +1 trait bonus on Will saves to resist their spells and supernatural abilities.

Rapscallion (Ex) Hulgrim has spent his entire life thumbing his nose at the establishment and takes pride in his run-ins with the law. Somehow, despite all his mischievous behavior, he's never been caught. He benefits from a +1 trait bonus on Escape Artist checks and a +1 trait bonus on Initiative checks.

HIT POINTS

Background: Hulgrim Underspool (HULL-grim UN-duhr-SPOOL) has lived his entire life among a flourishing culture of gnome craftsmen, traveling between the northlands and southlands while catering to the needs and whims of commoners and nobles alike. These forays have provided ample opportunity for adventure, coin, merriment, and troublemaking—often in that exact order. Whether duping customers with unstable alchemy, charming local guardsmen into far more charity than they might otherwise grant, or experimenting with all things magical and mysterious, Hulgrim has a tendency to take advantage of others and his surroundings—always talking, always moving, and always alert for opportunity.

About 20 years ago, Hulgrim suffered the devastating loss of his uncle, Glimmer Tandlerose, who perished from a horrible wasting disease which took away his color and sanity one excruciating day at a time. In Glimmer's more lucid moments, he would teach Hulgrim magic and talk about their family history, including how the gnomes crossed the Bright Veil into the world of men. But in his darker moments, words of firstborn Sylvan power would tumble from his uncle's lips while describing the horrors and wonders of their former home. Since that time, Hulgrim has become fascinated with that part of his ancestry, hoping to see the fey realms and rediscover his family's past, all in the hopes of avoiding the same fate as his uncle. Knowing the Bright Veil runs thin in areas of the Lost Lands, he's taken leave of his friends to join an expedition to the south. Somewhere among the trees and the fairy mounds, he hopes to find his destiny.

Physical Description: Hulgrim often goes unnoticed, his 3-foot, 5-inch and 40-pound frame easing through crowds and tangled wilderness alike. Despite being 47 years old, he often avoids confrontations entirely by perpetuating the image of a human toddler, taking care to always shave his beard and sometimes using *prestidigitation* to color his bright orange hair. He tailors his clothing accordingly as well, using the same magic to dress in unkempt, ragged clothes when he wishes to appear unassuming, or the highest fashion of the day when he craves attention and flattery from those who are easily duped by such things. Regardless of each disguise, he always carries a number of alchemical items tucked away in various pockets, pouches, and belts, ready to surprise anyone who gives him serious trouble.

Personality: Hulgrim has the affable demeanor of a lovable rogue and carefree traveler. His fey heritage leads him to enjoy all kinds of practical jokes—whether initiating one himself or suffering another at the hands of a kindred spirit. He even keeps a small journal in which to record new ideas and document his exploits. Despite these activities, he makes friends with almost everyone—except those without a sense of humor. His exploits can sometimes land him in trouble and Hulgrim has to move on before he's held accountable. More importantly, his true obsession lies with the fey world, for he seeks to retrace his lineage, applying his skills and arcane talents toward finding his way there again. Nothing would please him more than to look upon the wonders of the fey realm with his own eyes.

Advancement

At 2nd level, Hulgrim multiclasses as a rogue with the cutpurse

Scaling the PC

Under a 15-point buy, reduce Hulgrim's Constitution and Intelligence by 1, and his Wisdom by 2. The net effect of these changes lowers his hit points, Will save, and Perception by 1.

archetype, adding ranks in Acrobatics, Bluff, Diplomacy, Disable Device, Knowledge (local), Perception, Sense Motive, Sleight of Hand, and Stealth. At 3rd level, Hulgrim advances again as a sorcerer, acquiring the Expanded Arcana feat and learning *message*, *prestidigitation*, and *read magic* as new cantrips. He also increases his ranks in Craft (alchemy), Knowledge (arcana), and Spellcraft. At 4th level, Hulgrim increases his Charisma and advances again as a rogue, adding ranks in the same skills as before, except he takes a rank in Appraise and Disguise rather than further ranks in Diplomacy and Knowledge (local). He also acquires the fast getaway^{APG} rogue talent to augment his activities as a cutpurse. With further experience, Hulgrim continues to increase his known spells with Expanded Arcana, and he raises the potency of his enchantment and illusion spells with Bouncing Spell, Spell Focus, and Spell Penetration. He also acquires feats to make himself more mobile, such as Dodge, Mobility, and Spring Attack, while looking to pursue levels in the arcane trickster prestige class.

Roleplaying Ideas

- Aside from his obsessions for wild flowers and practical jokes, Hulgrim collects coins with the same unrelenting avarice of a dragon. He particularly enjoys “recovering” ancient money from tombs and pickpocketing travelers from faraway lands, staying up late to count and polish his spoils.
- Hulgrim avoids staying in one place too long, fearing he might someday succumb to the wasting disease which plagues his people when they become bored or set in their ways. As a result, he changes his daily routine as often as the color of his clothes, and sets off to explore new experiences at almost every opportunity. After watching his uncle languish and become a pale shadow of his former self, he's determined to live life on his own terms for as long as he can. And he secretly hopes to find a cure for the disease by crossing the Bright Veil and re-entering the fey realm.
- Under the kingdom-building rules of the campaign, Hulgrim is best-suited as a Magister or Spymaster, but could also take up a leadership role as a Councilor or Grand Diplomat.



CONQUERING HEROES
PREGENERATED CHARACTERS



POLLYNA SHURYON

“Everyone has secrets, whether they know them or not—even an orphan like me. But I’m very good at discovering things others were never meant to know. Nothing keeps out a determined wind. Whether a sinuous draft or a forceful storm, it always reaches you. And so will I...”



CONQUERING HEROES PREGENERATED CHARACTERS

Pollyna Shuryon



POLLYNA SHURYON

Female sylph rogue (bandit) 1

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +0

OFFENSE

Spd 35 ft.

Melee short sword +3 (1d6+1/19–20), dagger +3 (1d4+1/19–20)

Ranged shortbow +3 (1d6/x3), dagger +3 (1d4+1/19–20)

Special Attacks breeze-kissed, sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration +2)
1/day—*message*

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Traits Brigand, Magical Talent

Skills Acrobatics +6, Appraise +6, Bluff +5 (+6 vs. bandits and thieves), Climb +4, Diplomacy +5 (+6 vs. bandits and thieves), Disable Device +6, Intimidate +5 (+6 vs. bandits and thieves), Knowledge (local) +6, Perception +4, Sense Motive +4 (+5 vs. bandits and thieves), Stealth +10; **Racial Modifiers** +4 Stealth

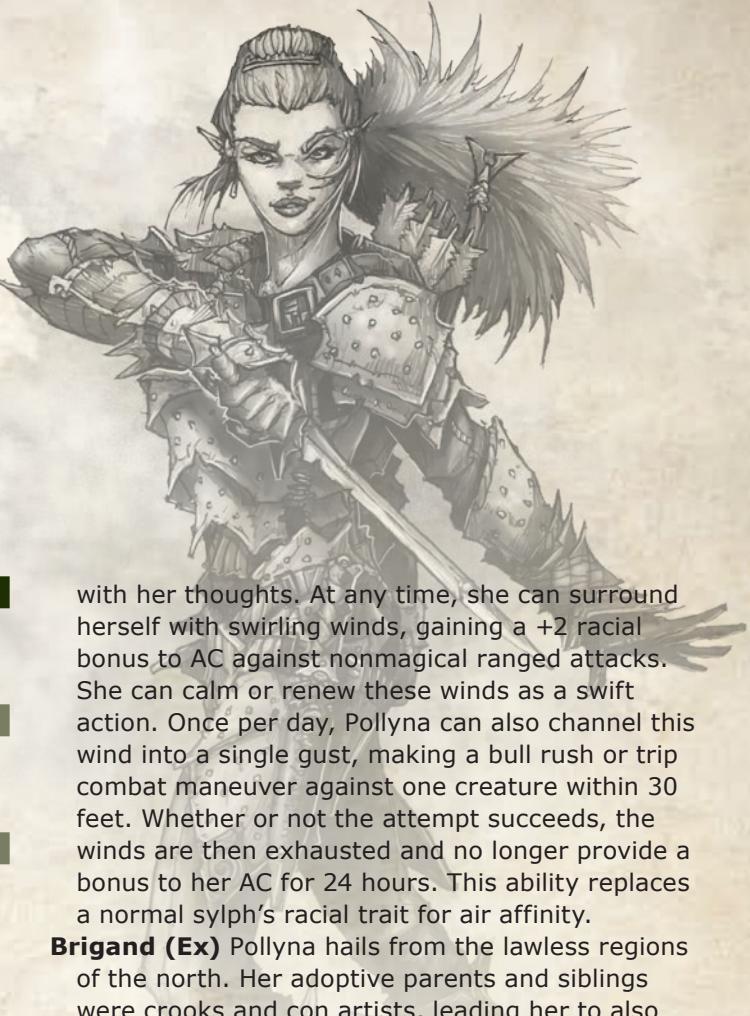
Languages Auran, Common, Elven, Gnome

SQ breeze-kissed, brigand, like the wind, magical talent, trapfinding +1, whispering wind

Gear studded leather armor, short sword, dagger, composite shortbow w/ 20 arrows, antitoxin, backpack, bedroll, belt pouch, caltrops (3 bags), flint and steel, silk rope (50 ft.), small steel mirror, thieves' tools, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 23 gp, 7 sp, 8 cp

SPECIAL ABILITIES

Breeze-Kissed (Su) Breezes follow Pollyna wherever she goes, and she can control them



with her thoughts. At any time, she can surround herself with swirling winds, gaining a +2 racial bonus to AC against nonmagical ranged attacks. She can calm or renew these winds as a swift action. Once per day, Pollyna can also channel this wind into a single gust, making a bull rush or trip combat maneuver against one creature within 30 feet. Whether or not the attempt succeeds, the winds are then exhausted and no longer provide a bonus to her AC for 24 hours. This ability replaces a normal sylph's racial trait for air affinity.

Brigand (Ex) Pollyna hails from the lawless regions of the north. Her adoptive parents and siblings were crooks and con artists, leading her to also fall in with thieves and worse. She recently ran into some trouble, both with the law and her criminal family, and now she's looking to get away where no one would ever think to look for her. An expedition to the Lost Lands seems like the perfect way to lie low until the trouble blows over. She begins the campaign with an extra 100 gp in ill-gotten gains. And she also gains a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with bandits, brigands, and thieves.

Like The Wind (Ex) Pollyna gains a +5 foot bonus to her base speed rather than the typical sylph resistance to electricity.

Magical Talent (Ex) From her inborn elemental magic, Pollyna has mastered the use of the *message* cantrip. She may cast this spell once per day as a spell-like ability at CL 1st.

Whispering Wind (Ex) Pollyna is especially thin and wispy, as though made of air rather than flesh. She gains a +4 racial bonus on Stealth checks and this racial trait replaces a normal sylph's spell-like ability.

HIT POINTS

Background: Pollyna Shuryon (paw-LEE-nuh SHOOR-ee-uhn) originally came to the northlands from the beyond the Bright Veil, the baby daughter of a wandering druid and an elder fey composed of elemental air named Lissaya. Her fey mother attempted to return Pollyna to the world of her human father, but couldn't locate him after giving birth. Fearing her daughter wouldn't survive very long in the fairy realm and her parents would object to such an offspring, Lissaya reluctantly placed Pollyna in a basket and left the baby on the doorstep of a simple hovel in the Lost Lands. Unfortunately, this home belonged to a clan of larcenous criminals who nonetheless adopted Pollyna and raised her as their own. The sylph's unusual gifts made her especially useful in their profession and they taught her every trick of the bandit trade.

Due to her long lifespan, Pollyna has since outlived her original benefactors as well as many of their children. During that time, the kindness afforded her by those who took her in was replaced by the cruelty of the clan's newest leader—a murderous mastermind named Argenti. In his increasing aggressiveness, he sent Pollyna to secretly assassinate the leaders of lesser, competing crime families so he could swoop in and propose they unite under his leadership against the unknown source of these attacks. Eventually, Pollyna realized these targets had done no wrong against her family and refused to continue. Argenti followed by putting a bounty on her head and implicating her in a string of crimes to attract the attention of the law. Now on the run, she needs a quick place to hide, establish a new identity, and lay low for as many years as it takes to outlive yet another generation of her foster family.

Physical Description: As a sylph, Pollyna stands 5-feet, 9-inches tall, but weighs only 135 pounds. Along with her pale complexion and youthful looks—despite having lived for 74 years—she often gives a visual impression of weakness, though nothing could be further from the truth. Instead, Pollyna relishes a good fight, whether spinning through a melee with her blade in hand, or sniping with a bow from afar. She often keeps her long, white hair pinned back with a decorative comb, but the near-constant breeze which accompanies her movements, almost always pulls a few strands free to hang loosely around her face. Pollyna most frequently dresses in colors of blue or off-white to better augment the sky and clouds reflected in her eyes.

Personality: Pollyna enjoys prying into the secrets of others, carrying out such activities as her own personal game of cat-and-mouse. Quick to laugh and continuously carefree, she enjoys herself in any situation, no matter how trying the circumstances. Distrustful in her own right, she doesn't make friends easily, but unequivocally supports those who put their trust in her, even going outside the law, if necessary. Indeed, she has a little respect for authority, believing you take what you can in order to help yourself and those who depend on you.

Advancement

At her first opportunity, Pollyna multiclassed as a fighter with the mobile fighter archetype, making sure to always raise her ranks in Acrobatics, Disable Device, Perception, and Stealth. At 2nd level, she gains her first level in fighter, taking the Dodge feat to improve her AC. At 3rd level, she rises again as a rogue, gaining both the Combat Expertise feat and Improved Feint as a combat training rogue.

Scaling the PC

Under a 15-point buy, Pollyna reduces her Strength and Dexterity by 1, and her Intelligence by 2. This has little impact to her abilities, except for the removal of her skill rank in Knowledge (local) and her mastery of the Gnome language.

talent. At 4th level, Pollyna gains another level in fighter, increasing her Dexterity to further improve her combat effectiveness. She also selects the Mobility feat to enable easier movement on the battlefield. As Pollyna continues to gain experience, she widens her selection of feats to include Agile Maneuvers, Airy Step^{ARG}, Disengaging Feint^{UC}, Disorienting Maneuver^{UC}, Lightning Stance, Spring Attack, Whirlwind Attack, Wind Stance, and Wings of Air^{ARG}.

Roleplaying Ideas

- As Pollyna spends more time in the Lost Lands, her latent connection to the fey realm strengthens. Her emotions ebb and flow with its call and she finds herself understanding and identifying more and more with the fey she encounters.
- Pollyna's past is bound to catch up with her, whether in the form of a bandit or brigand who recognizes her, or due to a family member who comes calling to collect on a debt they believe she owes them once she's made a better life for herself in the Lost Lands.
- Under the kingdom-building rules of the campaign, Pollyna is best-suited as a Spymaster or Royal Assassin, but could also become a Marshal or Treasurer.



CONQUERING HEROES
PREGENERATED CHARACTERS



PYOTR MAARTIS

“It’s not simply the weight or force of the blow which kills your opponent—it’s also the precision of the attack. And to be precise, you must find the perfect gap in his defense, or create one of your own devising. For instance, if I move here, and attack like this...you move there, and react like that...leaving you completely open to this reverse-counter, and...in a word: Dead.”



CONQUERING HEROES
PREGENERATED CHARACTERS

Pyotr Maartis



PYOTR MAARTIS

Male human cavalier 1

LN Medium humanoid (human)

Init +3; Senses Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 13 (1d10+3)

Fort +4, Ref +3, Will +0; +1 vs. mind-affecting effects

OFFENSE

Spd 20 ft. (base 30 ft.)

Melee mwk dueling sword +6 (1d8+3/19–20), lance +3 (1d8+3/x3), dagger +4 (1d4+2/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks challenge (+1, +1, 1/day)

STATISTICS

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

Base Atk +1; **CMB** +3 (+4 w/ dueling sword); **CMD** 16

Feats Exotic Weapon Proficiency (dueling sword), Weapon Finesse, Precise Strike*

Traits Rich Parents, Sword Scion

Skills Diplomacy +6, Intimidate +6, Knowledge (nobility) +4, Ride +4, Sense Motive +4

Languages Common

SQ mount (horse named Schenko), order of the dragon, rich parents, sword scion, tactician (1/day, 3 rounds, standard action)

Combat Gear oil of magic weapon, potion of cure light wounds; **Other Gear** masterwork breastplate, masterwork dueling sword, dagger, lance, light crossbow w/ 10 bolts, backpack, banner, bedroll, belt pouch, chest (with average lock), fine wine (3 bottles), flint and steel, gold necklace (worth 50 gp), hemp rope (50 ft.), hooded lantern, inkpen, ink (3 vials), iron pot, noble's outfit, oil (3 flasks), paper (5 sheets), ruby ring (worth 50 gp), sealing wax, signet ring, silver circlet (worth 50 gp), tent, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket, 74 gp, 27 sp, 30 cp

SPECIAL ABILITIES

Sword Scion (Ex) Pyotr has lived his entire life in and around the southlands, growing up on tales of the heroic and legendary Aldain swordsmen who founded his home city. He's dreamed since childhood of joining their ranks and idolizes the styles and philosophies of the vaunted warriors he seeks to mimic. Before he can petition to join them, however, Pyotr feels he must test his mettle with a suitable challenge. An expedition to the Lost Lands seems like the perfect opportunity to improve his skills and begin a legend comparable to that of his ancestors. As such, Pyotr begins play with a special dueling sword carried by his country's legendary swordsmen and gains a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

Rich Parents (Ex) Pyotr was born into a wealthy family among the southern nobles. Despite his choice to turn to a life of adventure anyway, he enjoys a one-time benefit to his initial finances, increasing his starting funds to 900 gp.

HIT POINTS

Background: Born of true noble blood, Pyotr Maartis (PEE-tuhr MAHR-tiss) has languished in the southlands his entire life, beholden to his renowned father and four older siblings. Far removed from the line of ascension, he's destined to never hold a throne in his lifetime unless he leaves his family's hold and establishes a kingdom of his own. Frequently bullied by both his siblings and abusive father, he holds no especial love for his immediate family, but does honor the history of his grandfathers and great-grandfathers who served in the armies which stood against the conquerors of the north centuries ago. Trained swordsmen without equal, he seeks to follow in their footsteps and has long dreamed of duplicating their accomplishments. He continues to study and practice their art with this goal in mind, hoping to someday attract enough followers to join his cause.

Recently, Pyotr stumbled across historical documents in the castle library which reference large holdings in the Lost Lands which once belonged to his family. These tracts were abandoned and ceded to bandits and barbarians when his ancestors marched north to join the war. The existence of these lands has now inflamed his passion for recovering them—representing both a means of escaping his father's servitude and establishing a new kingdom on the same principles as those he shares with his forefathers. Pyotr was among the first to apply for a charter to reclaim these lands and has already spent a considerable portion of his family inheritance planning and outfitting himself for the effort it will entail. But he can think of no greater purpose for defining his life and looks eagerly to the day he can carve his own legacy in the history books while inspiring a new generation of Aldain swordsmen.

Physical Description: With a close-cropped beard, stylish brown hair, and steely gray eyes, Pyotr carries himself like a true noble even at the young age of 20. His 6-foot frame packs a lean 170 pounds, belying his natural grace and athleticism. Though not as strong as some warriors, he relies on superior footwork and leverage to outmaneuver and defeat opponents. And his experience with the dueling sword of his ancestors puts him miles ahead of most foes. Aside from his spotless steel breastplate, he wears blue trousers and a silver tunic. Brown leather riding boots and a maroon-colored cloak complete his traveling clothes.

Personality: Pyotr brings a youthful optimism to most situations, but tempers it with a firm determination to make his dreams a reality. He'd like nothing more than to establish his own kingdom in the Lost Lands, simultaneously garnering glory for himself while recovering the holdings which once belonged to his great, great grandfather. Pyotr makes no secret of his intention to follow in his idol's footsteps, and takes great pride in sharing the stories of his bloodline with any who'll listen. Naturally charismatic, he shines in diplomatic matters, always conducting himself with civility, honor, and fairness. At the same time, he brooks no rebellion from those he encounters, recognizing his duty to bring justice to a lawless frontier.

Advancement

Initially, Pyotr advances as a cavalier with each new level. In his later adventuring career, however, he may also multiclass as a fighter with the free hand or swordlord archetypes, or add levels

SCALING THE PC

Under a 15-point buy, reduce Pyotr's Strength by 2 and his Charisma by 1. This lowers his melee damage and Charisma-based skill scores by 1, as well.

in a prestige class such as a duelist or swordlord. Regardless, he always increases his skill ranks in Diplomacy, Intimidate, and Sense Motive. At 2nd level, he also gains ranks in Bluff and Handle Animal. At 3rd level, he selects Weapon Focus (dueling sword) as his new feat and improves his rulership ability with ranks in Knowledge (nobility) and Perception. At 4th level, Pyotr increases his Dexterity to further his dueling skills, and takes additional ranks in Acrobatics and Perform (dance). As Pyotr gains further experience, he focuses on combat feats such as Combat Expertise, Critical Focus, Dazzling Display, Disarming Strike, Dodge, Improved Critical, Improved Disarm, Improved Feint, and Mounted Combat.

Roleplaying Ideas

- Always chasing opportunities for glory, valor, and personal honor, Pyotr relishes showing off his growing skills as a swordlord, whether on the field of battle or a contested duel.
- Though Pyotr originally envisioned returning home after adventuring in the Lost Lands, he quickly comes to value the freedom and independence the frontier offers. As such, he recognizes the good he can accomplish by building his own kingdom (and reputation) through uniting others under his banner.
- Under the kingdom-building rules of the campaign, Pyotr is best-suited as a Ruler, but he could also develop a leadership role as a General, Marshal, or Warden.

SCHENKO, HORSE COMPANION

N Large animal

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

DEFENSE

AC 17, touch 10, flat-footed 16 (+3 armor, +1 Dex, +4 natural, -1 size)

hp 13 (2 HD; 2d8+4)

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

OFFENSE

Spd 50 ft.

Melee bite +4 (1d4+3), 2 hooves +4 (1d6+3)

Space 10 ft. **Reach** 5 ft.

STATISTICS

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

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Light Armor Proficiency, Run

Skills Perception +5, Swim +6

SQ bonus tricks (stay), combat training, link

Gear bit and bridle, feed (5 days), military saddle, saddle bags, studded leather bardings



CONQUERING HEROES
PREGENERATED CHARACTERS



QUINRY KIMM

"Hah! If only your mothers could see you now—wallowing in the mud like common swine! The next time you get it into your sodden heads to assault your better, you might want to bolster your courage with a bit less ale. Of course, then you won't be nearly drunk enough to have a go of it, will you?"



CONQUERING HEROES
PREGENERATED CHARACTERS

Quinry Kimm



QUINRY KIMM

Male half-elf bard (court bard) 1
CG Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +2; +2 vs. enchantment, +1 vs. divine spells

OFFENSE

Spd 30 ft.

Melee rapier +1 (1d6+1/18–20), dagger +1 (1d4+1/19–20)

Ranged shortbow +2 (1d6/x3), dagger +2 (1d4+1/19–20)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, satire –1)

Bard Spells Known (CL 1st; concentration +4)
1st (2/day)—*charm person* (DC 14), *silent image* (DC 14)

0 (at will)—*dancing lights*, *ghost sound* (DC 13), *image hand*, *prestidigitation*

STATISTICS

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

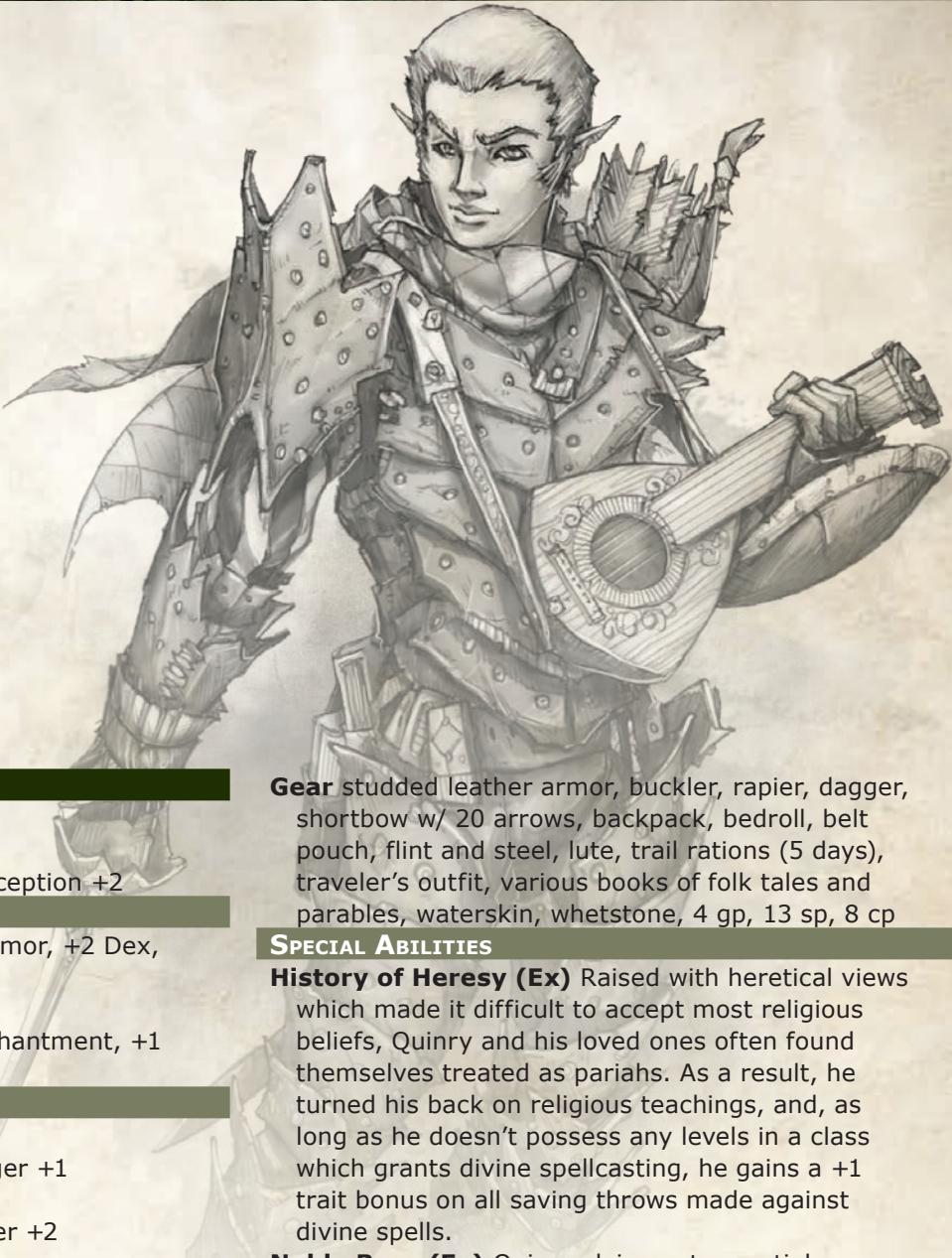
Base Atk +0; **CMB** +1; **CMD** 13

Feats Skill Focus (Perform [sing])^B, Spellsong UM

Skills Bluff +7, Diplomacy +8, Knowledge (history) +7, Knowledge (nobility) +7, Perception +2, Perform (comedy) +7, Perform (oratory) +7, Perform (sing) +10, Perform (string) +7, Stealth +4; **Racial Modifiers** +2 Perception

Languages Common, Elven, Haleet, Skall, Sylvan

SQ elf blood, heraldic expertise +1, history of heresy, noble born



Gear studded leather armor, buckler, rapier, dagger, shortbow w/ 20 arrows, backpack, bedroll, belt pouch, flint and steel, lute, trail rations (5 days), traveler's outfit, various books of folk tales and parables, waterskin, whetstone, 4 gp, 13 sp, 8 cp

SPECIAL ABILITIES

History of Heresy (Ex) Raised with heretical views which made it difficult to accept most religious beliefs, Quinry and his loved ones often found themselves treated as pariahs. As a result, he turned his back on religious teachings, and, as long as he doesn't possess any levels in a class which grants divine spellcasting, he gains a +1 trait bonus on all saving throws made against divine spells.

Noble Born (Ex) Quinry claims a tangential connection to one of the noble families of the southlands, serving them as an entertainer, historian, and tutor. Under their patronage, he's led a comfortable life, but one absent the dignity and decadence which true nobles know. Although associated with their esteemed name, he identifies far more with the commonfolk and he's found their family name more of a burden than a boon in many social situations. Recently, he decided to test himself to see if he can face the world without their support and an expedition to the Lost Lands seemed like just the thing. Fortunately, he goes armed with a working knowledge of Haleet, receiving the barbarian tongue as a bonus language thanks to the long trading history of the mercantile family he once supported.

HIT POINTS

Background: Quinry Kimm (KWIN-ree KEM) ventured north at an early age, traveling by way of river barge from the elven kingdom where he spent his youth. Born of an elven father and human mother, he left them behind following a heated argument over his mixed heritage and an unwillingness to adhere to the restrictions set by his oppressive father. He found himself more at ease among the human merchants, nobles, and settlers outside the elven kingdom, and quickly made friends across every spectrum of life, from the lowliest street beggar to the loftiest aristocrat eager to hear his tales, music, and cultured commentary. Eventually, Quinry made something of a name for himself as a tutor, teaching and entertaining the children of the noble-born, while enjoying their family's hospitality and the benefits of associating with their name.

Despite his self-made success, Quinry longed for something more fulfilling. Bored with teaching and discussing the historical accomplishments of others, he yearned for an adventure and tale of his own to tell. With increasing regularity, he slipped away from his patron's castle to carouse in the rougher places and taverns, widening his life's experience to include every possible perspective. These sojourns enabled him to learn of a planned expedition to the Lost Lands—a lawless region he well-remembered after passing through in his travels. Eager to participate in the proffered charter for those willing to settle this frontier, he signed on for the promise of adventure and a fresh opportunity to earn a noble title through something other than birthright or proxy. The mysteries of the primal forest also call to him—an undeniable draw hearkening back to his elven heritage and he hopes to write many songs and stories of the exploits he shares with his companions there.

Physical Description: With short, blonde hair and amber eyes, Quinry is a bit smaller than the typical half-elf. Only 5 feet, 8 inches tall, 170 pounds, and 30 years old, he can easily pass as human, but would struggle to fit in with his father's taller kin. Despite this fact, he prefers to dress in the elven style, layering himself in bright tunics of red or yellow, soft green leggings, and brown, calf-length boots. A suit of studded leather armor somewhat conceals the overall effect of his tailored taste in fashion, but a matching scarf still peeks from around his neck. Among his most prized possessions, Quinry carries a lute to entertain his fellow travelers, but also keeps a collection of books and stories in his pack. His steel rapier, shortbow, and the scarred buckler strapped to his forearm seem well-used and well-kept.

Personality: Quinry has a boundless energy about him and a quick smile, whether dallying with a new paramour or putting on a brave face for his friends in dangerous times. He carries himself with the amused swagger of an experienced, worldly rake, having won the applause and dodged the barbs of noblemen and commoners alike. He views himself as the intellectual superior of almost everyone he meets, but knows better than to throw it in someone's face. Calculating, smooth, and outgoing, he always seems to know just the right song, joke, or story for the occasion at hand. He enjoys winning new friends and contacts, but takes particular delight in debating, needling, and ridiculing the overly religious and those who seek to enslave through hubris and rhetoric.

SCALING THE PC

Under a 15-point buy, Quinry reduces his Strength and Intelligence by 2. This lowers his melee attack and damage rolls, as well as his Intelligence-based skill scores, by 1. It also requires the removal of his skill rank in Stealth as well as his mastery of the Sylvan language.

Advancement

Quinry advances as a bard, always increasing his ranks in Bluff, Diplomacy, and each of his Perform skills. At 2nd level, he adds new ranks in Knowledge (local), Perception, and Use Magic Device. He also increases his known spells with *detect magic* and *cure light wounds*. At 3rd level, he selects the Leaf Singer feat^{APG} and increases his ranks in Knowledge (geography), Knowledge (nature), and Sense Motive. He also acquires knowledge of the *haunted fey aspect* ^{UC} cantrip and *vanish* ^{APG} spell. At 4th level, Quinry increases his Charisma, adding further ranks in Knowledge (history), Perception, and Sleight of Hand, while also learning the *gallant inspiration* ^{APG} and *heroism* spells. As Quinry continues to gain experience, he focuses on feats which enhance his bardic abilities, such as Discordant Voice ^{UC}, Extra Performance, Lingering Performance ^{APG}, Spell Focus, and Spell Penetration. He also picks up combat feats like Dodge, Mobility, Spring Attack, and Weapon Finesse.

Roleplaying Ideas

- Despite his bravado, Quinry feels insecure about the mark he'll leave on the world. He struggles at times to find something meaningful and lasting which he can accomplish with his art, knowledge, and skill. He quickly gravitates to any nascent ruler of the Lost Lands, hoping to become their closest advisor and confidant in an effort to guide their mutual success.
- Quinry has an acerbic wit about him, capable of spinning satirical stories to mock his enemies and rally others against them. As such, he makes for a powerful instigator of opposition to any situation or decision with which he disagrees, even working against his fellow companions to pit them against one another if it suits his goals.
- Under the kingdom-building rules of the campaign, Quinry is best-suited as a Councilor or Grand Diplomat, though he could also make a convincing Spymaster or Treasurer.



CONQUERING HEROES
PREGENERATED CHARACTERS



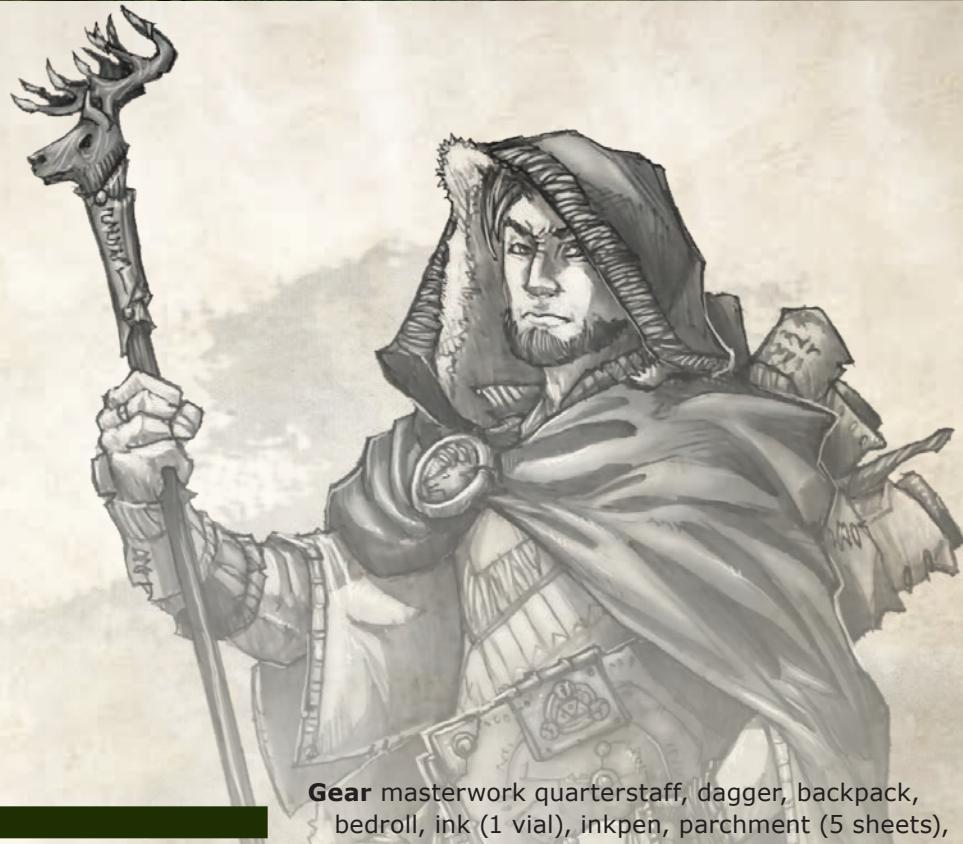
RADOMIR LYTKIN

“There’s no spell—no magic—which cannot be undone. And there’s no person who can’t be unmade and forged anew. That includes me. So, I embark on this journey not as a quest designed to bring me safely home again. But as a means for transcending the life I once had.”



CONQUERING HEROES
PREGENERATED CHARACTERS

Radomir Lytkin



RADOMIR LYTKIN

Male human wizard (abjurer) 1

LN Medium humanoid (human)

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

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 9 (1d6+3)

Fort +2, **Ref** +2, **Will** +3; +1 vs. mind-affecting effects

OFFENSE

Spd 30 ft.

Melee mwk quarterstaff +0 (1d6-1), dagger -1 (1d4-1/19-20)

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

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

1st—*burning hands* (DC 14), *mage armor*, *shock shield* UC

0 (at will)—*light*, *ray of frost*, *resistance*

Opposition Schools Illusion, Necromancy

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 17, **Wis** 13, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 12

Feats Combat Casting, Improved Counterspell, Scribe Scroll

Traits Mathematical Prodigy, Northlander

Skills Craft (alchemy) +7, Craft (carpentry) +7, Knowledge (arcana) +8, Knowledge (engineering) +4, Knowledge (history) +7, Knowledge (planes) +7, Spellcraft +7

Languages Common, Draconic, Haleet, Skall

SQ arcane bond (staff), mathematical prodigy, northlander, protective ward (3 rounds, +1 deflection, 6/day)

Gear masterwork quarterstaff, dagger, backpack, bedroll, ink (1 vial), inkpen, parchment (5 sheets), scroll case, spellbook (with all prepared spells and cantrips except necromancy and divination, plus *alarm*, *protection from evil*, and *unseen servant*), spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone, 52 gp, 2 sp, 8 cp

SPECIAL ABILITIES

Northlander (Ex) Radomir was raised in the northlands, a place of misty shores and harsh hills, of snowy vistas and violet-hued mountains. Descended from an able and intelligent people, he has grand ambitions, along with a mind alert for opportunity, and the tenacity to fight for his goals no matter the challenge. He cares little for anything other than achieving the aspirations his father set for him and winning wealth and grandeur for his family name—for which few costs prove too great. Radomir sees himself as a patriot, and the call for champions to help take back his family's rightful holdings in the Lost Lands has inflamed his dreams of revenge, profit, and new opportunities. Radomir's agile mind grants him a +1 trait bonus on all Will saves made to resist mind-affecting effects.

Mathematical Prodigy (Ex) Mathematics has always come easy for Radomir, allowing him to "see the math" in the physical and magical world. He gains a +1 trait bonus on Knowledge (arcana) and Knowledge (engineering) checks.

HIT POINTS

Background: Radomir Lytkin (RAD-oh-meer LIT-ken) spent the first 11 years of his life as a carpenter's son in the Lost Lands, learning the trade at his father's feet while displaying a peculiar talent for three-dimensional thinking and architectural design. A traveling wizard from the northlands named Gregori Mulvain encountered the boy and spent several nights wintering with his family. Intrigued by Radomir's abilities with mathematics, the old man tested him for magical aptitude, as well—whereupon Radomir amazed everyone with the cantrips he quickly mastered. Gregori soon offered to take the boy with him to the north to become an apprentice at a school for arcane wizardry where he taught. His father eventually agreed, foreseeing a much better life for him there than he could ever provide his son on the frontier.

Initially, Radomir's time as an apprentice passed quickly. With each new lesson he exceeded his teachers' expectations and grew in capability. This created an unintentional distance between himself and his peers, as few could match his skill or follow his train of thought. Quiet and withdrawn already, he made few friends, and became a frequent target for bullying instead. This led to many arcane duels—sometimes arranged, but usually impromptu—and always hidden from his masters lest he be expelled and sent home in disgrace. Unfortunately, just two months before his graduation to become a fully credentialed mage, word arrived that bandits overran his father's homestead, killing his entire family and burning their home. Stunned and angry, Radomir requested a leave of absence to look into the matter. His masters denied him, preferring he finish his studies before leaving the school. Radomir left anyway, packing his things and joining the first expedition bound for the Lost Lands.

Physical Description: At 27 years old, Radomir conducts himself with perfect posture, standing 6 feet tall and weighing 165 pounds. Physically weak, he prefers the ease and power of magic to fight his battles for him. His dark, close-trimmed beard stands out even more than usual against his pale skin, which he tends to cover in a heavy, dark blue, traveling robe with a furlined hood to ward off the chill of his native homeland. Radomir's steely-grey eyes match the ash wood staff he always keeps close at hand. Crafted by his own making, he meticulously carved the top of the weapon to depict a forest stag with jagged, iron-shod antlers. It serves both as a walking stick and a magnifier of his arcane power.

Personality: Radomir has a cool-headed, confident demeanor which makes him virtually unflappable even in the most stressful situations, a character trait which he honed during the many arcane duels he endured as an apprentice. Thoughtful and introspective, he analyzes every situation to determine the possible outcomes before settling on a course of action. Even then, he plans multiple contingencies in case things go wrong or get out of hand. As a result, his strategies are almost always rock solid, dependable, and designed to give him and his allies the advantage in any negotiation or conflict. Radomir also possesses an insatiable curiosity for magic and engineering. He likes to challenge himself with new spell research, magic item crafting, and architectural designs, hoping to someday raise his own tower and establish an arcane school where he can train his own students.

SCALING THE PC

Under a 15-point buy, Radomir reduces his Intelligence and Wisdom by 1, and his Charisma by 2. This lowers his Charisma-based skill scores by 1.

Advancement

Radomir advances as a wizard at each new level, always improving his ranks in Craft (alchemy), Knowledge (arcana), and Spellcraft. At 2nd level, he gains ranks in Knowledge (engineering), Knowledge (nature), and Knowledge (nobility). He also adds *color spray* and *sleep* to his spellbook, and prepares one of those spells for daily use as well as the *spark* cantrip. At 3rd level, he adds ranks in Knowledge (local), Linguistics, and Perception. He also acquires the Fast Learner feat, enabling him to pick up extra spells more rapidly with each new level, or gain extra hit points and skill ranks simultaneously. For each new spell selection, he strategically adds spells from different schools of magic to widen his counterspell abilities. His first use of this ability adds *invisibility*, *protection from arrows*, and *scorching ray* to his spellbook, all of which he also prepares for daily use. At 4th level, Radomir increases his Intelligence as well as his ranks in Appraise, Bluff, and Knowledge (history). He also learns *glitterdust*, *levitate*, and *stone call*^{APG}, while adding *glitterdust* and *protection from evil* to his daily prepared spells. As Radomir continues to gain experience, he focuses on feats designed to increase his potency as a dueling spellcaster, such as Arcane Blast^{APG}, Disruptive Spell^{APG}, Parry Spell^{APG}, Quicken Spell, Spell Bluff^{APG}, Spell Focus, and Spell Penetration. He also picks up item crafting abilities with his bonus wizard feats such as Brew Potion, Craft Staff, Craft Wand, and Craft Wondrous Item.

Roleplaying Ideas

- Periodically, Radomir's northern colleagues still seek him out, either for advice, or—in the case of a rival—to test his legendary skills by challenging him to another duel. Ever prideful, Radomir can never turn away these guests, either preening under their admiration, or sharpening his talent by soundly defeating them in arcane combat with some new spell or defense he's crafted.
- Radomir has an eager mind for experimentation, innovation, and industry, a character trait which could put him at odds with more conservative or pragmatic souls like Arkadyus or Faun. He always seeks to invest their spoils in developing more infrastructure, trade, and modern conveniences for their kingdom. And, he resents any decisions or interruptions which delay such long-term plans.
- Under the kingdom-building rules of the campaign, Radomir is best-suited as a Magister or Treasurer, but he could also serve as a Councilor or Grand Diplomat.

