

SECOND EDITION

# PATHFINDER<sup>®</sup>



the slithering

PREGENERATED CHARACTERS





# MELVOK

Melvok was too young to remember what happened to his tribe, only that they were attacked in their warren and driven out into the Bandu Hills. Alone and starving, Melvok kept seeing an image of a tree on a distant hill. Each time he thought that he'd reached it, the tree appeared on a farther hill instead. Using the last of his energy to pursue this mirage—walking when he couldn't run and crawling when he couldn't walk—Melvok eventually collapsed beneath its branches. He awoke full and refreshed for the first time in his memory, with a fat gerbil perched on his chest. The tree was gone save for a gnarled branch, which Melvok still carries. The gerbil Hovv seems unwilling to leave sight of the branch, and Melvok understands that Hovv is some kind of supernatural guide to truths the kobold can't yet fathom. He now carries both his branch and his gerbil across Garund.

Melvok's desperate and isolated upbringing means he doesn't know or care much about laws that prevent him from simply taking what he wants. Nevertheless, he is loyal to companions who treat him with even a little bit of respect, and he especially likes anyone who's kind to Hovv.

## MELVOK

UNIQUE CN HUMANOID KOBOLD

Male kobold witch 5 (*Advanced Player's Guide* 12, 94)

**Heritage** dragonscaled kobold (red dragon)

**Background** hermit

**Patron** wild

**Languages** Aklo, Common, Draconic, Infernal, Terran, Undercommon

**Perception** +9; darkvision

**Skills** Acrobatics +11, Arcana +11, Deception +12, Diplomacy +9, Hills Lore +11, Nature +11 (+13 to identify animals), Occultism +11, Stealth +11, Survival +10, Thievery +11

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

**Items** adventurer's pack, animal staff, barkskin potion, coyote cloak, +1 crossbow (20 bolts), dull gray aeon stone with dead leaves glued to it, lesser healing potion (2), ventriloquist's ring, 5 gp

**AC** 21; **Fort** +10, **Ref** +11, **Will** +11

**HP** 41; **Resistances** fire 2

**Cringe** ➤ (emotion, mental, visual) **Trigger** A creature Melvok is aware of critically succeeds at a Strike against him and would deal damage to him; **Effect** With pitiful posturing, Melvok causes the foe to pull back on a deadly attack. The attacking creature takes a -7 circumstance penalty to the damage and is immune to Cringe for 24 hours.

**Speed** 25 feet

**Melee** ➤ staff +8 (magical, two-hand d8), **Damage** 1d4 bludgeoning

**Ranged** ➤ crossbow +12 (magical, range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Primal Prepared Spells** DC 21, attack +11; **3rd** fireball, phantom pain; **2nd** entangle, flaming sphere, glitterdust; **1st** grease, heal, shocking grasp; **Cantrips** (3rd) electric arc, prestidigitation, ray of frost, stabilize

**Hex Focus Cantrip** DC 21; **3rd** wilding word (*Advanced Player's Guide* 239)

**Hex Focus Spells** 2 Focus Points, DC 21; **3rd** needle of vengeance (*Advanced Player's Guide* 238), phase familiar (*Advanced Player's Guide* 239)

**Grovel** ➤ (auditory, concentrate, emotion, mental) Melvok attempts to Feint a creature with obsequious words and begging gestures. Unlike a normal Feint, the creature can be within 30 feet rather than within his melee reach, and Melvok makes his check against the creature's Will DC instead of its Perception DC.

**Kobold Breath** ➤➤ (arcane, evocation) Melvok breathes fire in a 15-foot cone that deals 3d4 fire damage (DC 21 basic Reflex save). Melvok can't use his breath weapon again for 1d4 rounds.

**Ancestry Feats** Cringe, Grovel, Kobold Breath

**Class Feats** Basic Lesson (lesson of vengeance), Rites of Convocation (*summon plants and fungi*)

**General Feat** Ancestral Paragon

**Skill Feats** Confabulator, Dubious Knowledge, Lie to Me **Other Abilities** familiar (gerbil named Hovv) with the listed spells, plus **3rd** slow; **2nd** faerie fire; **1st** feather fall, fleet step, gust of wind, shillelagh, summon animal;

**Cantrips** dancing lights, detect magic, guidance, produce flame, sigil







# ORAKA

Born in Kibwe to professional bodyguards, Oraka always planned to follow in her parents' footsteps. Although lacking their raw strength, she possesses a sharp mind and makes up for any deficiency in might with keen calculations of her foes' weaknesses. Mere days after Oraka left her parents to seek her own fortunes, she heard they'd been murdered. Oraka returned to Kibwe to discover what had happened, but clues were sparse and her parents' former employers were suspiciously close-lipped. She spent nearly a year hunting down leads before learning that her parents had run afoul of an influential merchant who hired assassins to kill them. She spent another 4 years building a case to bring the merchant and assassins to justice. By that time, others learned of her expertise, and she built a fairly successful career as a private investigator.

Oraka knows some may underestimate her intellect because of her ancestry, but they do so at their peril. Her record of successful cases speaks for itself. Her fierce intelligence doesn't mean she can't handle herself in a fight, however. Deep wells of endurance allow Oraka to take on lengthy stakeouts or prolonged interrogations with ease. Oraka has wrapped up all her current cases and feels like it's time to move on, but she can't shake the suspicion that there's still one last thread of unfinished business for her in Kibwe.

## ORAKA

UNIQUE N HUMANOID ORC

Female orc investigator 5 (*Advanced Player's Guide* 16, 54)

**Heritage** rainfall orc

**Background** guard

**Methodology** empiricism

**Languages** Common, Goblin, Kelish, Orc, Osiriani, Terran

**Perception** +11; darkvision

**Skills** Arcana +11, Athletics +10 (+12 to Climb or Swim), Crafting +11, Deception +8, Diplomacy +8, Intimidation +10, Legal Lore +11, Medicine +9, Nature +9, Society +13, Stealth +9, Thievery +11 (+12 to Pick Lock and Disable Device)

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

**Items** adventurer's pack, moderate alchemist's fire, chain shirt, +1 *composite shortbow* (20 arrows), lesser comprehension elixir, *doubling rings*, infiltrator's elixir, sap, +1 *striking shortsword*, shortsword, infiltrator thieves' tools and picks, notebook and pencil, 4 gp

**AC** 22; **Fort** +9, **Ref** +12, **Will** +11, +1 circumstance bonus against diseases

**HP** 60

**Clue In** ☞ (concentrate) **Frequency** once per 10 minutes; **Trigger** Another creature attempts a check to investigate a lead Oraka is pursuing; **Effect** Oraka shares some insights, and the creature gains a +1 circumstance bonus to the triggering check.

**Speed** 25 feet

**Melee** ☞ *shortsword* +13 (agile, magical, versatile S), **Damage** 2d6+2 piercing

**Melee** ☞ fist +12 (agile, unarmed), **Damage** 1d4+2 bludgeoning

**Melee** ☞ sap +11 (agile, nonlethal), **Damage** 1d6+2 bludgeoning

**Ranged** ☞ *shortbow* +13 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+1 piercing

**Devise a Stratagem** ☞ (concentrate, fortune) **Frequency** once per round; **Effect** Oraka assesses a foe for weak points and visualizes a plan of attack. She chooses a creature she can see and rolls a d20. If she Strikes the chosen creature later in the round, she must use the result of this roll for the attack roll of the first Strike she makes against the creature this round, instead of rolling.

When she makes this substitution, she can add her Intelligence modifier to her attack roll instead of her Strength or Dexterity modifier, provided her Strike is using an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon (which must be agile or finesse if it's a melee weapon with the thrown trait), or a sap.

If she's aware that the creature she chose is the subject of a lead she's pursuing, Oraka can use this ability as a free action.

**Expeditious Inspection** ♦ **Frequency** once per 10 minutes; **Effect** Oraka Recalls Knowledge, Seeks, or Senses Motive.

**Ancestry Feats** Athletic Might, Iron Fists

**Class Feats** Athletic Strategist, Known Weaknesses, Lie Detector, That's Odd

**General Feat** Fast Recovery

**Skill Feats** Battle Medicine, Lasting Coercion, Lie to Me, Quick Coercion, Wary Disarmament

**Other Abilities** keen recollection, Pursue a Lead (+1), strategic strike 2d6









# SAVSHIN STARWATCHER

An astronomer by profession and passion, the lizardfolk Savshin has always had his face turned toward the skies. Although he mastered iruxi sky-lore at a young age, Savshin realized there was much more to learn from other cultures. He traveled the length of Garund, picking up bits of astronomical lore from Lirgeni ruins and even braving haunted sites from the fallen cyclops empire of Ghol-Gan to learn more. These solitary journeys toughened him, helping him understand how dangerous some lost, hidden places can be. Savshin can now elucidate multiple traditions for every constellation and can predict celestial movements weeks or months in advance. Yet spending his evenings atop lonely heights and his days in ruined observatories has made for a lonely lifestyle indeed. He still maintains good relationships with his family, but has lost contact with most of his friends.

Savshin has recently wrapped up some research in Kibwe and wonders whether this bustling city might be a good place to spend some time and get to know other people. While the lizardfolk is eager to prove his worth to others, he can get overexuberant at times. He likes learning about other people, but is sometimes too aggressive in asking about their interests, almost as though he's treating friendship as a new frontier of research.

## SAVSHIN STARWATCHER

UNIQUE NG HUMANOID LIZARDFOLK

Male lizardfolk oracle 5 (*Character Guide* 56, *Advanced Player's Guide* 66)

**Heritage** wetlander lizardfolk

**Background** scholar

**Mystery** cosmos

**Languages** Common, Iruxi

**Perception** +9

**Skills** Academia Lore +7, Athletics +9, Diplomacy +13, Nature +11, Occultism +7, Religion +9, Survival +9 (+10 to Sense Direction or Track)

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

**Items** adventurer's pack, barkskin potion, bracers of missile deflection, compass, +1 crossbow (20 bolts), moderate frost vial, +1 handwraps of mighty blows, staff of healing, hide armor, tracker's goggles, scroll case with star charts, 8 gp

**AC** 22; **Fort** +9, **Ref** +9, **Will** +11

**HP** 58; **Resistances** physical 4

**Divine Aegis** ⤵ **Trigger** Savshin must attempt a saving throw against a magical effect, but hasn't rolled yet; **Effect** Until the beginning of his next turn, Savshin gains a +1 circumstance bonus to saving throws against non-divine magical effects, but also takes a -1 circumstance penalty to saves against divine effects.

**Shed Tail** ⤵ **Trigger** Savshin becomes grabbed; **Effect** Savshin sheds his tail to cease being grabbed and Strides without triggering reactions from the creature that Grabbed him. He can't use his tail attack or this reaction until his tail grows back in 1 week.

**Speed** 25 feet, swim 15 feet

**Melee** ⤵ staff +10 (magical, two-hand d8), **Damage** 1d4+3 bludgeoning

**Melee** ⤵ claws +11 (agile, magical), **Damage** 1d4+3 slashing

**Melee** ⤵ tail +10 (sweep), **Damage** 1d6+3 bludgeoning

**Ranged** ⤵ crossbow +10 (magical, range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Divine Spontaneous Spells** DC 21, attack +11; **3rd** (2 slots) *heroism*, *searing light*; **2nd** (3 slots) *augury*, *dispel magic*, *sound burst*; **1st** (3 slots) *bless*, *heal*, *ray of enfeeblement*; **Cantrips (3rd)** *dancing lights*, *daze*, *detect magic*, *guidance*, *light*, *message*, *read aura*, *shield*

**Revelation Spells** 2 Focus Points, DC 21; **3rd** *spray of stars* (*Advanced Player's Guide* 233), *vision of weakness* (*Advanced Player's Guide* 234)

**Ancestry Feats** Shed Tail, Tail Whip

**Class Feats** Divine Aegis, Vision of Weakness

**General Feats** Armor Proficiency

**Skill Feats** Assurance (Occultism), Forager, Natural Medicine

**Other Abilities** curse of the sky's call, signature spells (*dispel magic*, *heal*, *sound burst*)









# ZATHRI

Zathri was raised in the catfolk nation of Murraseth in southern Garund. When she was very young, her people chose her to serve as a guardian for the great evil contained at the heart of the nation, and she quickly learned the acrobatic fighting styles taught by her mentors. But the role of a guardian is not built solely on combat prowess. When it became clear that Zathri was downright terrible at keeping secrets, particularly when drunk, her mentors announced her unfit to serve as a guardian. Zathri didn't handle this decision well, picking fights and loudly revealing the personal details of everyone she'd gotten to know during her training. She was exiled from Murraseth and has drifted across northern Garund ever since.

Zathri is a loudmouth who regularly deploys a staggering array of creative insults. Despite being wholly unfit for polite company, Zathri has a good heart. She doesn't like bullies and is inclined to help underdogs and the downtrodden. She still feels the sting of exile and believes she has little to lose, which compels her to take excessive risks in combat. That her natural athleticism and well-honed skills see her through these reckless exploits only drives her to seek out further danger.

## ZATHRI

UNIQUE CG CATFOLK HUMANOID

Female catfolk swashbuckler 5 (*Advanced Player's Guide* 8, 82)

**Heritage** nine lives catfolk

**Background** martial disciple

**Swashbuckler's Style** braggart

**Languages** Amurrun, Common

**Perception** +8 (+10 for initiative); low-light vision

**Skills** Acrobatics +14, Athletics +10, Deception +10, Intimidation +12, Society +7, Stealth +11, Thievery +11, Warfare Lore +7

**Str** 16, **Dex** 19, **Con** 16, **Int** 10, **Wis** 8, **Cha** 16

**Items** adventurer's pack, *bracelet of dashing*, lesser bravo's brew (2), dented copper stein, +1 returning dagger, lesser elixir of life, *everburning torch*, leather armor, +1 striking rapier, 6 gp

**AC** 22; **Fort** +12; **Ref** +13; **Will** +8

**HP** 73

**Cat's Luck** ♦ (fortune) **Frequency** once per day; **Trigger** Zathri fails a Reflex saving throw; **Effect** Zathri rerolls the triggering saving throw and uses the better result.

**Opportune Riposte** ↻ **Trigger** A foe within Zathri's reach critically fails a Strike against her; **Effect** Zathri either makes a melee Strike against the triggering foe or attempts to Disarm it of the weapon it used for the Strike.

**Speed** 25 feet

**Melee** ♦ *rapier* +14 (deadly d8, disarm, finesse, magical), **Damage** 2d6+3 piercing plus precise strike

**Ranged** ♦ *dagger* +14 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

**Confident Finisher** ♦ (finisher) Zathri makes a Strike with a weapon that would apply her precise strike damage, with the following failure effect.

**Failure** Zathri deals half her precise strike damage to the target. This damage type is that of the weapon used for the Strike.

**Impaling Finisher** ♦ (finisher) Zathri lunges forward and stabs two foes with a single thrust. She makes a melee Strike with a bludgeoning or piercing weapon and compares the attack roll result against the AC of up to two foes. One foe must be adjacent to her, and the other foe must be adjacent to and directly behind the first foe, in a straight line from her space. She rolls damage once and applies it to each creature she hit. An Impaling Finisher counts as two attacks when calculating her multiple attack penalty.

**Light Paws** ♦♦ Zathri can balance on her toes to step carefully over obstructions. She can Stride and then Step, or Step and then Stride, ignoring difficult terrain during this movement.

**You're Next** ↻ (emotion, fear, mental) **Trigger** Zathri reduces an enemy to 0 Hit Points; **Effect** Zathri makes an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that she can see and that can see her.

**Ancestry Feats** Cat's Luck, Light Paws

**Class Feats** Antagonize, Impaling Finisher, You're Next

**General Feat** Incredible Initiative

**Skill Feats** Cat Fall, Intimidating Glare, Quick Jump, Steady Balance

**Other Abilities** land on your feet, panache, precise strike +3d6, vivacious speed +10 feet, weapon expertise









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