

MONTE COOK'S ARCANA UNEARTHED:

The Severed Oath

An Adventure for 5th-Level Characters



BY MIKE MEARLS

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The Severed Oath

“These are the Lands of the Diamond Throne... where honor, oath, and duty mean as much as gold or jewels.”

—The Diamond Throne



The village of Belleron lies west of the Harrowdeep and east of the Bitter Peaks. When the giants warred with the dramojh, they fought a great battle near the village. Many heroes among the giants fell in the struggle, and they were buried in stone barrows nearby. The villagers of Belleron, overjoyed at their liberation, swore an oath to watch over these graves and let none disturb them. Each year the people of Belleron have renewed this promise to keep the graves safe from robbers. They perform a ritual to swear on oath upon an object called the *oathsphere*, a metal orb scribed with runes of vigilance, fidelity, and debt. This sphere remains within the main barrow and serves as a potent symbol of the village's oath.

Recently, that oath has been broken. The harrid Varmerz believes the sphere is a key component to a ritual he can use to increase his martial and magical prowess fivefold. The villainous Order of the Broken Blade, eager to foment unrest within the Diamond Throne, agreed to help him steal the item. The Order of the Broken Blade believes that only the giants are fit to rule the Diamond Throne. They wish to make all other intelligent races slaves.

The Order knew an open attack would prove fruitless, as the village defenses included a variety of traps and many guards. Unfortunately for Belleron, a marauding band of inshons emerged recently from the

nearby swamps. Varmerz and his allies planted clues, treasure, and food to lead the inshons to Belleron. On the night of the creatures' attack, Varmerz slipped past the defenders, penetrated the barrows, and stole the *oathsphere*. The villagers failed to notice this theft, as they were too occupied in beating back the amphibian attackers.

With the barrows violated and their oath broken, the villagers are doomed unless someone can repair the pact. The giants have awoken from the dead and have demanded that the people of Belleron return the *oathsphere* or face the consequences of their infidelity. The people of Belleron fell into discord. Some argued that they should flee the area, while others believe someone in the village stole the sacred object. No one suspects that an intruder used the chaos of the battle as cover to steal it.

ABOUT THIS ADVENTURE

The characters walk into this situation. They must mediate the confrontation among the villagers, discover Varmerz's path, defeat the inshon marauders, and finally track down Varmerz and his followers. The encounters in this adventure are presented in this order:

Inshon Attack: This short battle serves to kick off the adventure with a bang. This encounter also sets the stage for the trouble ahead.

Welcome to Belleron: Once the characters make it to the village, they find the place in disarray. The outer wall is in bad shape from the inshon attack, while the surviving villagers remain bitterly divided. The player characters (PCs) must mediate between the two sides and contact the awakened giants to learn more about Varmerz.

Inshon Uprising: As the characters track Varmerz and his allies, they must contend with more inshons. They have the chance to defeat the inshon chieftain and destroy the threat the monsters pose to Belleron.

The Final Showdown: The characters arrive at Varmerz's camp just as the harrid prepares a ritual to increase his power. The characters must ambush the villains and defeat them to recover the *oathsphere*.

These events occur over the course of a single day. The adventure begins shortly after the characters break camp. If the PCs tarry, they may fail to stop Varmerz before he completes his ritual.

All color maps in this adventure were created with *Dundjinni* software. For more information and free *Dundjinni* files to enhance this scenario, visit <www.dundjinni.com>.

THINGS TO NOTE

This adventure, which debuted as a tournament at Gen Con Indy 2004, is designed for 5th-level characters using the *Monte Cook's Arcana Unearthed* variant player's handbook. It was written to take about four hours. DMs may wish to refer to the DMG and MM on certain rules points. Pages 15 to 23 present a set of six sample PCs that you can use to run this adventure at a convention, as a demo game, or as a one-shot for your gaming group. The sample characters are provided if you want to run this adventure at a convention or as a change of pace for your regular group. They have no special ties to the adventure, and you can easily insert this scenario into your normal campaign.

To keep things simple for the players, several of the sample characters have generic backpacks with a gold piece value listed with them. A PC can spend this money during the adventure to generate a mundane item she may need; in essence, the character had the item in the backpack all along. This rule allows the players to use a little creativity with their items and makes it easier for them to keep track of their possessions than if they simply had a long list of items. The players can only choose items from Chapter Six: Equipment in *Arcana Unearthed*. Make sure they obey the gold piece and weight limits for items.

Don't be afraid to suggest actions to the players if they have overlooked *Arcana Unearthed*-specific abilities. This goes doubly so for the spellcasting characters, since players unfamiliar with *Arcana Unearthed* might not understand the full extent of the magic system.

All of the monsters and important NPCs in this adventure are organized onto battle sheets on pages 10 to 14. The battle sheets are organized to serve as easy references during play. Please note that these creatures' statistics do not appear elsewhere in the adventure.

If you use miniatures in your game, the *Monte Cook's Arcana Unearthed* line of metal miniatures, produced by Iron Wind Metals, offers some figures appropriate for the characters in this adventure. The recommended miniature and its stock number appear with the descriptions of these characters. Find out more about them at <http://www.ironwindmetals.com>.

ENCOUNTER 1: INSHON ATTACK

This combat encounter gives the players a chance to test out their characters.

Read or paraphrase the following:

"For several weeks, you have journeyed the long, dusty roads that connect the villages west of the Harrowdeep. This area is far from the benevolent eye of the Diamond Throne, and bandits, monsters, and other threats are common here. Today, however, you face a much different sort of foe—the blistering heat of a summer day. The sun beats down upon you like a hammer on an anvil. Your armor feels like an oven, and your weapons and equipment are dead weight. But relief is just around the bend. The village of Belleron is no more than two miles distant. There stands the Leaping Moon, one of the finest taverns in the region, and the Watchman's Rest, with its soft beds and cool, refreshing baths."

If you don't like read-aloud text, try to weave a scene that tells the players they're hot, somewhat miserable, and looking forward to resting in Belleron.

THE ATTACK

As the characters draw within a mile of Belleron, they fall into an ambush set up by a small group of inshons. These brutes watch the road south in hopes of catching easy prey. They partially destroyed the bridge over a deep stream last night to work off their anger at their unsuccessful attack at Belleron. Now, they lurk in the trees.

Refer to the "Bridge" map on the next page for this encounter. It shows the characters' path, the bridge over the water, and the trees in this section of the forest. The inshons are in hiding at the places marked with a capital "I". They have climbed the trees there and plan to leap down to catch the characters by surprise.

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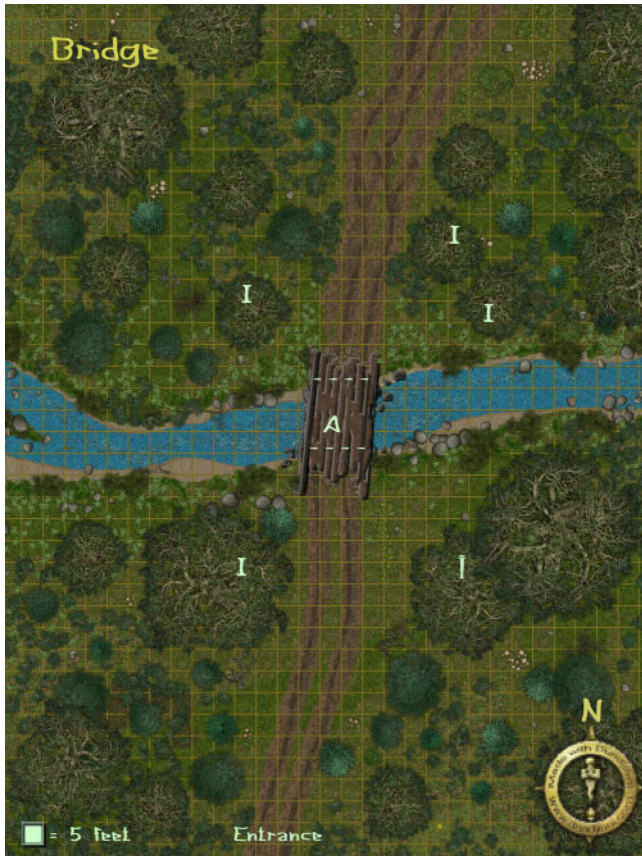
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The bridge has been severely damaged. The inshons knocked out the supports and hacked away at the planks from below. Anyone who enters the area marked A, the section bound by two dotted lines, must make a Reflex save or tumble through the bridge and into the water. The base Difficulty Class for a Medium character is 10, for a Large one 15. Add 3 to the Difficulty Class if the character wears medium armor, 5 for heavy armor. Small characters can cross safely.

The stream has a light, gentle current. The Swim DC is 10, but be sure to account for armor. A PC in heavy armor might simply sink to the bottom and walk along the surface, but he moves at half speed. It is 10 feet deep at the bridge and 6 feet deep in squares where it borders land. Those who fight in the water suffer a -2 penalty to attacks and damage.

ENCOUNTER CHECKLIST (EL 6)

The characters should make Spot checks to see if they notice the inshons. The Difficulty Class on this check is 21, as the inshons took time to hide themselves in the branches.

As the PCs near the bridge, they can make Knowledge or Craft checks (DC 10, use your judgment as to which skill applies) to note whether the bridge is safe.



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The five inshons leap down to attack if a PC tries to cross the bridge or ford the stream. They jump down on the player characters—treat this as a charge attack.

The inshon warriors fight to the death. They attack whichever PC is closest to them. See the battle sheet on page 10 for these creatures' statistics.

AFTERMATH

Once the PCs have defeated the wicked inshons, it should be clear to them that something is amiss. Any character with an appropriate Knowledge skill should make a check (DC 10) to recall some facts about these monsters. In summary, inshons are vicious amphibian creatures like humanoid locusts: They attack and destroy all in their path. They must have been resting from a recent battle or raid, otherwise they would lack the patience to wait for an opponent to come along like this. This does not bode well for Belleron.



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ENCOUNTER 2: WELCOME TO BELLERON

As the characters approach Belleron, it is clear that something is wrong. Read or paraphrase the following:

“As you round the last bend in the road to Belleron, you can see that the village is in trouble. The outer wall is damaged in many places, and the main gate teeters on the verge of collapse. Scorch marks dot the walls, and several lazy tendrils of smoke rise from the town. Dead inshons are piled outside the walls. Judging from the bodies and the damage, the attack must have taken place in the last 24 hours.”

If you choose to paraphrase the text or would rather make up something, you should make it clear that the village has come under attack and has suffered damage.

This encounter is divided into two sections. The first half describes Belleron, and the second half gives you the current local situation. To summarize, the residents are divided into two factions. One group wants to abandon Belleron, and the other wishes to fortify the place and fight on. With the giants demanding revenge for the severed oath, the first group feels this place is no longer safe. The second group believes they should honor their bargain and try to reason with the giants. If the area around Belleron is overrun with inshons, the townsfolk are doomed if they try to flee.

AREAS IN BELLERON

Belleron is in terrible shape. The inshons attacked last night, killing many of the village guard and militia and setting fire to the walls and several buildings. The locals managed to contain the fires and drive off the monsters, but at a terrible cost. Be sure to describe the damaged buildings, the slain warriors being prepared for burial, and the damage and wreckage across the place. The folk are nervous and obviously scared.

Each of these areas is marked on the map on this page.

1. Leaping Moon: The local pub is the second-largest building in Belleron. Its taproom has a dozen tables, each with five or six chairs. A woman named Agrella runs this place. She leads the faction that believes the villagers should stay and defend their home (see below). She hopes to contact the risen giants somehow and reason with them.

2. Watchman's Rest: The human Tergon runs this place. He has a dozen rooms to rent and usually plays host to merchants, scholars who come to visit the barrows, and others who stay in Belleron. He leads the faction that supports fleeing the area before the giants and inshons destroy them (see below).

3. Barrow Hill: Set into this low hill is a single set of stone double doors leading into the barrows carved into the earth. Fallen giants and sibeccai rest in niches carved into the walls, still arrayed with their weapons, armor, and other gear. In the entry chamber sits a stone slab set with a metal stand on which normally rests the *oathsphere*, a 6-inch-diameter metal ball carved with runes. The *oathsphere* is now gone, and two spectral giants, Ern-Teldren and Ioe-Endavra, plot their campaign against the village.

ENCOUNTER CHECKLIST

There are a number of ways this encounter can develop. The characters must convince both sides to remain within the village. They can do this by visiting the barrow, bargaining with the risen giants, and agreeing to return the *oathsphere* before the next sunrise. If the PCs do this, the townsfolk can rally to repair their defenses, and the giants give the characters a magical arrow that points in the direction of the sphere.

This encounter requires a fair amount of roleplaying and has the potential to spiral out of control. Don't be afraid to guide the PCs back on track if necessary. The townsfolk can give them advice against obviously terrible ideas, such as attacking the barrow (there are hundreds of giants buried within its depths), staying to defend the village (it's pointless if the giants arise, and there's not enough time to spend the night here and track down the sphere).

When the PCs enter the village, the guard on watch grills them with questions and seems obviously nervous.

The townsfolk send for the two village leaders, Agrella and Tergon, to speak with the characters. The PCs are heavily armed and armored, and the villagers obviously hope they can be of help.

Agrella and Tergon meet with the group members in the Leaping Moon and ask them for advice. Each presents his or her case, and the characters have a chance to persuade Tergon to change his mind.

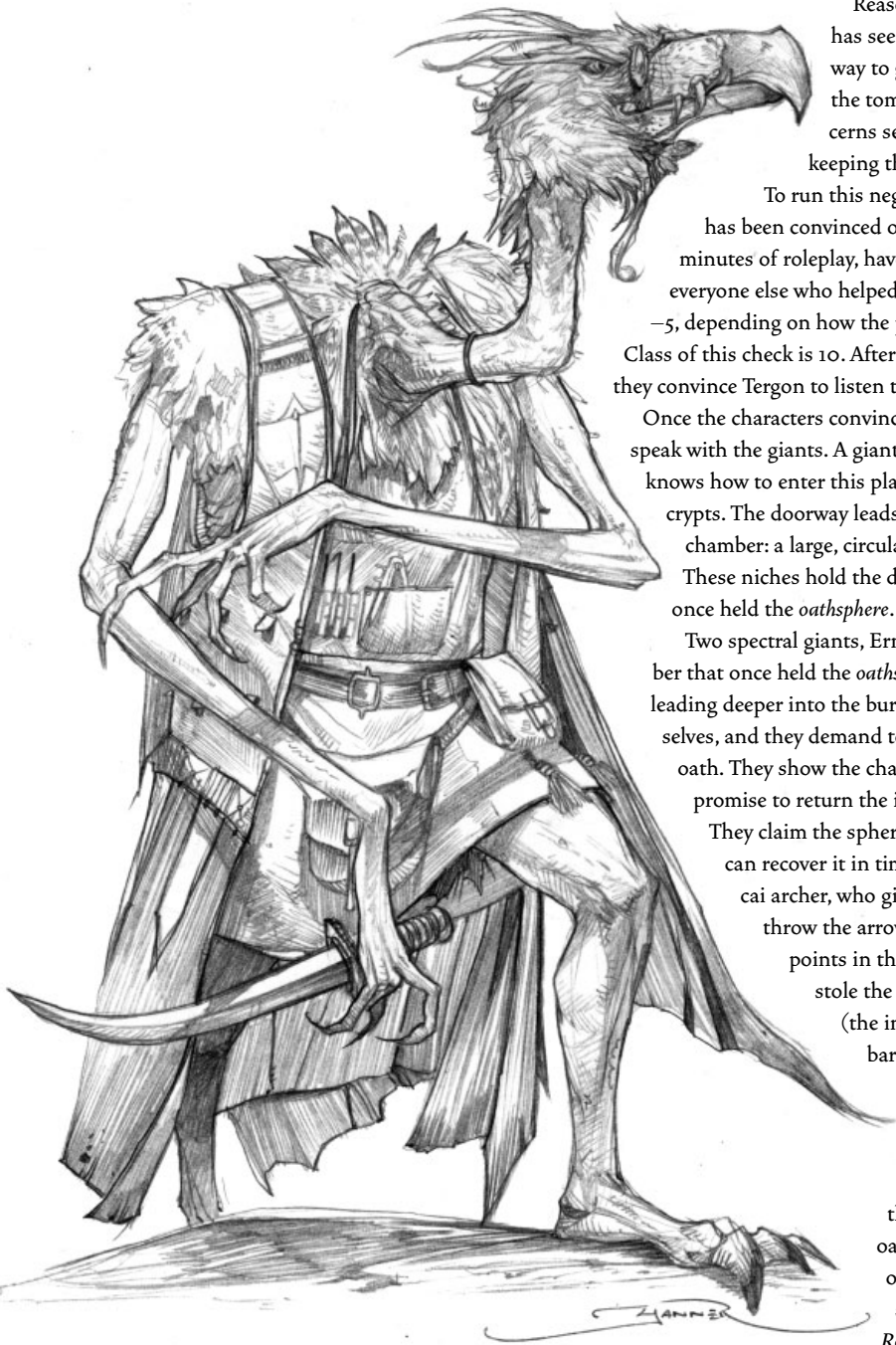
Agrella is in her mid-fifties. She has long, grey hair and is obviously exhausted. She was up all night helping tend to the wounded. She believes the giants can be reasoned with, but they have refused all visitors entry into the barrows. She thinks someone broke the oath and violated the tomb. She also considers it suicide to leave the safety of the village walls. The guards must go to work repairing them, she



says, but Tergon has refused to order them to do so. Instead, they gather supplies for a flight away from here.

Tergon commands the town militia. He is bald, has several scars from battles fought in his younger days, and carries himself like a retired drill sergeant. He posted guards around Belleron and refuses to allow anyone else near the barrows for fear of enraging the giants. His men are busy gathering supplies for a flight from the village. His first concern is for the safety of the townsfolk. He sees remaining here as suicidal, since he cannot hope to defeat the giants and the inshons. He is quick to remind the characters that, according to legend, the original oath stated that the villagers would dedicate their lives to keeping the barrows safe. With the grave violated and the *oathsphere* stolen, the giants might consider the villagers' lives forfeit. He continually points out his responsibility to take the option with the best chance of letting at least a few villagers survive—he doesn't think anyone will live if they stay here.

It should be clear that Tergon is wrong. The inshons are still out in the forest, and they can easily hunt down and kill the departing villagers. The best way out of this situation is to talk to the giants. Agrella can suggest this if the PCs don't think of it—remind the players that giants often consult with their ancestors in ceremonies, and perhaps a giant PC could establish contact with them. Any giant would know the proper ritual to gain respectful access to the barrows. Unfortunately, no giants reside in Belleron.



Reasoning with Tergon requires diplomacy. He is no fool, and he has seen a lot more battles than the PCs might suspect. The best way to get through to him is if the player characters agree to enter the tomb, if they treat him with respect, and if they take his concerns seriously. Should the PCs act flip or seem unconcerned with keeping the villagers safe, he grows angry with them.

To run this negotiation, you can simply roleplay it out until you feel Tergon has been convinced or you can use mechanics to help resolve it. After five to ten minutes of roleplay, have one player character make a Diplomacy check aided by everyone else who helped talk to Tergon. Assign the check a modifier between +5 and -5, depending on how the players roleplayed and if they were convincing. The Difficulty Class of this check is 10. After the PCs have made three successful checks in this manner, they convince Tergon to listen to their advice.

Once the characters convince Tergon to listen to them, they can go to the barrow and speak with the giants. A giant, or anyone with 6 or more ranks in Knowledge (ceremony), knows how to enter this place. The barrow's interior serves as an entryway to the deeper crypts. The doorway leads to a 10-foot-long corridor, which opens to the main upper chamber: a large, circular room with long, horizontal niches carved into its walls. These niches hold the dead. In the center of this room stands a metal tripod that once held the *oathsphere*.

Two spectral giants, Ern-Teldren and Ioe-Endavra, meet the PCs in the main chamber that once held the *oathsphere*. They take positions that block them from the stairs leading deeper into the burial mound. These giants challenge the PCs to identify themselves, and they demand to know why the people of the village have failed in their oath. They show the characters the spot where the *oathsphere* once rested. If the PCs promise to return the item, the giants agree to hold off their vengeance until dawn. They claim the sphere is close enough that, if the player characters hurry, they can recover it in time. They call forth from the crypts below a mummified sibecai archer, who gives the characters a magical steel arrow. If the characters throw the arrow into the air, it comes to rest 3 feet off the ground and points in the direction of the *oathsphere*. The giants know that a harrid stole the sphere, and they recall hearing the sounds of a distant battle (the inshon attack) while the monstrous villain slipped into the barrow and took the sphere.

The giants are wrathful at their awakening. Try to use archaic language for their speech to convey that they come from an earlier time. They speak of their awakening from their deep slumber and seem somewhat regretful that they must destroy the village, but the magical power of the oath compels them to claim the villagers' lives. There might be other spectral giants in the barrow as well—think of the scene with the army of the dead in the movie version of *The Return of the King* for inspiration.

Hopefully, the characters can convince Tergon to listen to them. They may need to dicker with the giants for a short time to win their trust. If the players are having a lot of fun with this encounter, don't be afraid to let it run a little long. The more they get into the characters, the more they'll be eager to protect the villagers and avenge the giants' loss.

If the players are new to *Arcana Unearthed*, you can allow them to make Knowledge (dangerous beasts) checks (DC 10) to determine what a harrid is. If successful, the PCs learn that a harrid is a vicious, vulturelike humanoid that loves to devour magical energy. The creature might plan to destroy the *oathsphere* and absorb the energy within it. As the focus of a mighty oath and a ritual performed every year since the war with the dramojh, the sphere might be a potent focus of power.

ENCOUNTER 3: INSHON UPRISING

The magical arrow indicates that the *oathsphere* lies somewhere northwest of Belleron, through a thick, swampy area. Unfortunately, this path lies directly in the way of the invading inshons. Luckily, the characters have a chance to kill the inshon chieftain and set back these monsters' plans.

The swamp is a hot, humid, miserable place. The characters can follow an ancient road built in dramojh times, an earthen highway piled above the swamp's water level. This place looks much like the Florida Everglades—thick stands of trees and knee- to waist-deep water. A Google search should turn up plenty of information and images you can draw on to help you create a good description of the place. The air is thick with flies, and the heat and humidity continue to pound down upon the characters. They are just as hot and miserable, if not more so, than they were earlier in the day.

Describe the path and the forest to set the scene, allowing the players to build an image of the surroundings in their minds. Perhaps a dinosaur or a similar threat moves in the distance, or the characters can hear the distant croaks and grunts of inshon warriors. The swamp is a menacing place where danger lurks at every turn. As the characters march, the canopy forms a thick barrier above them. Though it is a bit past noon, the sunlight appears shadowy and dusky beneath the trees.

There are three parts to this encounter. First, the PCs might uncover a few dead inshons. The harrid Varmerz and his assistants slew them. Perceptive characters might note that the harrid probably had help in killing them. Second, the characters must defeat a band of marauding inshons, including the chieftain of these creatures. Doing so buys time for the people of Belleron. Finally, if you want the adventure to run longer, you can insert a quick, optional fight with some more inshons to make things interesting and to create an extended game session.

A GRUESOME DISCOVERY

As the characters travel along the pathway, have them make Spot checks (DC 10). Anyone who succeeds notices that a patch of tall grass to the side of the road seems disturbed. The tall, slender grass is crunched down as if someone threw something heavy into it. If the PCs investigate, they find three dead inshons. Thick, dried mud covers the upper torso of one of them. The other two bear large wounds on their heads and torsos. The characters can uncover further information either through deduction or by making skill checks.

A Spellcraft (DC 15) check reveals that one inshon was killed by several *mudball* spells.

A Heal (DC 15) check demonstrates that the inshons died last night. The wounds came from a heavy axe or similar weapon wielded by a tall warrior.

A Knowledge (dangerous beasts) check (DC 20) reveals that harrids rarely use heavy weapons such as axes or greatswords. They prefer scimitars and lighter weapons. In addition, the angle of wounds suggests someone taller than a harrid attacked the inshons.





In truth, Varmerz met up with two giants and a sibeccai from the mysterious Order of the Broken Blade, a group of reactionaries and warmongers who want to push the giants to conquer the land and rule it as a military dictatorship. A little more about the Order of the Broken Blade appears on the next page under “All’s Well That Ends Well.”

A FAREWELL TO KINGS (EL 6)

As the PCs travel along the pathway, the song of inshon grunts, croaks, and voices grows louder. As luck would have it, two of the most powerful inshon warlords are here arguing over the leadership of the tribe. Their warriors are scattered and angry after their defeat last night, and a change in leadership may be in order. The inshons’ loud argument sets them up for an ambush, as the characters can slip into their camp and spring a surprise attack if they keep quiet.

Refer to the “Ambush” map above. As the PCs walk north along the path from the “Entrance” label, they have a chance to overhear the inshons’ argument and launch an attack. The pathway is dry, as is the raised area in the center of the map, but the rest of the area is covered in thigh-deep water. Medium characters move at half speed through it, Small ones move at quarter speed, and Large ones move as normal.

“I1” marks the inshon chieftain, “I2” marks the inshon that argues with him, and the other two “I” labels mark the two inshon sentries, who are too absorbed in the argument to keep watch.

ENCOUNTER CHECKLIST

As the PCs walk along the path, have them make Listen checks (DC 10) to hear the inshons. If they fail, they don’t notice the creatures until the sentries see them. In this case, the inshons move to attack.

Otherwise, the PCs can try to sneak up and attack the chieftain. Allow Spot checks for the inshon watchers, but give the player characters a +4 bonus to all Hide checks due to cover from the trees.

The two inshon sentries hide up in the trees. The PCs must make Spot checks (DC 15) to notice them. The sentries might end up leaping down upon the characters with surprise. The statistics for these inshons appear on the battle sheets on pages 10 and 11.

OPTIONAL ENCOUNTER (EL 4)

If by this point you have over an hour left in your available game time, consider using this optional encounter to fill out the action. There’s no map provided and you can use the generic inshon warrior stats on page 10’s battle sheet. In this encounter, a group of inshons with longbows sets up across a patch of deep water from the PCs. As the characters come down the path, the inshons fire at them. The player characters need to move through the thick mud and water at half speed and lose their Dexterity bonuses to Armor Class to reach the inshon attackers. Use three inshons to give the PCs a challenge without threatening them.

ENCOUNTER 4: THE FINAL SHOWDOWN

After a long day of trudging through the swamp, the characters finally come to their destination shortly after dark. Varmerz and his allies from the Order of the Broken Blade have gathered in an old ruin left over from the days of the dramojh to complete the ritual needed to drain the *oathsphere* of its magical power.

Refer to the “Final Showdown” map on the next page for an overview of the area. The map depicts the ruin, a three-room stone structure. Two of the rooms contain thick stone pillars. The point in Area D circled with dashed lines represents a hole in the ceiling.

ENCOUNTER CHECKLIST (EL 8)

As the PCs approach, it is just after dusk. They have left the swampy lowlands and are now in a forested area. Have them make Spot checks (DC 15) to notice the wisp of smoke coming from the stone building. This is an important clue that might allow an oathsworn or a similar character to slip into the rear room and attack Varmerz without fighting through his guards and allies.

Varmerz is at the point on the map marked “H” (for harrid). He built a fire in that room to complete the ritual needed to drain the sphere of its magic. Luckily, it’ll be a few hours before he’s done. A rhodin mercenary reclines at the point marked “R,” taking a nap. The giant oathsworn is at “GO,” the giant warmain is at “GW,” and their sibeccai follower is outside at point “S”. The areas marked A, B, C, and D are described below.

A. OUTSIDE

The area around the ruin is a dense, forested area. It's nighttime, so be sure to use the rules for illumination and light.

B. ENTRY CHAMBER

This room is bare, but the giants have made a pit trap at the entrance. Wooden planks are stacked on both the exterior and interior of the building—the giants use these to cross the pit, and the characters can see them if they (or the sibeccai) brings a light source here. The pit is not well hidden (Spot or Search check, DC 10, to notice it) and it's 10 feet deep (a fall inflicts 1d6 points of subdual damage). The giants use it to slow down their opponents.

C. BUNKROOM

Here we see bedrolls for three of the villains, a cookpot, and supplies stacked in the southeast corner. The rhodin mercenary is asleep here at point "R" at the start of the encounter.

D. THE HARRID'S ROOM

This is Varmerz's personal chamber. It is decorated with old, moldy tapestries and a bookshelf holding a few volumes of magical lore.

TACTICS

The sibeccai outside tries to delay the PCs while the giants shout a warning to the harrid. He carries a torch and is a bit skittish. While



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fanatically loyal to the giants, he has no desire to die here. When in doubt, he calls out for help. Unfortunately, the giants make no effort to help him—instead, they use missile attacks and hope to catch the PCs in the pit. They see the poor sibeccai as little more than cannon fodder.



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The rhodin wakes up and waits in his chamber. He makes no move to help the giants, since he's Varmerz's personal bodyguard. If the harrid calls for help, he rushes in to aid him. Otherwise, he guards the door into Area C.



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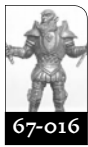
Varmerz tries to hide in his room. He'd rather allow his guards to handle the disturbance. If the PCs burst in on him, he fights to the death. If you want to use this adventure as part of a campaign, he may flee through the roof in Area D, leaving the sphere behind in his panic and allowing you to use him as a continuing villain. If the player characters are bogged down outside, he might climb up to the roof to shower them with spells from above.



67-029

Climbing to the roof is relatively easy (DC 10).

In general, the giants use direct tactics. These arrogant figures assume they can defeat the PCs easily. In particular, they hurl insults at other giants and sibeccai, calling on them to remain faithful to their true heritage and turn against the lesser races. The rhodin tries to ambush anyone who enters Area C, while the harrid Varmerz either lurks in his room or scuttles out onto the roof to launch spells.



67-016



If the PCs do something clever, such as slip into the ruin in secret and steal the *oathsphere* from Varmerz, allow them to finish early. If you still have time available, give them the option to slug it out with the villains just for the fun of it.

ALL'S WELL THAT ENDS WELL

If the PCs defeat the harrid and his allies, they have enough time to return to Belleron. They are welcomed there as heroes. The inshons flee the area with the death of their leader. The giants graciously accept the *oathsphere* and, before returning to their rest, they conduct a ritual to bless the village and the characters. If this is a campaign, each PC receives a hero point.

Meanwhile, the Order of the Broken Blade may have unfinished business with the PCs. This fascist order of giant supremacists works behind the scenes to arrange for a Hu-Charad dictatorship over the land. Who knows what evil they have in mind or which seemingly innocent folk have fallen under their thrall? The Order could become a series of recurring villains, if you need an evil conspiracy for your *Arcana Unearthed* game.

Inshon Warriors

MEDIUM MONSTROUS HUMANOIDS



Ability	Score	Modifier
Strength	17	+3
Dexterity	12	+1
Constitution	15	+2
Intelligence	4	-3
Wisdom	8	-1
Charisma	11	+0

AC: 16	Touch: 11	Flat-Footed: 15
Initiative: +5	HD: 3	
Hit Points: 19	Dying -3	Dead -15
Speed: 30 feet	Swim 40 feet	
Saves: Fort +3	Reflex +4	Will +2

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Greataxe 2 claws +6 melee (1d6+3), bite +1 melee (1d8+1).	+6	1d12+4	×3
Masterwork longbow Range increment 100 feet, bodkin arrows allow you to ignore 2 points of armor bonus.	+5	1d8	×3
Grapple Unarmed attack bonus is +6.	+6	1d3+3	×2

FEATS AND ABILITIES

Speed Burst: Can take an extra move action 1/day.

Poison: Anyone who touches or is touched by an inshon must make a Fortitude save (DC 13) or suffer a -1 penalty to attacks, checks, and saves for 1d4 minutes.

SKILLS

Jump +11, Spot +7.

EQUIPMENT

Greataxe, masterwork longbow, 20 arrows.

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill a creature's 21 O's, it's out of the fight.

ENCOUNTER ONE

1. OOOOO OOOOO OOOOO OOOOO O
2. OOOOO OOOOO OOOOO OOOOO O
3. OOOOO OOOOO OOOOO OOOOO O
4. OOOOO OOOOO OOOOO OOOOO O
5. OOOOO OOOOO OOOOO OOOOO O

ENCOUNTER THREE

1. OOOOO OOOO OOOOO OOOOO O
2. OOOOO OOOO OOOOO OOOOO O
3. OOOOO OOOO OOOOO OOOOO O

OPTIONAL ENCOUNTER

1. OOOOO OOOOO OOOOO OOOOO O
2. OOOOO OOOOO OOOOO OOOOO O
3. OOOOO OOOOO OOOOO OOOOO O

Inshon War Chieftain

MEDIUM MONSTROUS HUMANOID,

3RD-LEVEL WARRIOR



Ability	Score	Modifier
Strength	18	+4
Dexterity	12	+1
Constitution	16	+3
Intelligence	4	-3
Wisdom	14	+2
Charisma	11	+0

AC: 16	Touch: 11	Flat-Footed: 15
Initiative: +5	HD: 6	
Hit Points: 49	Dying -4	Dead -16
Speed: 30 feet	Swim 40 feet	
Saves: Fort +7	Reflex +5	Will +6

ATTACKS

Base attack bonus +6

Weapon	Attack Bonus	Damage	Critical
+1 greataxe	+12	1d12+8	×3
2 claws +10 melee (1d6+3), bite +4 melee (1d8+1).			
Masterwork longbow	+9	1d8	×3
Range increment 100 feet, bodkin arrows allow you to ignore 2 points of armor bonus.			
Grapple	+10	1d3+4	×2
Unarmed attack bonus is +10.			

FEATS AND ABILITIES

Speed Burst: Can take an extra move action 1/day.

Poison: Anyone who touches or is touched by an inshon must make a Fortitude save (DC 13) or suffer a -1 penalty to attacks, checks, and saves for 1d4 minutes.

Weapon Focus and Specialization (greataxe)

SKILLS

Jump +11, Spot +12

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO OOOOO OOOOO OOO

EQUIPMENT

Greataxe +1, masterwork longbow, 20 arrows.

Varmerz the Harrid

MEDIUM MONSTROUS HUMANOID,

3RD-LEVEL MAGISTER



67-102

Ability	Score	Modifier
Strength	16	+3
Dexterity	14	+2
Constitution	15	+2
Intelligence	16	+3
Wisdom	9	-1
Charisma	17	+3

AC: 16	Touch: 12	Flat-Footed: 14
Initiative: +5	HD: 4d8+3d6+14	
Hit Points: 46	Dying -3	Dead -15
Speed: 30 feet		
Saves: Fort +4	Reflex +7	Will +6

ATTACKS

Base attack bonus +5

Weapon	Attack Bonus	Damage	Critical
Scimitar	+8	1d6+3 and poison	18 - 20, ×2

FEATS AND ABILITIES

Speed Burst: Can take an extra move action 1/day.

Poison: Fortitude, DC 16, 1d3 Constitution/1d3 Constitution

Magic Drain: Touch removes highest-level spell slot, suppresses item 1d4 rounds, gains 1d4 temporary hit points.

Corrupted Mage: Spells inflict 1 point of temporary Wisdom damage on failed Will save.

Modify Spell: See *Arcana Unearthed*, page 108—laden spell to change effects.

SKILLS

Sneak +9, Spot +6.

MAGIC

Spell-Like Abilities: 2/day—*levitate*, *read mind*, *see invisibility*, *whisper of madness*; 1/day—*empower spell*, *sorcerous guise*, *telepathy*. DC 13 + spell level, cast as 10th-level magister.

Spells/Day:

0-level (5)—○○○○○

1st-level (3)—○○○

2nd-level (2)—○○

Spells Readied: (DC 13+ spell level)—Pick spells to fill out this list, if you want.

0—*bash*, *ghost sound*, *touch of nausea*

1—*compelling command*, *mudball*, *veil of darkness*, *cold blast*

2—*blinding light*, *energy blade*

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

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EQUIPMENT

Scimitar, magister's staff, *bracers of armor* +2.

Tel-Hadrad

LARGE GIANT, 3RD-LEVEL GIANT/1ST-LEVEL WARMAIN



Ability	Score	Modifier
Strength	20	+5
Dexterity	10	+0
Constitution	16	+3
Intelligence	10	+0
Wisdom	9	-1
Charisma	11	+0

AC: 19	Touch:9	Flat-Footed: 19
Initiative: +0	HD: 3d10+1d12+15	
Hit Points: 44	Dying -4	Dead -16
Speed: 20 feet		
Saves: Fort +8	Reflex +1	Will +0

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Masterwork greatsword	+8	2d6+5	18 - 20, X2
Masterwork battleaxe	+4 (off-hand)	1d8+2	20/X3

FEATS AND ABILITIES

Stomp: Standard action, all Medium or smaller creatures within 10 feet must make DC 15 Balance checks or fall prone.

Two-Weapon Fighting: Reduce penalties when using two weapons

Iron Flesh: +1 natural bonus to Armor Class.

Size Large: 10-foot reach.

SKILLS

Diplomacy +7, Intimidate +7.

EQUIPMENT

Masterwork greatsword, masterwork battleaxe, +1 plate armor.

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO OOOO

Dyr-Krethen

MEDIUM GIANT, 4TH-LEVEL OATHSWORN



Ability	Score	Modifier
Strength	18	+4
Dexterity	14	+2
Constitution	16	+3
Intelligence	10	+0
Wisdom	9	-1
Charisma	11	+0

AC: 16	Touch:14	Flat-Footed: 14
Initiative: +2	HD: 4d10+12	
Hit Points: 43	Dying -4	Dead -16
Speed: 40 feet		
Saves: Fort +7	Reflex +6	Will +3

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Unarmed strike	+8 (flurry +6/+6)	1d8+4	X2
Thrown item	+5	1d8+4	X2

FEATS AND ABILITIES

Weapon Focus (unarmed): Standard action, all Medium or smaller creatures within 10 feet must make Balance checks (DC 15) or fall prone.

Combat Reflexes: Gain three attacks of opportunity per round.

Iron Flesh: +1 natural bonus to Armor Class.

Evasion: No damage on successful Reflex save.

SKILLS

Balance +9, Escape Artist +9, Spot +6, Tumble +9.

EQUIPMENT

Bracers of armor +1.

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO OOO

Gragark

MEDIUM SIBECCAII, 2ND-LEVEL WARRIOR



Ability	Score	Modifier
Strength	16	+3
Dexterity	10	+0
Constitution	15	+2
Intelligence	8	-1
Wisdom	10	+0
Charisma	7	-2

AC: 20 Touch: 10 Flat-Footed: 20
 Initiative: +0 HD: 2d8+4
 Hit Points: 18 Dying -3 Dead -15
 Speed: 20 feet
 Saves: Fort +5 Reflex +0 Will +0

ATTACKS

Base attack bonus +2

Weapon	Attack Bonus	Damage	Critical
Dire sibeccai khopesh	+5 (+3 w/bite)	1d10+5	19 - 20/x2
Bite	+5 (+3 w/sword)	1d6+3	x2

FEATS AND ABILITIES

- Weapon Proficiency – Heavy Exotic
- Bite: Can make bite attacks.

SKILLS

Spot +2.

EQUIPMENT

Dire sibeccai khopesh, plate armor, long shield.

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

OOOOO OOOOO OOOOO OOO

Krog the Rhodin

MEDIUM RHODIN, 3RD-LEVEL WARRIOR



Ability	Score	Modifier
Strength	16	+3
Dexterity	10	+0
Constitution	12	+1
Intelligence	9	-1
Wisdom	8	-1
Charisma	9	-1

AC: 16 Touch: 10 Flat-Footed: 16
 Initiative: +0 HD: 3d8+3
 Hit Points: 20 Dying -2 Dead -12
 Speed: 20 feet
 Saves: Fort +4 Reflex +1 Will +0

ATTACKS

Base attack bonus +2

Weapon	Attack Bonus	Damage	Critical
Masterwork greatsword	+8	2d6+4	x3
Butt	+5 (+7 w/o axe)	1d6+1	x2

FEATS AND ABILITIES

- Multiattack: Reduced penalty to secondary attack.
- Weapon Focus (greatsword)

SKILLS

Listen +4.

EQUIPMENT

Masterwork greatsword, banded mail.

HIT POINT TRACKER

Mark damage by crossing out or filling in the O's. When you fill all a creature's O's, it's out of the fight.

OOOOO OOOOO OOOOO OOOOO

Derendia the Guardian

SIBECCAI OATHSWORN 5, SIZE MEDIUM



Ability	Score	Modifier
Strength	16	+3
Dexterity	14	+2
Constitution	15	+2
Intelligence	8	-1
Wisdom	12	+1
Charisma	8	-1

AC: 16 Touch: 15 Flat-Footed: 14
 Initiative: +2
 Hit Points: 48
 Speed: 40 feet
 Saves: Fort +6 Reflex +6 Will +5

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Unarmed attack Flurry of blows +5/+5.	+7	1d8+3	×2
Thrown object Range increment 10 feet, applies to any object 1 lb. or heavier.	+5	1d8+3	×2
Grapple	+6	1d3+3	×2

Armor: None

FEATS

Speed Burst: Twice per day, take an extra move action.

Tough Hide: +1 natural bonus to AC.

Weapon Focus (unarmed strike): +1 bonus with unarmed attacks.

SKILLS

Skill	Total	Ability	Miscellaneous	
	Bonus	Modifier	Ranks	Modifiers
Climb	+7	+3	4	+0
Escape Artist	+7	+2	5	+0
Jump	+7	+3	4	+0
Sneak	+7	+2	5	+0
Tumble	+8	+2	6	+0

OATHSWORN ABILITIES

Eschew Food – You no longer need to eat.

Shattering Blow – Make a single attack as a full attack action to ignore 5 DR.

Evasion – Suffer no damage on a successful Reflex save.

Refuse Fear – Immune to fear.

Refuse Fatigue – Ignore effects of fatigue.

Lesser Adaptation – Ignore 1 point of environmental effects each round.

EQUIPMENT

Robes
 5 potions of lesser battle healing
 Potion of see invisibility
 Potion of invisibility
 Potion of neutralize poison

BACKGROUND

For 17 years and 110 days you studied at the feet of your masters, learning to set aside all simple mortal concerns to take up the path of the oathsworn. Your body is a weapon, one that is stronger than the stoutest iron. You do not need food, you have no need for comfort. All that matters is your oath.

You have sworn to defend the common folk of the Diamond Throne. You walk the world, handing out justice against bandits and hunting down monsters. Aside from the potions you carry to mend and repair your wounds so that you can continue your quest without delay, you need nothing on the road.

You have one conflict—you enjoy the company of others, but at times you wonder if you rely on them too much. You try to take the lead in any fights to prove that you can take care of yourself in dangerous situations.

Key Traits: Driven, serious, grim, fanatical. Think Wolverine from *The X-Men*.

You are somewhat arrogant about your talents—who needs a weapon?

Your first response to most situations is to use violence, and your anger can sometimes push you to attack without thought.

You're grim and tough—maybe too much so—but somebody has to be ready for trouble.

Karzagedaren

MOJH MAGE BLADE 5, SIZE MEDIUM



Ability	Score	Modifier
Strength	13	+1
Dexterity	15	+2
Constitution	10	+0
Intelligence	14	+2
Wisdom	10	+0
Charisma	14	+2

AC: 21	Touch: 12	Flat-Footed: 19
Initiative: +2		
Hit Points: 32		
Speed: 30 feet		
Saves: Fort +2	Reflex +4	Will +2

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Athame	+8	1d8+3	19—20, ×2
Your athame is a +2 <i>longsword</i> that only you can wield.			
Masterwork sling	+6	1d4+1	×2
Range increment 50 feet.			
Grapple	+4	1d3+1	×2
Unarmed attack bonus is +4.			

Armor: +1 *chain shirt* +5 AC, no arcane failure chance (athame), –2 check penalty.

FEATS

Bonded Item: +1 luck bonus when using athame.

Expertise: Gain up to a +3 dodge bonus to AC for up to a –3 penalty to attacks until next turn. Penalty = bonus.

Improved Disarm: Avoid attack of opportunity, opponent cannot disarm you when you attempt a disarming attack.

Weapon Focus (longsword): You gain a +1 bonus to attacks with the longsword.

SKILLS

Skill	Total	Ability	Miscellaneous	
	Bonus	Modifier	Ranks	Modifiers
Concentration	+8	+0	8	+0
Knowledge (arcana)	+10	+2	8	+0
Search	+10	+2	8	+0
Spellcraft	+10	+2	8	+0

EQUIPMENT

Athame (masterwork longsword, counts as +2 *weapon* in your hands)
+1 *chain shirt*

Masterwork sling

Longshield

Ring of protection +1

Wand of lesser battle healing—38 charges, heal 1d6+3 points of damage
2 vials of *oil of cloak of darkness*

Backpack and contents: 40 gp of mundane equipment. During the course of play, you can automatically pull from your backpack any nonmagical item that costs 10 gp or less and weighs 5 lbs. or less. Deduct its value from the total cost of mundane equipment you have left. You cannot produce anything that costs more than the total amount of equipment you have left. You cannot pull out the same item more than once. If an item costs less than 1 gp, you have multiples of the item worth a total of 1 gp, but the items cannot weigh more than 5 lbs. total. For example, you could pull five torches from your backpack (since they weight a total of 5 lbs.), 10 fishhooks that total 1 gp in value, and so forth.

BACKGROUND

For years, you studied under your master to learn the secrets of battle magic. Your teacher was a mojh, and before you began your studies you, too, gave up your humanity for a new, stronger form. You forged your new form into an extension of your chosen weapon. When you wield the blade, your magic combines with it to form a single, elegant weapon. But the flesh is weak, and while a blade remains strong, the body slowly diminishes. Even your magically altered body will one day fail. Thus, each day you must mold your legacy so that it can live on after your soul departs this world.

When your master judged you ready to seek your fortune, the mojh sent you out with nothing other than your athame and a few days' worth of supplies. Material objects mean little to you, aside from the utility they offer.

While you are at peace with yourself, you find the world troubling. Others judge you based on your appearance, not your actions. Your rigid code, as strong as a steel blade, compels you to correct such foolish actions. You have dueled against many warriors, but your magic is too strong and your sword too sharp for others to resist you. Deep down, you enjoy demonstrating your superior combat abilities.

Key Traits: Headstrong, driven, impatient. Think Boromir from *Fellowship of the Ring*, but younger.

Your code of honor is simple—fight those who threaten you, never back down from a challenge, answer any insult with an invitation to duel, and set yourself against the toughest obstacles you can find. Only in this way can you prove your mettle.

You are driven to succeed and prove yourself. This pushes you to attempt great deeds, but it also can cause you to rush into things without thinking them through. When your honor has been insulted, you sometimes speak and act before thinking.

In battle, you toy with an opponent to push him slowly into a disadvantageous position. You like to demonstrate your superior skills by disarming a foe or defeating his attacks with your talented parries, knocking aside his feeble strikes while maneuvering to cut off his retreat.

SPECIAL ABILITIES

Darkvision 60 feet

Shimmering Shield—Gain +2 deflection bonus to AC for 5 rounds, 1/day.

SPELL SLOTS PER DAY

o Level (4): ○ ○ ○ ○

1st Level (3): ○ ○ ○

2nd Level (2): ○ ○

Spell Save DC: 12 + spell level

SPELLS PREPARED

○ LEVEL

Canny Effort—Caster gains +2 bonus to next skill check

Ghost Sound—Create illusory sound

Read Magic—Read magical writing, runes

Saving Grace—+1 luck bonus to one type of save

Seeker—+2 bonus to next ranged attack

1ST LEVEL

Mudball—Ranged attack does 1d8+5 points of damage, blinds target

Obscuring Mist—Cloud of vapor blocks sight

Precise Vision—+5 bonus to Spot and Search checks

Touch of Pain—Target is shaken

2ND LEVEL

Ability Boost—+2 bonus to target's highest ability score

Muddy Ground—Reduce movement by half, Balance check to keep feet

Nuella Spellbearer

LORESONG FAEN MAGISTER 5, SIZE SMALL



Ability	Score	Modifier
Strength	6	-2
Dexterity	14	+2
Constitution	13	+1
Intelligence	18	+4
Wisdom	12	+1
Charisma	10	+0

AC: 15	Touch: 13	Flat-Footed: 13
Initiative: +2		
Hit Points: 27		
Speed: 20 feet		
Saves: Fort +2	Reflex +3	Will +5

ATTACKS

Base attack bonus +2

Weapon	Attack Bonus	Damage	Critical
Staff	+1	1d4-2	×2
Masterwork light crossbow	+5	1d8	19 - 20/×2
Range increment 80 feet.			
Grapple	-4	1d2-2	×2
Unarmed attack bonus is +1.			

Armor: *Bracers of armor* +2.

FEATS

Defensive Move: You gain a +4 bonus to AC if you move at least 10 feet in a round.

Eldritch Training: Apply eldritch template to any spell: increase DC by +1 for free, or increase it by +2 by ladening spell.

Hunter Mage: Your spells deal +50 percent damage against monstrous humanoids via the enemy bane template.

Spell Affinity: You can cast *sorcerous blast* as a 2nd-level spell while using its standard effects.

SKILLS

Skill	Total Bonus	Ability		Miscellaneous	
		Modifier	Ranks	Modifiers	
Concentration	+9	+1	8	+0	
Intimidate	+8	+0	8	+0	
Knowledge (magic)	+13	+4	8	+1	
Knowledge (runes)	+12	+4	8	+0	
Search	+12	+4	8	+0	
Spellcraft	+15	+4	8	+3	

SPECIAL ABILITIES

+6 bonus to Sneak checks.

Cast *detect magic*, *ghost sound*, and *lesser glowglobe* 1/day as a 5th-level caster.

Low-light vision.

EQUIPMENT

Magister's staff

Light crossbow with 10 bolts

Bracers of armor +2

2 *heightening elixirs* – next spell cast is heightened for free

2 *ladening elixirs* – next spell cast is ladened for free

Ring of magical might— +1 bonus 1st-level slot

Wand of cold blast (38 charges)

3 *potions of lesser battle healing*

BACKGROUND

You hail from the Harrowdeep, where you served as a warcaster, a magister charged with repelling attacks launched by monsters and raiders that live within the wood. Your face, arms, and legs are covered in the tattoos that tell of your victory and mark your magical power. Each tattoo also gives thanks to one of the many gods that have helped you on your adventures.

You left home to test your magic against the power of other folk—mojh, humans, litorians, sibeccai, and giants. You consider yourself an accomplished mage, but you have learned that you still have much to master. You have ultimate faith in your magic in battle and seek out dangerous situations and worthy causes to place your spells behind.

In battle, you are a whirling hurricane of rage and simmering power. Your master taught you that every mage has a different channel for her energy, and yours is your emotions. Your channel your inner anger and let it flow outward in destructive energy.

Key Traits: Hotheaded, aggressive, eager. Think of Vasquez from *Aliens*.

You love battle, and when swords and arrows fly, you're eager to unleash your magic. To you, the best spells are those with big, spectacular effects. The louder, the better.

You're a bit overconfident in your abilities. You tend to think you can blast your way out of any situation. Thus far, that opinion hasn't gotten you into any trouble.

Nothing gets you angrier than someone who hurts your friends. They might not be all that smart, and they may have to rely on swords and armor rather than spells, but they've helped you out in the past.

SPELL SLOTS PER DAY

0-Level (6):	○	○	○	○	○	○
1st Level (4):	○	○	○	○		
2nd Level (3):	○	○	○			
3rd Level (2):	○	○				

Spell Save DC: 14 + spell level, +1 or +2 with Eldritch Training feat

SPELLS PREPARED

0 LEVEL

- Contact* – Send mental message to creature touched
- Disorient* – Target rerolls initiative, is flat-footed
- Minor Illusion* – Creates illusion of object in hand
- Read Magic* – Read magical writing, runes
- Saving Grace* – +1 luck bonus to one type of save
- Seeker* – +2 bonus to next ranged attack
- Telekinesis (lesser)* – Move 5 lbs. with mind
- Touch of Nausea* – Target takes only move next turn

1ST LEVEL

- Cold Blast* – Ray does 1d4 damage, 2 Strength damage
- Compelling Command* – Target obeys one of three commands
- Fire Burst* – 3d6 points of fire damage in 10-foot radius
- Stone Blast* – Earth rips from ground, deals 2d6 points of damage
- Touch of Pain* – Target is shaken
- Transfer Wounds* – Heal 1d10+5 points of, take half in subdual

2ND LEVEL

- Drain Away Speed* – Reduce target's speed by 30 feet
- Eldritch Web* – Web entangles creatures
- Mark Allies* – Protect allies from your spells of 3rd level or lower
- Scream* – Target suffers 1d8 points of sonic damage, +2 Strength damage

3RD LEVEL

- Dispel Magic* – Removes magical spell effect
- Slow* – Up to 5 creatures take only limited actions, suffer –2 to AC, attacks, damage, and Reflex saves
- Sorcerous Blast* – Inflicts 5d6 points of damage

Ozwood the Wanderer

HUMAN AKASHIC 5, SIZE MEDIUM



Ability	Score	Modifier
Strength	10	+0
Dexterity	14	+2
Constitution	14	+2
Intelligence	15	+2
Wisdom	8	-1
Charisma	12	+1

AC: 16	Touch: 12	Flat-Footed: 14
Initiative: +2		
Hit Points: 36		
Speed: 40 feet		
Saves: Fort +3	Reflex +3	Will +3

ATTACKS

Base attack bonus +3

Weapon	Attack Bonus	Damage	Critical
Greataxe	+3	1d12	×3
Masterwork longbow	+5	1d8	×3
Range increment 100 feet, bodkin arrows allow you to ignore 2 points of armor bonus.			
Grapple	+3	1d3	×2
Unarmed attack bonus is +3.			

Armor: +1 studded leather jack +4 armor, +0 check, 20 lbs.

FEATS

Eidetic Memory: +1 bonus to all Knowledge checks, +4 bonus to all Intelligence checks to remember events.

Opportunist: Once per round, make immediate attack of opportunity against foe who has taken damage.

Point Blank Shot: +1 bonus to attack and damage w/ranged attack up to 30 feet.

Precise Shot: Shoot into melee without penalty.

SKILLS

Skill	Total	Ability	Miscellaneous	
	Bonus	Modifier	Ranks	Modifiers
Bluff	+9	+1	8	+0
Decipher Script	+10	+2	8	+0
Gather Information	+9	+1	8	+0
Knowledge (ceremony)	+13	+4	8	+1
Knowledge (dang, beasts)	+13	+4	8	+1
Knowledge (history)	+13	+4	8	+1
Perform (storytelling)	+9	+1	8	+0
Sneak	+10	+2	8	+0
Spot	+7	-1	8	+0
Tumble	+10	+2	8	+0
Use Magic Device	+9	+1	8	+0

AKASHIC ABILITIES

Skill Memory – Twice per day, use a full-round action to gain a +2 bonus to a skill.

Delve Into Collective Memory – Check at +7 to unearth info from akashic memory.

Sneak Attack +1d6.

Minor Battle Memory – Once per day, concentrate for 1 round to gain +3 bonus to attacks, damage, and AC for 5 rounds.

EQUIPMENT

Greataxe

Masterwork longbow with 40 bodkin arrows

+1 studded leather jack

Boots of Striding and Springing: +10 feet movement, +5 bonus on Jump checks

Wand of Conjure Energy Creature I, caster level 3rd, 22 charges

Wand of Illusory Object, caster level 1st, 38 charges

Backpack and contents: 200 gp of mundane equipment. During the course of play, you can automatically pull from your backpack any nonmagical item that costs 50 gp or less and weighs 5 lbs. or less. Deduct its value from the total cost of mundane equipment you have left. You cannot produce anything that costs more than the total amount of equipment you have left. You cannot pull out the same item more than once. If an item costs less than 1 gp, you have multiples of the item worth a total of 1 gp, but the items cannot weigh more than 5 lbs. total. For example, you could pull five torches from your backpack (since they weight a total of 5 lbs.), 10 fish-hooks that total 1 gp in value, and so forth.

BACKGROUND

You are a wandering storyteller who seeks out adventure and excitement to inform your stories and build a new body of legends. Since shortly after you completed your akashic training, you have followed the road wherever it happened to take you. You rarely spend more than a week in once place, as the road always calls out to you to follow where it may lead.

You are worldly, experienced, and adventurous. You're the sort of person who orders the strangest dishes you can find in a restaurant just for the experience of trying something new. You know that one day you'll be too old for the road, so until then you want to see as much as you can before you settle down.

Key Traits: Curious, inquisitive, impulsive, worldly. Think Peregrine Took from *The Lord of the Rings*.

Your enthusiasm sometimes overcomes your common sense, putting you into a tight situation before you can think of a way out of it. Act first, think later is all too often your method of doing things.

You have a story for every occasion and like to back up your arguments and ideas with tales you've heard or things you've seen in your travels.

Rastan

LITORIAN 1/WARMAIN 4, SIZE MEDIUM



Ability	Score	Modifier
Strength	16	+3
Dexterity	16	+3
Constitution	14	+2
Intelligence	10	+0
Wisdom	10	+0
Charisma	8	-1

AC: 19 Touch: 13 Flat-Footed: 16
 Initiative: +3
 Hit Points: 54
 Speed: 30 feet
 Saves: Fort +8 Reflex +6 Will +2

ATTACKS

Base attack bonus +5

Weapon	Attack Bonus	Damage	Critical
+1 dire litorian warclub Used as a double weapon: +10/+10.	+10	1d8+9	×3
Masterwork longbow Range increment 10 feet, applies to any object 1 lb. or heavier.	+9	1d8	×3
Grapple Unarmed attack +8.	+8	1d3+3	×2

Armor: +2 chain shirt, -1 check penalty, 25 lbs.

FEATS

Ambidexterity: You are neither right- nor left-handed.

Exotic Weapon Proficiency: You are proficient with all exotic heavy weapons.

Two-Weapon Fighting: You are trained to fight with two weapons or a double weapon.

Weapon Focus (litorian warclub): +1 bonus to attacks with the litorian warclub.

Weapon Specialization (litorian warclub): +2 bonus to damage with the litorian warclub.

SKILLS

Skill	Total Bonus	Ability Modifier	Ranks	Miscellaneous Modifiers
Climb	+7	+3	4	+0
Jump	+7	+3	4	+0
Swim	+7	+3	4	+0
Wilderness Survival	+6	+0	4	+2

LITORIAN ABILITIES

+2 bonus to Intimidate, Search, Spot, Listen, and Wilderness Survival checks.

Low-light vision.

EQUIPMENT

+1 dire litorian warclub

+2 chain shirt

Masterwork longbow with 20 arrows

3 potions of lesser battle healing

Bedroll, 50-foot rope, 3 days' worth of rations, waterskin.

BACKGROUND

For several years, you worked as a mercenary in the employ of whomever the fates carried you to. Long ago, you learned that luck is the most important force in life. In the battles you've fought, some warriors fell under a hail of arrows. Others escaped unhurt. A plague once swept through your tribe—many died, but others lived. One day, your life will end. Until then, you let luck carry you along. So long as you find worthy foes, honorable companions, and good food and drink, you are happy.

This doesn't mean that you refuse to prepare for the future.

Whenever possible, you like to ensure your good luck, but you recognize that many things are beyond your control.

Key Traits: Calm, serene, philosophical about everything (it all boils down to luck). Think along the lines of a Buddhist monk—that is, if monks liked pounding goblins into the dust with massive, spiked clubs.

You ascribe everything to luck. Thus, you never take anything personally and are impossible to upset. Why become angry about a force that you cannot resist?

You like to think that your enemies suffer bad luck when you step onto the battlefield, and you keep tabs on others' luck. In game terms, if someone rolls a 1 or other low result, you might not listen to their advice because they're tainted with bad luck. You like to think you have a nose for sniffing out bad luck before it can leap onto you.

Tor-Gerren

MALE GIANT 3/CHAMPION OF LIFE 2, SIZE LARGE



Ability	Score	Modifier
Strength	20	+5
Dexterity	8	-1
Constitution	16	+3
Intelligence	13	+1
Wisdom	14	+2
Charisma	8	-1

AC: 19	Touch: 8	Flat-Footed: 19
Initiative: -1		
Hit Points: 50		
Speed: 20 feet		
Saves: Fort +9	Reflex +0	Will +4

ATTACKS

Base attack bonus +4

Weapon	Attack Bonus	Damage	Critical
+1 giant's sword Huge-sized weapon, must be Large to wield two-handed.	+11	2d8+8	19 - 20, ×2
Throwing axe Range increment 10 feet.	+2	1d6+5	×2
Grapple Unarmed attack bonus is +8.	+13	1d4	×2

Armor: +2 plate armor, +10 armor bonus, +1 max. Dex, -5 check penalty, 50 lbs.

FEATS

Weapon Focus (giant's sword): You gain a +1 bonus to attacks with the giant's sword.

Iron Flesh: +1 natural bonus to AC.

Natural Swordsman: You gain a +1 bonus to attacks with all swords and a +1 dodge bonus to AC against opponents who attack you with a sword.

SKILLS

Skill	Total	Ability	Miscellaneous	
	Bonus	Modifier	Ranks	Modifiers
Craft (stone)	+5	+1	2	+2
Diplomacy	+5	-1	4	+2
Knowledge (ceremony)	+5	+1	4	+0
Heal	+8	+2	6	+0
Sense Motive	+10	+2	6	+2
Swim	+7	+5	2	+0

SPECIAL CHAMPION ABILITIES

You can use any spell-trigger or spell-completion item that casts a spell with the positive energy descriptor.

Each day, you can heal up 15 points of damage with your touch as a standard action. You can divide this curing among multiple recipients or uses—you don't have to use it all at once.

Call Shield—Once per day, you can call a shield to you with a +1 enhancement bonus that lasts for two minutes.

EQUIPMENT

+1 giant's sword
4 throwing axes
+2 plate armor
Wand of lesser transfer wounds (37 charges)
Potion of lesser battle healing
2 potions of ability boost (Strength)
1 detonation of dazzlesphere

Backpack and contents: 100 gp of mundane equipment. During the course of play, you can automatically pull from your backpack any nonmagical item that costs 25 gp or less and weighs 5 lbs. or less. Deduct its value from the total cost of mundane equipment you have left. You cannot produce anything that costs more than the total amount of equipment you have left. You cannot pull out the same item more than once. If an item costs less than 1 gp, you have multiples of the item worth a total of 1 gp, but the items cannot weigh more than 5 lbs. total. For example, you could pull five torches from your backpack (since they weight a total of 5 lbs.), 10 fish-hooks that total 1 gp in value, and so forth.

BACKGROUND

For years, you worked as a simple stonemason in De-Shamod, capital of the Diamond Throne. For many years you were happy, but slowly you grew restless. Each time you put your tools to a block, you felt a vague disquiet, as if something better in life awaited you. You completed a ritual to seek the advice of your ancestors and, as you focused on their distant voices, you were overcome by a great vision of folk across the land who dwelled in fear of monsters, bandits, and other threats. You knew in your heart that stone held no more mysteries for you—you were fated to take up the sword as your folk had done generations in the past.

You were the oldest student at the academy, but your cunning and insight allowed you to out-duel the youngsters. The rock you shaped in turn shaped you, granting you mighty strength that allows you to heft a great blade as if it were nothing more than a blade of grass. Soon after graduation, you took to the road with a small group of friends, fellow warriors in training who earned your respect and friendship. You gathered to swear an oath to separate, travel the land,

do good where you can, and learn as much of the world as possible. In three years, you and your friends will meet again, share your adventures and knowledge, and form a new knightly order to serve the common people of the land. Your legend begins today.

Key Traits: Patient, old, honorable. Think Gandalf from *The Lord of the Rings* in full plate, with a dash of Treebeard.

As the oldest person here, you try to lend your advice to others and counsel them on the proper choice of action. Yet, you prefer to avoid becoming a leader. You advise rather than lead.

That said, you are never afraid to speak your mind. You can be blunt, sometimes too blunt.

You believe that patience and striking a blow at the right time are the keys to victory. While others may rush into battle, you prefer to learn your enemy's weaknesses to defeat him with cunning tactics. To you, patience is the greatest virtue.

You are protective toward your traveling companions, almost like a parent. Anyone who harms them will answer to you.

You cannot turn your back on someone in need. You walk a path that your ancestors followed with integrity and honor. If you must endure hardships or even die, let it be so that others may leave in peace and security.

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VERSION 1.0A

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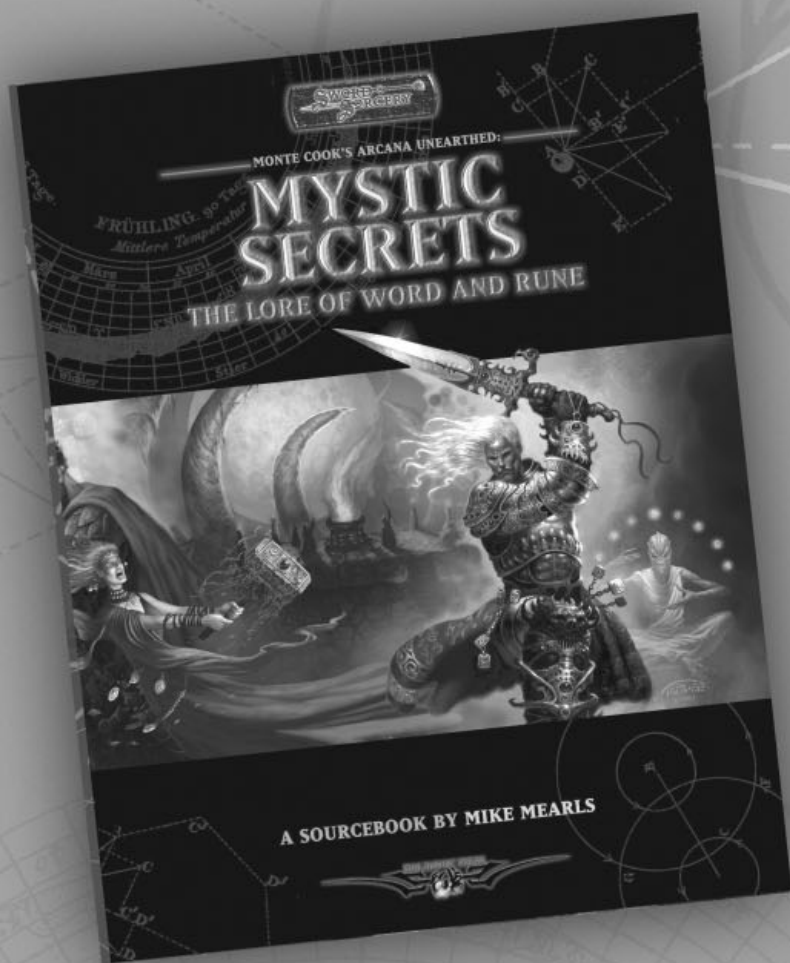
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