

SECOND EDITION

PATHFINDER[®]



THE SCOURGE OF SHEER LEAF

A PATHFINDER ADVENTURE FOR 10TH-LEVEL CHARACTERS BY SHAY SNOW

ZIKRITRAX'S LAIR
1 SQUARE = 5 FEET



PATHFINDER

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THE SCOURGE OF SHEERLEAF

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The Scourge of Sheerleaf is a Pathfinder Adventure designed for four 10th-level characters and uses the rules from the *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Rage of Elements*, *Pathfinder Secrets of Magic*, and *Pathfinder Lost Omens Grand Bazaar*. This adventure is designed for play in the Pathfinder campaign setting but can easily be adapted for use with any world. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.



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THE SCOURGE OF SHEERLEAF

ADVENTURE BACKGROUND

The town of Sheerleaf sits between the Arthfell Forest and Arthfell Mountains in Andoran and is a pleasant, quiet village mostly populated by humanoids and leshies, with the occasional caravan traveling through. It's a slow-moving place with a mayoral election happening every five years despite Mayor Eliana, a local aiuvarin blacksmith, having run unopposed for over thirty years. During the last election, she was stepping up to deliver her sixth and supposedly final acceptance speech when the stage was overtaken by a large, dark shadow just before the adamantine dragon, Zikritrax, landed among the populace. A few moments of awkward silence hung in the air before he used his pummeling breath weapon of stones to destroy the local meeting hall and demanded Sheerleaf's subservience.

Mayor Eliana attempted to negotiate with Zikritrax in his lair at the caves of Mount Zoldos, which overlooks

the town and its surrounding land. She suggested he become Sheerleaf's protector, keeping away bandits and other possible threats in exchange for food and other services, as the town would be glad to have a powerful dragon as an ally. Zikritrax only laughed and swatted her out of his cave, demanding she bring back an entire herd of sheep for making him listen to her prattle.

After receiving healing from the local priest of Desna, Eliana marched back up the mountain with most of her guards and demanded that Zikritrax stand down and listen to reason. Incensed by the courage of the villagers, the dragon launched himself from the mountain and attacked Sheerleaf. He pummeled most of Sheerleaf's buildings to the ground before snatching the mayor's wife and children from their home. Zikritrax hid them well within his caves, informing Mayor Eliana that if she valued their safety, and indeed the safety of all of Sheerleaf, she'd ensure the town bowed to his whims and started following his orders.



Stuck between protecting her home and loved ones and standing up to the dragon, Eliana agreed to Zikritrax's demands of sheep and cattle. But the mayor didn't truly surrender, sending out a trusted messenger to spread the word to anyone who would listen: Sheerleaf was calling for dragon hunters.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

You first learned of Sheerleaf's plight back in central Andoran from a pamphlet that was being shared around the taverns. It spoke of a dragon wreaking havoc on the small village and how the mayor of this town, a woman named Eliana, was seeking those brave enough to fight an adamantite dragon.

All of you are dragonblood adventurers, meaning that at some point before you came into this world, a dragon was a powerful influence on either the surrounding area or on your family in particular. Some of you are more obviously filled with the draconic legacy than others, however each of you has mastered your special gifts and abilities over your long careers as adventurers.

As you come into the town of Sheerleaf, you notice a few things before you: a number of demolished buildings, a colorful tent set up in the middle of what looks like it once was a pleasant town square, an aiuvarin woman standing outside that tent wearing a large hat, and several dozen rams being loaded into carts by some grim-faced shepherds. The air of the town is tinged with despair; it's up to you to give them hope again!

When you begin, each player should choose one of the four dragonblood characters presented on pages 8–15 of this adventure or, alternatively, create 10th-level dragonblood characters of their own. Full rules for dragonblood PCs appear on pages 44–47 of *Pathfinder Player Core 2*. If you run this adventure with custom characters, adjust the information given in the read aloud sections and Recall Knowledge entries to include features that are relevant to those PCs' abilities and equipment.

Give the players a moment to familiarize themselves with their characters and present their adventurers to the group, sharing interesting details that they've found in the backstory or stat blocks. The characters are assumed to know each other from previous adventures and traveling together. They've arrived at Sheerleaf together from their last home and may want to discuss what their journey was like to get everyone familiar with each other's characters.

When the PCs move forward, they catch the attention of the aiuvarin woman, who raises her hand in greeting

before crossing the distance quickly to meet them. Read or paraphrase the following.

The woman extends a hand to shake in greeting as she begins to speak. "You must be the adventurers; my scouts told me you were coming this way. I'm Eliana, mayor of Sheerleaf and I'm very glad to see all of you. Come, let's get out of the sun and into my tent. It's the closest thing I have to an office these days. Half the town's in reconstruction after the dragon's attack."

Eliana begins a quick walk back to her tent, ducking inside where the air is much cooler and gesturing at the various chairs around a large table. "Would you like some water?" As she bustles around, she lets out a sigh. "Usually, my wife Lydia is the one to see to guests, but since Zikritrax took her and our children hostage, I've been handling everything for both of us."

She finally eases down into a chair, gesturing at the table before her where there is a small map of the surrounding mountains. "If you're here for the dragon, that's where you'll find him. He's holed up in Mount Zoldos and demands offerings every three days. You saw our last herd of rams out there; next, we'll have to move into the cows, and then the horses. After that, who knows?" She laughs grimly. "He might start eating us."

If the PCs have questions, Eliana does her best to answer them. She knows everything about Sheerleaf and the surrounding mountainside, but she doesn't know much about the actual cave systems of Mount Zoldos. Recently, she received an update from her town watch about an uptick in cave bear movement and rockslides in the mountains, which she shares with the PCs even if none of them ask about potential dangers. Eliana is very stressed about the whole situation and asks the PCs to at least rescue her family if they don't feel they can take on the dragon.

A PC who succeeds at a DC 27 Nature or Survival or DC 25 Mountain Lore check knows that rockslides are usually preceded by a loud rumbling noise and that it's almost impossible to outrun one. The best way to survive is to curl up in a ball and let the quick moving stones travel by or find a recessed area to take cover in, such as a cave. This knowledge grants the succeeding PC a +1 circumstance bonus to their save against the rockslide on page 4.

As the PCs finish gathering information from Eliana, she offers them her map so they can track the best paths up the mountain. She taps a cave midway up the mountain as a reliable place to stop and take cover if needed. "Used to be a worship space for a bunch of local dwarves. Don't know what they were up to over there, but nothing's moved in as far as we know."

Rocks Tumble

Low 10

Using the map given to them by Eliana, the PCs are able to easily navigate the mountainside, which offers a beautiful view of the town and surrounding forests. The further they climb, the sparser the vegetation becomes and the more the warm and inviting summer air gradually begins to cool, especially as a wind picks up, howling through the peaks.

Once the PCs reach about halfway up the mountainside, they come upon the small cave that Eliana pointed out to them on the map. Read or paraphrase the following as the PCs approach the cave.

The inside of the cave smells of musty soot and old metal. The dim light that the sun provides barely illuminates a small chest within. The chest begins to tremble as an ominous roar echoes across the mountainside, the vibration moving through the entire landscape. The ground shakes and scattered rocks clink down the mountainside, larger and larger chunks of stone rolling downward in a cascading wave as a resounding crack indicates enormous danger.

This rumbling is the sound of Zikritrax starting a rockslide for his own amusement and it's heading directly toward the PCs! They must attempt a DC 30 Reflex save to throw themselves into the shallow cave, or a DC 30 Fortitude save to curl up and withstand the force of the rockslide. On a failure, the PCs take 6d6 bludgeoning damage from the rockslide. On a critical failure, they're also enfeebled 1 until they're restored to full Hit Points.

Rewards: Inside the cave is a chest carved with the symbol of a hammer. A successful DC 27 Religion check

identifies as the symbol of Torag, the dwarven god of the forge, protection, and strategy. Within the chest are mostly tools for forging, but there are four exquisite standard grade alloy orbs (*Pathfinder GM Core* 263) at the bottom. Any PCs with metal weapons can use these items as consumables during the upcoming combats, turning their weapons into adamantine weapons for one minute.

A Rock and a Hard Place Moderate 10

After a few minutes, the rockslide ends and it's safe for the PCs to leave the small cave and start exploring the mountainside to seek out the caverns that Zikritrax is hiding out in. The PCs can use several methods to accomplish this goal. Some strategies may include scouting out the paths on the mountainside (DC 29 Survival to Track), tracking the magical energy of Zikritrax (DC 27 Nature), or climbing some of the higher boulders to get a better look (DC 25 Athletics or Acrobatics). The PCs can also make suggestions using their Lore skills, which should use a DC 25 for all checks. Once the PCs locate the cave system, read or paraphrase the following and use the map inside the cover.

The opening cave of the Zoldos cavern system is quite large—with 30-foot-high ceilings—though it seems unlikely a dragon in their proper form could travel through this space without difficulty. Torches align the walls, lighting up the cavern with a flickering glow that illuminates a makeshift prison in the back area. Inside, a weary woman sits with her arms wrapped around three children, their tear-stained faces gaunt from hunger and thirst. At a noise, the woman looks up, a glimmer of hope crossing her face before fear takes over.

"Careful!" She calls out quietly, pressing a hand over one child's mouth just before the child can call out in excitement. "The bears! They'll hear you!" She flinches at the sound of soft grunts and growls from within the darkness and cowers, pulling the children closer. "Please, please help us!"

Creatures: Emerging from the shadows are two armored cave bears, covered in clusters of Zikritrax's powerful adamantine scales. The bears have been trained to attack anything smaller than Zikritrax that enters the cave. During the first round of initiative, the armored cave bears spend their turns just getting over to the PCs before attacking them. The cave bears focus on whomever dealt damage to them last and ignore any combatants that aren't flesh and blood. Though territorial, the armored cave bears flee from combat when they reach fewer than 50 Hit Points or when the boulder cage trap on page 5 is disabled, whichever comes first.



TORAG'S TREASURE



ARMORED CAVE BEARS (2)

CREATURE 9

RARE LARGE ANIMAL PRIMAL

Variant cave bear (*Pathfinder Monster Core* 41)

Perception +17; low-light vision, scent (imprecise) 30 feet

Skills Athletics +21, Survival +16

Str +6, **Dex** +3, **Con** +6, **Int** -4, **Wis** +3, **Cha** +2

AC 28; **Fort** +21, **Ref** +15, **Will** +17

HP 155; **Resistances** physical 6 (except adamantine)

Broken Armor When an armored cave bear is reduced to half its Hit Points or less or it's hit with a critical hit from an adamantine weapon, it loses its physical resistance.

Speed 35 feet

Melee **◆** jaws +21, **Damage** 2d10+9 piercing

Melee **◆** claw +21 (agile), **Damage** 2d12+7 slashing plus Grab

Armored Charge **◆◆◆** The armored cave bear Strides up to its Speed in a straight line, slamming its armored skull into every creature whose space it moves into. Each creature in this line of movement must attempt a DC 26 Fortitude save. The armored cave bear can't use Armored Charge again for 1d4 rounds.

Critical Success The creature takes no damage and stops the armored cave bear's movement.

Success The creature takes no damage.

Failure The creature takes 4d8 bludgeoning damage.

Critical Failure The creature takes 8d8 bludgeoning damage and is knocked prone.

Mauler The armored cave bear gains a +4 circumstance bonus to damage rolls against creatures it has grabbed.

Rush **◆◆** The armored cave bear Strides with a +10-foot circumstance bonus to its Speed and makes a Strike at the end of that movement.

Hazard: Zikritrax built a special boulder prison to entrap Mayor Eliana's family so that he could hold them hostage and ensure she wouldn't try to negotiate with him again. Support beams keep the main beam from dropping large boulders that would crush the family, but the wood is extremely old and rickety, making crunching noises every time a large creature moves through the space.

BOULDER CAGE

HAZARD 8

COMPLEX MECHANICAL TRAP

Stealth +21 (trained)

Description Several large boulders are separated by wooden support beams, entrapping a woman and three young children within.

Disable DC 28 Thievery (expert) on the support beams to separate them enough to allow Mayor Eliana's family to escape without being crushed.

AC 27; **Fort** +19, **Ref** +13

Hardness 15; **HP** 64 (BT 32) to destroy the beams holding the side stones and disable the trap; **Immunities** critical hits, object immunities, precision damage

WHAT'S AN ARMORED CAVE BEAR?

If a PC attempts a DC 26 Nature check to Recall Knowledge about armored cave bears, they receive the following results.

Critical Success As success, and the PC knows that since cave bears don't naturally have the armor protection, it can be broken with a critical hit from a weapon of the same type or by getting the armored cave bear down to half of its Hit Points.

Success Armored cave bears are a rare offshoot of the normal cave bear that tend to gather around primal dragon lairs, especially skymetal dragons like the adamantine dragon. During their time living among these dragons, armored cave bears develop thick coatings of metal that cling to their fur and adhere to their skin, making them harder to hit and tougher to fight in combat. They fight like most bears, relying on cornering their prey and mauling it. Some skymetal dragons have been able to use *speak with animals* to command armored cave bear communities into acting as guards for their lairs.

Critical Failure Armored cave bears are much more docile than most bears, will only attack if provoked, and are terrified of fire.

Splinter Shower **↻ Trigger** A Medium or smaller creature steps into the room; **Effect** A wooden beam explodes as a rock drops onto it, shooting large splinters in all directions and making a splinter Strike against every creature in the room. The trap then rolls initiative.

Routine (3 actions) The trap uses its first action to slam a hanging stone into the main beam of the trap, and its last two actions to launch splinter Strikes against two Medium or smaller creatures. The main beam can withstand four rounds of this before splintering.

Ranged splinter +20, **Damage** 2d10+4 piercing plus 1d6 persistent bleed damage

Shattered Beam **◆ Trigger** The main beam has been struck by the hanging stone four times; **Effect** The main beam abruptly shatters into pieces and the boulders of the trap collapse, dealing 12d8 bludgeoning damage to all creatures held within.

Once the family is freed from the trap and the armored cave bears have either fled or been defeated, the woman rushes out of the boulder prison with her three children, thanking the PCs profusely. She introduces herself as Lydia, Eliana's wife, and the three children as Alyx, Caelia, and Eide. Lydia warns the PCs that Zikritrax is in the next cavern and may already know that they're here. The PCs can give Lydia directions to the small

cave they sheltered in so she and her children will be safe during the coming battle. If no one suggests this, Lydia prompts the answer by asking if the PCs know where they can hide.

Zikritrax's Delve

Severe 10

As the PCs approach the next cavern, they feel the ground shaking faintly, almost like the mountain is breathing. Once a PC enters Zikritrax's lair, several torches immediately light up, illuminating the enormous space. The ceiling of this cavern is 120-foot high.

Read or paraphrase the following.

Sitting imposingly in the center of the large cavern is an elephant-sized dragon covered in armor-like adamantine scales, his enormous wings folded against his back as he glowers imperiously. He sneers down with an unimpressed scoff.

"So! Instead of my proper sacrifice of two dozen cattle, they've sent me a motley band of foolhardy adventurers?" Zikritrax laughs, the sound like hundreds of rocks being

crushed in a vise. "You truly dare to challenge me? Zikritrax the mighty? Zikritrax the fearsome? Zikritrax the destroyer?"

Zikritrax stands, stretching out his long tail and bearing his enormous teeth. "At least one of you must have sense. Come, grovel before me and throw your possessions at my feet, and I may let you live. Or maybe I'll put you in the boulder trap with that irritating mayor's family. It's so cozy in there."

Zikritrax doesn't actually believe for one moment that the PCs are going to throw down their weapons and start begging for his forgiveness; however, if a PC wants to try and Lie to him, they can attempt to do so with a DC 33 Deception check. On a success, he's amused and takes a -2 penalty to his initiative roll for combat. On a critical success, Zikritrax is off-guard during his first round of combat and doesn't attack the PC that Lied to him until after they've finished their first turn. On a failure, Zikritrax launches into combat.

Creatures: Zikritrax is extremely proud and refuses to back down from a fight, so he's eager to show the PCs (and by extension, Sheerleaf) that he's too powerful to be defied. His arrogance is also his weak point as he's easily aggravated and doesn't think that spellcasters are a real threat to his safety. He prefers to take down melee combatants first, leaving combatants that focus on healing and buffing for last as he believes them to be pushovers. Even if a healer does land an attack on him, his pride has him insisting it was a lucky shot and that he'll deal with them later.

Zikritrax refuses to back down and fights to the death. If he drops any of the PCs to dying, he ignores their body and moves on to the next available combatant.



ZIKRITRAX

ZIKRITRAX

CREATURE 13

UNIQUE HUGE DRAGON PRIMAL

Variant adult adamantine dragon
(*Pathfinder Monster Core* 109)

Perception +23; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 90 feet

Languages Common, Draconic, Fey, Petran, Sakvroth

Skills Acrobatics +22, Athletics +27, Intimidation +24, Mining Lore +24, Nature +23, Survival +25

Str +8, **Dex** +3, **Con** +6, **Int** +3, **Wis** +4, **Cha** +5



AC 33; **Fort** +25, **Ref** +20, **Will** +23; +2 status to all saves vs. primal

HP 220; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 15 (except adamantine)

Abandon Armor Once Zikritrax is reduced to fewer than half his Hit Points, his resistance is reduced by 10 and he gains a +10 circumstance bonus to his Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30

Resilient Form **Trigger** Zikritrax is critically hit with a weapon or unarmed attack; **Effect** The dragon's tough scales ward off deadly attacks. The dragon attempts a DC 17 flat check. On a success, the triggering attack becomes a normal hit.

Speed 30 feet, burrow 40 feet, fly 150 feet

Melee **◆** jaws +27 (magical, reach 15 feet), **Damage** 3d12+14 piercing plus Improved Grab

Melee **◆** claw +27 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus Knockdown

Melee **◆** tail +25 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning

Ranged **◆** rock +25 (brutal, range increment 120 feet), **Damage** 3d8+14 bludgeoning

Adamantine Body Zikritrax's unarmed melee Strikes are adamantine.

Avalanche Breath **◆◆** (primal) Zikritrax belches a mass of boulders that deals 11d8 bludgeoning damage in a 40-foot cone (DC 33 basic Reflex save). He can't use Avalanche Breath again for 1d4 rounds.

Burrowing Pounce **◆◆◆** **Requirements** Zikritrax is burrowed; **Effect** Zikritrax Burrows, then Leaps out of the ground, landing at a point within 25 feet. Zikritrax makes a melee Strike against a creature within reach when he lands. If the Strike is a critical hit, the target is knocked prone.

Draconic Frenzy **◆◆** Zikritrax makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Zikritrax recharges his Avalanche Breath whenever he scores a critical hit with a Strike.

Rock Tunneler Zikritrax can burrow through solid stone at a Speed of 20 feet. He can leave a tunnel if he desires, but he usually doesn't.

Swallow Whole **◆** Large, 3d12+7 bludgeoning, Rupture 29

Throw Rock **◆**

CONCLUSION

Once Zikritrax is defeated, the PCs can explore the cavern. They quickly discover mountains of Zikritrax's stolen treasures, including an odd amulet made of dragon bone. There is enough for the PCs to live comfortably for a number of years as well as to cover the financial losses of Sheerleaf from dealing with their dragon problem. There is also a small group of

WHAT IS AN ADAMANTINE DRAGON?

If a PC attempts a DC 31 Arcana check to Recall Knowledge about adamantine dragons, they receive the following results.

Critical Success As success, and the PC learns that once an adamantine dragon is reduced to half their Hit Points, they lose their physical resistance but become faster. In addition, the PC learns that adamantine dragons can tunnel through solid rock and that when they critically hit a creature, they recharge their breath weapon.

Success Adamantine dragons are extremely stubborn and refuse to change their minds once they've made a decision. They can be impulsive fighters and their large egos mean that they're easily goaded into going after whomever insulted them most recently. Like most dragons, they have a powerful breath weapon consisting of large rocks and boulders that can often cause additional rockslides and destroy cave systems.

Critical Failure Adamantine dragons can be very reasonable if they're offered a nice enough trinket. Mayor Eliana must not have presented Zikritrax with something worthy of his attention if he's been harassing Sheerleaf this much. Also, since they're made of metal, adamantine dragons are sensitive about being hit with water as they don't want to rust.

frightened sheep that Zikritrax had been saving for a snack, which can be returned to their grateful owners.

The PCs return to Sheerleaf without any issue and Eliana has a tearful reunion with her family before thanking the PCs, introducing them to everyone as the heroes of Sheerleaf. If they tell Eliana about the small cavern dedicated to Torag, she swears to send a messenger to the nearest temple at once and seek out a cleric to come and bless the space.

The PCs are hailed as heroes and welcomed in every home and business in Sheerleaf. The town is still in dire need of reconstruction, but the air is light and joyful. The villagers celebrate the defeat of their oppressor with a meager but boisterous party and leave their work on rebuilding the town for tomorrow.

If the PCs don't leave immediately, they're offered free lodging and meals for the rest of their stay and can lead groups of villagers on trips to retrieve Zikritrax's treasure to put in the town treasury while claiming their own portion of the spoils. With their mission complete, the PCs are free to lend a hand or sit back and enjoy the fruits of their labor until the next call to adventure, wherever that may lead them.

BRAVE WANDERER

Brave Wanderer is a protective soul who makes up for his short stature with impressive spellcasting and a powerful breath weapon, both of which were inherited from the mirage dragon that oversaw the orchard his father druid tended. He longed to become a fierce warrior and use the powers of magic flowing through him to defend the weak from those who would attempt to conquer them. When Brave Wanderer expressed his desire to travel out into the world, his father presented him with a *staff of control* and advised the lesly to only use it as a last resort to defend himself and others.

With his father druid's blessing, Brave Wanderer left the warm weather of Bachuan for the cold mountains of the Lands of the Linnorm Kings. While traveling through a small village on a farmer's cart, he met Kiana, who was handily defeating several locals at a wrestling contest. When someone cheated, Brave Wanderer jumped in to call out the man for his underhanded tactics. Using his inherent magic to freeze the man in his place, Brave Wanderer demanded the cheater give Kiana a sincere and meaningful apology, permanently cementing himself a place in her heart.

Kiana recruited the lesly and they became an adventuring party of two. They made their way down south into Varisia, where they took on a gang of bandits before running into Kiana's old friend Ruvior and his assistant, Sizkmi. Brave Wanderer was fascinated by Ruvior's village and small farmstead, constantly following him around and asking questions. In the

meantime, he also set about watching Sizkmi lockpick and insisted on learning the skill from her. While she did teach him to lockpick, Sizkmi discovered that Brave Wanderer had another special ability: distraction. She could put him in front of a pickpocketing target and give the signal, immediately prompting the lesly to launch into a discussion of local flora and fauna. The group went from two pairs to a quartet and has remained so ever since.

Playing Brave Wanderer

Though Brave Wanderer is, indeed, the bravest of wanderers, he tries to think things through before immediately rushing into a fight. He'll try talking to the other party or looking at the problem from another angle before he starts using his magic or pulling out his weapons. If the situation clearly can't be resolved peacefully, he's not afraid of a fight.

- Brave Wanderer doesn't like spending too much time debating on a solution that he thinks will work. Once he makes a decision, he commits to it, and isn't easily persuaded away from his plans.
- One of Brave Wanderer's favorite things is learning about new magic. Whether these are magic items or just spells he hasn't seen before, he'll pepper anyone around with questions. Where does this come from? How was it made? Can anyone use it or just special spellcasters? Can he touch it? Can he hold it?
- Brave Wanderer is full of curiosity, and his mind is constantly taking in everything around him. Avistan and every town in it is absolutely fascinating and nothing like his home orchard in Bachuan. He wants to know everything and everyone!

Combat: Brave Wanderer starts the day by casting *mystic armor* on himself, since he wears no armor.

Battle begins by casting *mountain resilience* on the frontliners to protect them from damage or a tactical *enlarge* on Kiana. He tries to position himself strategically so Ruvior can cast spells off him with his *relay spell* ability, and he's always on the lookout for chances to use his offensive spells, such as a *fireball* enhanced by his *firestarter pellet*. After Brave Wanderer casts a spell, he's quick to bespell his staff, allowing him to deal extra damage that can come in clutch at the tail end of a fight.

Exploration Mode: When he's aware that they're looking out for something, Brave Wanderer can be found Detecting Magic while traveling with the party in Exploration Mode. However, if not currently aware of any plans, his boundless curiosity sets in, and he'll Investigate anything and everything.

Healing: "That's not my training!" is often the line





out of Brave Wanderer's mouth whenever he's asked about healing, but he does carry a moderate elixir of life that he's willing to give to a friend if needed.

Other Characters

- **Kiana:** A true warrior! Kiana's a real dragonblood's dragon, with her wings and horns and greatpick, but she's always happy to lend a hand or tell a joke if the situation calls for it. Kiana is Brave Wanderer's first and best friend, and he won't let anyone forget it.
- **Ruvior:** Ruvior's pretty gentle for the most part, but he's got a nasty temper that kicks in when he sees a bully. He loves plants and deer and trees and farms, so he may as well just be another leshy!
- **Sizkmi:** Sizkmi keeps to herself too much, but she's starting to open up. She's always fast with a lockpick on a treasure chest and even faster to spread the wealth among anyone who needs it.

Proficiencies

Brave Wanderer's proficiencies are indicated by a number of asterisks by the skill. One asterisk means he is trained, two asterisks means he is an expert, and three asterisks means he is a master. For example, Brave Wanderer is a master of Arcana and has three asterisks by that skill.

BRAVE WANDERER

UNIQUE SMALL DRAGONBLOOD LESHY PLANT

Male dragonblood leshy sorcerer 10 (*Pathfinder Player Core* 2 44, 144)

Heritage dragonblood

Background scout

Perception +13; low-light vision

Languages Common, Draconic, Elven, Fey

Skills Arcana +18***, Athletics +15*, Crafting +14*, Deception +16*, Diplomacy +16*, Intimidation +16*, Mountain Lore +14**, Nature +15*, Survival +15**, Thievery +15*

Str +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +1, **Cha** +4

Items *brine dragon scale* (*Pathfinder Rage of Elements* 176), *greater charm of resistance (fire)*, moderate elixir of life, *firestarter pellet* (*Pathfinder Secrets of Magic* 168), *obsidian goggles*, *greater retrieval belt*, *shadow signet*, +2 *striking astral staff of control*, *vital earth* (*Pathfinder Rage of Elements* 100)

AC 27; **Fort** +18, **Ref** +17, **Will** +15

HP 108; **Resistances** fire 10

Speed 25 feet

Melee ♦ *staff* +18 (agile, finesse, magical, spirit, trip), **Damage** 2d4+3 bludgeoning plus 1d6 spirit

Ranged ♦ seedpod +16 (leshy, nonlethal, ranged 30 ft., unarmed), **Damage** 1d4+3 bludgeoning

Arcane Spontaneous Spells DC 28, attack +18; **5th** (4/day) *fireball*, *slither*, *toxic cloud*; **4th** (4/day) *mountain resilience*, *mystic armor*; *translocate*; **3rd** (4/day) *earthbind*, *slow*, *wall of wind*; **2nd** (4/day) *blur*, *dispel magic*, *enlarge*; **1st** (4/day) *force barrage*, *runic body*, *sure strike*; **Cantrips** (5th) *detect magic*, *electric arc*, *tangle vine*, *telekinetic projectile*

Sorcerer Bloodline Spells 2 Focus Points, DC 28; **3rd** *dragon breath* (*Player Core* 2 263); **1st** *flurry of claws* (*Player Core* 2 263)

Sorcerous Gift Spells DC 28, attack +18; **5th** *subconscious suggestion*; **4th** *fly*; **3rd** *haste*; **2nd** *blazing bolt*; **1st** *fear*; **cantrip** *shield*

Bespell Strikes ♦ **Frequency** once per turn; **Requirements** Brave Wanderer's most recent action was to cast a non-cantrip spell; **Effect** Brave Wanderer siphons spell energy into his sickle. Until the end of his turn, his sickle deals an extra 1d6 force damage and gains the arcane trait. If the spell dealt a different type of damage, the Strike deals this type of damage instead.

Blood Magic (Scaly Hide) When Brave Wanderer casts a bloodline spell using a Focus Point or a Sorcerous Gift spell using a spell slot, draconic scales grow briefly on him or one target, granting a +1 status bonus to AC for 1 round.

Incredible Initiative Brave Wanderer has a +2 circumstance bonus to initiative rolls.

Reach Spell ♦ Brave Wanderer can extend the range of his spells. If the next action he uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. If the spell normally has a range of touch, he extends its range to 30 feet.

Seedpod (leshy) On a critical hit, a seedpod bursts, issuing forth a tangle of vegetation that imposes a -10-foot circumstance penalty on the target's Speed until the start of Brave Wanderer's next turn.

Signature Spells: You can cast the heightened versions of your *force barrage*, *enlarge*, *haste*, and *mountain resilience* spells without needing to learn it separately at a higher rank, but still expending a 2nd-, 3rd-, 4th-, or 5th-rank spell slot when heightened.

Spell Relay ↻ (concentrate, sorcerer) **Trigger** An ally Casts a Spell and Brave Wanderer is within that spell's range; **Effect** The ally can use Brave Wanderer as the point of origin for their spell, calculating range and cover from his space instead of their own.

Ancestry Abilities Plant Nourishment

Class Abilities Blood Magic, Signature Spells (*force barrage*, *enlarge*, *haste*, *mountain resilience*),

Ancestry Feat Scaly Hide, Harmlessly Cute

Class Feats Advanced Bloodline

General Feat Forager, Incredible Initiative, Ancestral Paragon

Skill Feats Arcane Sense, Hefty Hauler, Unmistakable Lore, Terrain Expertise (Mountains), Lengthy Diversion, Shameless Request, Quick Jump

KIANA

Kiana was found on the banks of the Vyalldahun River in the Lands of the Linnorm Kings, swaddled in a burlap bundle. She was taken in by two Ulfen wives, Aife and Thryn, and raised as their own. Kiana didn't take to the rages of the barbarian warriors but did prove to be talented with a weapon, choosing the greatpick after a year spent apprenticing to a smith who specialized in strange metals and practical tools. She inquired about her parentage once and was presented with the only identifying object that had been found in that bundle: a carved dragon with her name engraved in the bottom.

Adopted children are not unusual in the Lands of the Linnorm Kings and are even expected in a culture that glorifies battle and exploration, often leaving orphans behind in the name of Valenhall. However, what is strange and unfamiliar are dragonblood children, especially those with wings, horns, and scales across their arms and legs that help protect them from the normal childhood bumps and bruises. Within her home village, Kiana was just another Ulfen child, a bit more slippery than most, but normal. Once she left her village for Kalsgard, the capital of the Thanelands, she quickly found that other people treated her with fear and sometimes outright hostility. After one of her many fights throughout the city, she found herself sitting on the stoop of a tavern being bandaged up by an elven man in a traveler's chair who scolded her for not properly picking glass out of her palm.

This man was Ruvior, a cleric soon to become Kiana's close friend. After wrapping her wounds, he introduced her to his fellow clerics of Erastil at a local temple and happily informed them she would assist the temple in mending things and hunting animals for food storage. While Kiana objected to being volunteered, a pretty halfling woman led her inside and she quickly fell into the lifestyle of assisting the temple of Erastil in Kalsgard between her adventures.

Playing Kiana

Kiana loves being around people and spending her time in rowdy places full of excitement and storytelling, especially anywhere she can continue spreading tall tales about herself and her previous misadventures. She's aware that she can appear intimidating to most civilians and actively tries to ensure that she keeps a friendly smile on her face and a laugh on her lips at all times. However, when someone's being overtly cruel or rude, her hotheaded attitude comes out and she's likely to either start yelling or throw a stool at the perpetrator.

- Kiana is extremely impulsive and likes to live in the moment. She hates being held back and told to "plan" and "prepare." Why prepare when she has a

magic greatpick that can make an excellent point?

- She's not afraid to play the dumb fighter in front of someone who underestimates her. She may not be the sharpest knife in the bunch, but she's got a great memory and can return to Ruvior and Sizkmi with anything she's learned and see what they have to say.
- Kiana is the most gregarious person in the party, and is always willing to be the face in a conversation. She loves to talk to new people and swap stories, and even sometimes comes away from a discussion with more information than the other person intended to share.

Combat: Combat is Kiana's lifeblood, and she's always ready to show off the skills she honed traveling around the Lands of the Linnorm Kings. She does whatever she can to get into range of her enemy; whether it's running or flying, she wants to be up close and personal so she can do the largest amount of damage. If an enemy's being coy with her, she can always use two actions to activate her greatpick's *extending* rune and gain a range of 60 feet for her next Strike. She'll also start combat by making sure to Demoralize her opponents, which she can do with a simple glare if shouting won't work on them. She'll even put on her *greater demon mask* to show she's not playing around. However, Kiana loathes being scared of anything, so she'll drink her moderate bravo's brew before combat so her enemies won't get the same chance to frighten her.

Once her enemies are within reach, a favorite tactic is to cast *enlarge* on herself by using her *size-changing splint mail*. If Brave Wanderer has an enemy caught up in his *tangle vine* cantrip, she's ready to use her Advantageous Assault, or if Sizkmi's ready to launch a Sneak Attack, she'll use her Intimidating Strike to make sure they're good and frightened. If left to her own decisions, she'd open every move with a Sudden Charge, racing up to a foe, or a Vicious Swing, dealing a huge amount of damage even if she's unsteady afterward.

Exploration Mode: Kiana's always Scouting while the party explores. She doesn't like the thought of someone or something getting the drop on her friends, so she's always ready and paying attention. She'll sheath her greatpick if Ruvior really complains, but Kiana's always quick to get it ready when it sounds like there will be trouble ahead.

Healing: While she doesn't know much about medicine, preferring to cause injuries rather than tend to them, Kiana's known to carry around a single moderate elixir of life that Ruvior gave it to her "just in case," because apparently he doesn't trust her judgment when it comes to assessing her injuries. Come on, bleeding stops eventually!



Other Characters

- **Brave Wanderer:** The little guy is two steps away from becoming a barbarian when he sees an unfair situation, though maybe calling him a champion would be more apt. It's easy to mistake him for a curious kid, but plenty of people have learned the hard way that his fancy staff isn't just for show.
- **Ruvior:** Gramps is a true friend, even if he's got a cranky attitude most of the time. Always willing to stitch up a wound and give a free lecture on poisonous plants – usually both at the same time, if you're unlucky enough during a fall.
- **Sizkmi:** Sizkmi's quiet, but she's kind and always willing to share whatever strange jerky she gets from her fellow kobolds. She's got a real taste for adventure, but she's shy about admitting it.

Proficiencies

Kiana's proficiencies are indicated by a number of asterisks by the skill. One asterisk means she is trained, two asterisks means she is an expert, and three asterisks means she is a master. For example, Kiana is a master of Athletics and has three asterisks by that skill.

KIANA

UNIQUE MEDIUM DRAGONBLOOD HUMAN HUMANOID

Female dragonblood human fighter 10
(*Pathfinder Player Core 2* 44)

Heritage dragonblood

Background warrior

Perception +19

Languages Common, Draconic

Skills Acrobatics +14*, Athletics +20***, Deception +15*, Diplomacy +15*, Intimidation +21***, Medicine +15*, Nature +15*, Survival +15*, Warfare Lore +13*

Str +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

Items backpack, moderate bravo's brew, *daredevil boots*, *greater demon mask*, moderate elixir of life, +2 *striking extending greatpick*, *greater potency crystal*, +2 *greater slick size-changing resilient splint mail*

AC 30; **Fort** +21, **Ref** +17, **Will** +18

HP 158

Reactive Strike ↻

Speed 20 feet, fly 20 feet

Melee ♦ *greatpick* +22 (fatal d12, magical), **Damage** 2d10+4 piercing

Brutish Shove ♦ Kiana can Shove creatures up to Huge size.

Lunge ♦

Sudden Charge ♦♦

Titan Wrestler Kiana can attempt to Disarm, Grapple, Reposition, Shove, or Trip Huge creatures.

Vicious Swing ♦♦ When Kiana successfully Strikes with Vicious Swing, she deals 4d10+4 piercing damage with her *greatpick*.

Ancestry Feat Natural Ambition, Dragon's Flight, True Dragon's Flight

Class Feats Powerful Shove, Resounding Bravery

General Feat Intimidating Glare, Shield Block, Toughness

Skill Feats Titan Wrestler, Cat Fall, Canny Acumen (fortitude), Rapid Mantel, Intimidating Prowess



RUVIOR

An elven family calls southern Varisia home, raising cattle and farming a small plot of land. There are several children who have grown and left this homestead, though one stays. Ruvior stays. He takes care of his aging mother, he sees to the local township, he finds wayward sheep, goats, and cows. He sits in front of his fire, sipping his tea and wondering about purchasing one of those fancy alpacas from Druma. He works hard.

Ruvior is a powerful cleric of Erastil, seeking to protect his home and his community from those who would cause them harm. This does occasionally require travel, however, meaning that he has to switch from his comfortable, padded chair to his more efficient traveler's chair and take off across Avistan. Sometimes he travels to cold places, sometimes to muddy swamps, and sometimes to small villages being tormented by an adamantine dragon of ridiculous power and arrogance. Sometimes Ruvior finds himself among the smoke of

battle, surrounded by fellow adventurers, big and small, fighting for what's right and good in Golarion. And when this happens, he smiles, he cleans his glasses, and he thanks Old Deadeye for giving him one hell of an eye for shooting that longbow.

Playing Ruvior

Affectionately known as "Gramps" to his close friends, Ruvior is a calm and measured man who, while merely in his early 90s, acts as though he's well over 300. He spends most of his time at his family's cottage, tending to the sheep and cows and assisting the local farmers with crop and weather predictions based on his worship of Erastil. Occasionally, he can be called from his home to go and assist another temple of Erastil, but that's usually it. He's a bit of a homebody unless one of his friends informs him of an oppressive situation that requires his aid.

- Ruvior is very pragmatic and looks to work smarter, not harder. He's not afraid to shut down a plan that Brave Wanderer or Kiana may have thought up when it's clear they haven't looked at all the details available.
- Being in a wheelchair, Ruvior is aware that many people underestimate him and believe his longbow to be more for show than anything useful. He's perfectly willing to let people think this, especially ones that have a history of being cruel.
- Ruvior's temper only really flares whenever he sees someone powerful throwing their weight around for their own benefit. He's unwilling to allow a bully to continue their actions and will insert himself into situations in order to stop someone.

Combat: Though Ruvior tends to act calmly and try to promote peace, he's perfectly willing and able to get into a fight when he deems it necessary. He prefers to attack opponents from a distance whether with spells, such as *divine immolation*, *void warp*, or *divine wrath*, or with his longbow and accompanying array of arrows. If enemies get too close to him, Ruvior's not afraid to cast *vampiric feast* before harrying them with his claws and wheel blades. Ruvior knows that his traveler's chair can make him seem like a frail old man, which just means that opponents are focused on his other party members and unprepared for when he gifts them with a faceful of arrows.

Outside of offense, Ruvior makes sure to spend his time in combat keeping an eye on the health of his party members, applying *heals* or Battle Medicine checks as





needed throughout the encounter. He's also prepared for if someone is Grabbed or gets trapped somehow, keeping an *unfettered movement* spell handy alongside *clear mind* and *cleanse affliction*, just to make sure he can keep everyone healthy and in control of themselves. When things get dodgy, Ruvior can also cast *spiritual guardian* to get more directly into the fray and redirect the enemy's attention, buying Kiana and Sizmki some breathing room as they prepare for their next attacks.

Exploration Mode: When outside of combat, Ruvior likes to make sure that trouble can't find them. He usually focuses on Covering their Tracks, making sure that if anyone's following after the adventuring party, they'll have to really put in the time and effort to do so.

Healing: Ruvior's quick to assist an ally when they fall, casting *heal* as needed or spending his time between combats Treating Wounds. He's so adept at his healing practices that he's quick to react when someone goes down, immediately wheeling over to them no matter what the battleground looks like. If worse comes to worst, he has his *stabilize* cantrip at the ready to keep his found family up and at it.

Other Characters

- **Brave Wanderer:** A forest spirit with the temperament of the most battle-eager dromaar! Brave Wanderer never backs down, never surrenders, and when he's done with the fight, he'll offer a friendly hand to the other person just in case they need it. Ruvior admires his friend's big heart but wishes the leshy would take a moment to consider his actions *before* he takes them.
- **Kiana:** It's not that Kiana's always making trouble, it's that trouble's always following Kiana. She's forever getting into wrestling matches or drinking contests with various ruffians and sometimes finds herself on the wrong side of a guard's halberd. Sometimes she even deserves it. Erastil's bow, at least she can talk her way out of the situation most of the time. Other times, it's on old Gramps to clean up after her.
- **Sizmki:** Sizmki's always willing to listen and learn, paying attention and asking all the right questions to understand the situation at hand. She's a fine rogue, and she'll be a fine warren leader one day when she returns back to her family.

Proficiencies

Ruvior's proficiencies are indicated by a number of asterisks by the skill. One asterisk means he is trained, two asterisks means he is an expert, and three asterisks means he is a master. For example, Ruvior is a master of Medicine and has three asterisks by that skill.

RUVIOR

UNIQUE MEDIUM DRAGONBLOOD ELF HUMANOID

Male dragonblood elf cleric 10 (*Pathfinder Player Core 2 44*)

Heritage dragonblood

Background Farmhand

Perception +19; low-light vision

Languages Common, Draconic, Elven, Fey, Sakvroth

Skills Acrobatics +16*, Athletics +13*, Crafting +15*, Farming Lore +15*, Medicine +21***, Nature +17 (+19 with *living mantle*)*, Religion +21***, Society +15*, Survival +17**, Thievery +16*

Str +1, **Dex** +4, **Con** +3, **Int** +3, **Wis** +5, **Cha** +0

Items moderate bravo's brew, moderate elixir of life, *explosive ammunition*, +2 *striking astral longbow* (60 arrows), *greater mistform elixir*, *spellstrike ammunition type IV (divine wrath)*, *greater symbol of conflict*, traveler's chair (*Pathfinder Lost Omens Grand Bazaar 70*), *wand of widening* (4th-rank spell), +2 *striking grievous wheel blades* (*Pathfinder Lost Omens Grand Bazaar 72*)

AC 26; **Fort** +17, **Ref** +16, **Will** +21

HP 126

Divine Rebuttal ↻

Rapid Response ↻

Speed 30 feet

Melee ✦ *wheel blades* (agile, attached, free-hand, magical) +15, **Damage** 2d4+1 slashing

Melee ✦ *claw* (agile, finesse, unarmed, deadly d8) +16, **Damage** 1d4+1 slashing

Ranged ✦ *longbow* (deadly d10, magical, range 100 feet, reload 1, spirit, volley 30 feet) +18, **Damage** 2d8 piercing plus 1d6 spirit

Divine Prepared Spells DC 29, **attack** +19; **5th** *breath of life*, *divine immolation*, *spiritual guardian*; **4th** *divine wrath*, *mystic armor*, *unfettered movement*; **3rd** *holy light*, *noise blast*, *vampiric feast*; **2nd** *cleanse affliction*, *clear mind*, *darkvision*; **1st** *bless*, *command*, *protection*; **Cantrips (5th)** *divine lance*, *guidance*, *shield*, *stabilize*, *void warp*

Cleric Domain Spells 1 Focus Point, DC 29; **5th** *soothing words* (*Player Core 2 374*)

Battle Medicine ✦

Heroic Recovery ✦

Experienced Hands When Ruvior casts *heal*, he rolls with d10s instead of d8s. When he succeeds at a Medicine check to Treat Wounds, he rolls d10s and adds 10 Hit Points to the total.

Elf Step ✦

Ancestry Feat Draconic Aspect (claw), Deadly Aspect

Class Feats Domain Initiate, Healing Hands, Magic Hands (Healing Hands and Magic Hands have been combined into Experienced Hands on this sheet)

General Feat Toughness

Skill Feats Advanced First Aid, Assurance (Athletics), Cat Fall, Continual Recovery, Robust Recovery, Ward Medic

SIZKMI

Unlike the other kobolds in her warren, Sizkmi was born with the peculiarity of having wings. This meant that whenever Qiellin came around, she'd grab Sizkmi by the back of her tunic and throw her into the air, laughing as the kobold came crashing back down to the ground. Clever Qiellin, cruel Qiellin, wicked Qiellin was the horned dragon of Hillfall and the terrorizer of the kobolds in the area. Whenever she came around demanding praise and service, Sizkmi was thrown in the air and left on the ground sore and breathless while all of her warrenmates were forced to attend to Qiellin's every need. They mined, they crafted, they cooked, they entertained, but most of all, they cowered before her might, bowing to her majesty and opulence.

Then one day, the adventurers came. It was a small party including a human fighter clad in golden armor, an elf wizard with her spellbook, an aiuvarin man in a chair emblazoned with the symbol of Erastil, and a kobold. The last member was a kobold rogue who went invisible seemingly at will, playing tricks on Qiellin to force her to act rashly and foolishly, and every time Qiellin tried to grab him and throw him in the air, he laughed and slipped from her grasp. Sizkmi watched the fight in amazed silence for a long while before snatching up a kukri from the ground and launching in to help the adventurers fight against her tormentor. The party smiled at her as she came running screaming a vicious draconic roar, stepping aside to let her join the fray. The kobold had cheered when the rest of the warren emerged from the shadows as well, simple weapons in hand to overthrow the horned dragon that had oppressed them for so long.

The kobold's name was Draic and he took her under his proverbial wing. Draic and Ruvior stuck around the warren after defeating the dragon, helping it stabilize and recover after such long periods of neglect while tending to Qiellin. Draic taught Sizkmi pickpocketing and lockpicking, learning from her about the local poisons and snares that her warren had perfected. They set up elaborate snares outside of each other's sleeping quarters, trying to one up each other. When she wanted to see the world, Draic was there to see her off and promised to keep the warren safe until she decided to come home. She traveled with Ruvior, the aiuvarin cleric who'd helped free her people, and looked for other bullies in need of a lesson. She's found many, but though there are many bullies in the world, Sizkmi's discovered there are even more friends.

Playing Sizkmi

Sizkmi is quiet, a stark contrast to the city-dwelling kobolds she meets on her travels. She prefers to stay

in the shadows and watch people, seeing how they interact when they think no one's looking and how they carry themselves after a hard day. She wants to befriend someone, wanting to be sure of their intentions before offering them her knowledge. Sizkmi's a wonderful listener and thinks deeply about things before she speaks, though she can be overly cautious about trying not to hurt people's feelings.

- Kiana once informed Sizkmi that her people watching was "creepy," and since then Sizkmi has made it her mission to hide better and prevent people from seeing her so they won't be scared of her spying on them. She thinks this is the appropriate way to not be "creepy."
- Sizkmi has a knack for dry wit and humor and can spend an entire conversation remaining silent or hidden until she finds the perfect moment to speak. She's learned lots of interesting swears by startling her other party members this way.
- Sizkmi doesn't like discussing her past, especially with people who don't understand how cruel dragons can be. She's very secretive about herself and her skills, though Brave Wanderer has gotten more information out of her than anyone else.

Combat: When in combat, Sizkmi's focus is on getting her opponents off-guard, even frightened if she can manage it. She prefers to harass her enemies with quick, darting attacks before vanishing into hiding and creeping up on them again. Sizkmi makes sure she's never without a poison so she can quickly apply it to her either her crossbow or prized kukri before attacking someone. On her first round of combat, she makes sure that she drinks her greater cheetah's elixir so that she can quickly cross the battlefield and support her teammates. She's always eager to move into a flank and make an enemy off-guard, using her Gang Up ability to ensure that no matter where she is, her foes will never see her coming.

Exploration Mode: Sizkmi's good at sneaking around and finding things. If the party is after someone specific, she can Track them all over Golarion. If they're trying to play it stealthy, she can Avoid Notice like no other. She prefers sneaking around so that if someone's coming, she's hidden somewhere she has the best vantage point to attack from.

Healing: Sizkmi's no healer and certainly not a cleric, so she's not here to bring someone back. But she is here to harry to their opponents into distraction while someone else (usually Ruvior) makes their way over to the fallen comrade and gets them back up. In a pinch, she can offer Aid for persistent damage with her Medicine skill or make her way over to grab someone else's healing potion for them.



Other Characters

- **Brave Wanderer:** A scrappy fighter and a good spellcaster. Brave Wanderer is always ready to tackle the next adventure, usually with no idea what the next steps are. He's eager and ready to learn about the world, even if it means he'll take some hard knocks, and he's rather disarming with his innocent but incessant curiosity.
- **Kiana:** Kiana's pretty nosy, but she means well. Like most human dragonbloods, she never hides who she is, wearing her wings and horns proudly as she walks through town. Pretty impressive, considering the Lands of the Linnorm Kings aren't always too welcoming to dragonbloods.
- **Ruvior:** Gramps doesn't ask a lot of questions about where your wounds come from, just if you learned a lesson from the fight (unless you're Kiana. He's tougher with Kiana). He knows so much about the wilderness and blending in (especially during hunting season), but also knows all the basics you need to stay alive. He's got good advice, but he's quiet when you need him to be.

Proficiencies

Sizkmi's proficiencies are indicated by a number of asterisks by the skill. One asterisk means she is trained, two asterisks means she is an expert, and three asterisks means she is a master. For example, Sizkmi is a master of Stealth and has three asterisks by that skill.

SIZKMI

UNIQUE SMALL DRAGONBLOOD KOBOLD

Female dragonblood kobold rogue 10 (*Pathfinder Player Core* 2 20, 44)

Heritage dragonblood

Background Prisoner

Perception +17; darkvision

Languages Common, Draconic

Skills Acrobatics +19**, Athletics +18**, Deception +17**, Intimidation +15*, Medicine +13*, Nature +13*, Stealth +21***, Survival +13*, Thievery +21***, Underworld Lore +12*

Str +4, **Dex** +5, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

Items backpack, *greater charlatan's gloves*, *greater cheetah's elixir*, *greater eagle-eye elixir*, +2 striking *fearsome hand crossbow*, +2 striking *wounding fearsome kukri*, *oil of repulsion*, spider root, +2 resilient *greater slick greater invisibility studded leather armor*, *vanishing coin*, *winged sandals*

AC 29; **Fort** +18, **Ref** +22, **Will** +16

HP 116

Ally's Shelter ↷

Nimble Dodge ↷

Speed 30 feet

Melee ✦ *kukri* (agile, emotion, fear, finesse, magical, mental, trip) +21, **Damage** 2d6+5 slashing + 1d6 persistent bleed

Ranged ✦ *hand crossbow* (emotion, fear, magical, mental, range 60 feet, reload 1), **Damage** 2d6+2 piercing

Poison Weapon ✦ When Sizkmi applies a simple poison with Poison Weapon, she deals 2d4 poison damage and doesn't waste a poison she applies on a critically failed attack roll.

Precise Debilitating Strike ✦ When Sizkmi Strikes an off-guard creature and deals damage, she can choose from the following two debilitating, both of which last until the end of her next turn.

Debilitation The opponent takes an additional 2d6 precision damage.

Debilitation The opponent is off-guard.

Scamper ✦

Sneak Attack Sizkmi deals 2d6 precision damage to off-guard creatures.

Wing Buffet ✦✦

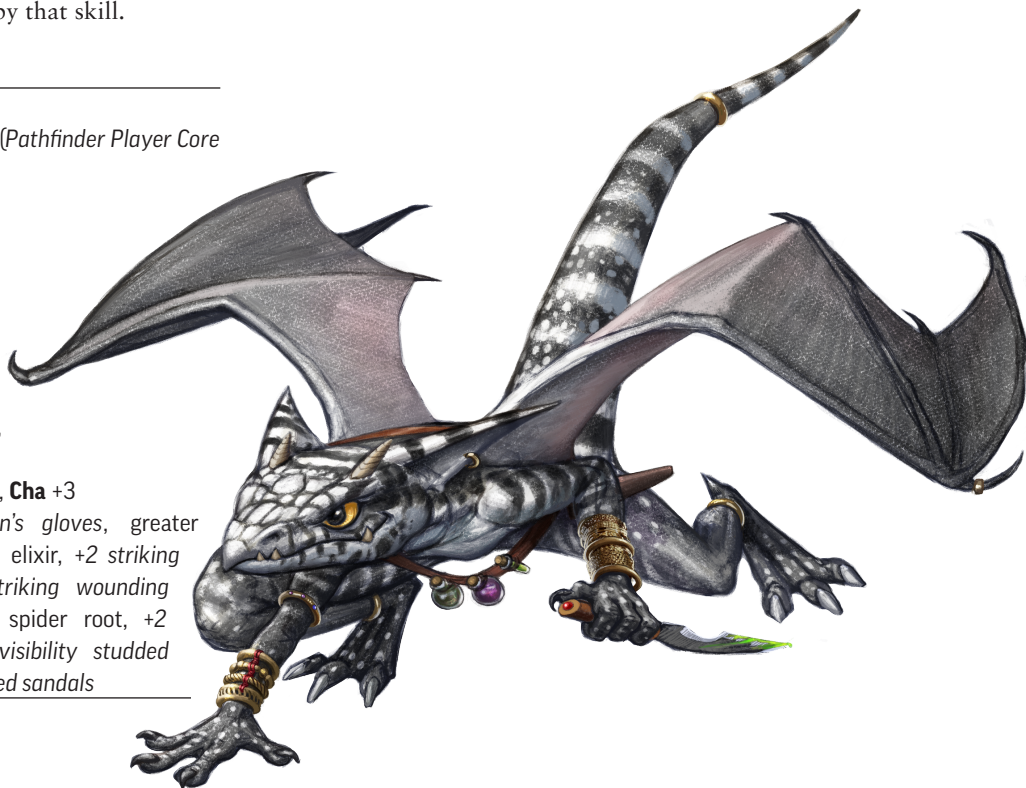
Class Abilities Rogue Racket (Thief)

Ancestry Feat Ally's Shelter, Scamper, Wing Buffet

Class Feats Gang Up, Improved Poison Weapon, Precise Debilitations, Unbalancing Blow

General Feat Fleet, Swift Sneak

Skill Feats Steady Balance, Quick Jump, Wary Disarmament, Quiet Allies, Rapid Mantel, Terrain Stalker (rubble), Foil Senses, Intimidating Glare, Quick Unlock



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ADVENTURERS WANTED!

The quiet village of Sheerleaf has always been a place of peace and prosperity, but their rolling hills and herds of sheep have caught the eye of a vicious dragon who demands their subservience. Though they've tried to stand against the villainous monster, the village is helpless to fight him when he takes hostages. But Sheerleaf hasn't given up hope; even if no one in the village is strong enough to take on their foe, surely some traveling adventurers can help!

The Scourge of Sheerleaf is a short adventure for 10th-level characters where you take on the role of one of four unique dragonblood characters—people who have special abilities in their lineage granted by a powerful connection to a type of dragon. This adventure sets the dragonblood heroes on a mission to defeat a powerful dragon and save the village he's been tormenting! The four pregenerated characters provide all the information needed to jump right into this Free RPG Day adventure; all you need are some dice and some friends!



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