

ROAD OF THE DEAD: PRE-GEN PCs

A Pathfinder Roleplaying Game adventure for four 3rd-level PCs by Creighton Broadhurst

Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down, their settlements were sacked, their places of strength broken open and their holy places despoiled. The few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.

This web enhancement presents six third-level characters for use in *Road of the Dead*. Each pre-generated character has been designed using the 15-point standard fantasy purchase method.



CREDITS

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To my wife

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ERRATA

We would like to think *Road of the Dead* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email borderland@ragingswan.com with questions and comments about this adventure.

ABOUT THE DESIGNER

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his very patient wife. You can check out his blog at <http://raging-swan.livejournal.com>.

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KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 3

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3

Speed 20 ft.; base speed 30 ft.

ACP -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 19, touch 10, flat-footed 19; **CMD** 13

(+8 armour [mwk half-plate], +1 shield [light wooden])

Immune *sleep*

Fort +4, **Ref** +2, **Will** +7; +2 vs. enchantments

hp 20

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk longsword +4 (1d8+1/19-20) or

Melee short spear +3 (1d8+1/x3)

Ranged short spear (range 20 ft.)+2 (1d8+1/x3)

Ranged sling (range 50 ft.) +2 (1d4+1)

sling bullets □□□□□□□□□□

Special Actions channel positive energy 5/day (2d6; DC 13), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 3 extra points of damage and do not apply any channel resistance bonus to their saving throw.

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

Combat Gear *pearl of power (1st-level), silversheen*

Potions *cure moderate wounds, spider climb*

SPELLS

Concentration +6 (+10 casting defensively or grappling)

Cleric Spells Prepared (CL 3rd; DC 13 + spell level); Domains: Protection, Sun)

2nd (2+1)—*align weapon, heat metal*^D (DC 15), *lesser restoration*

1st (3+1)—*bless, endure elements*^D, *remove fear, shield of faith*

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

ABILITIES

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

Feats Armour Proficiency (heavy), Combat Casting, Skill Focus (Heal)

SQ good aura (moderate), multitalented (cleric, fighter)

Skills Heal +12, Knowledge (religion) +6

Languages Common, Elven

GEAR

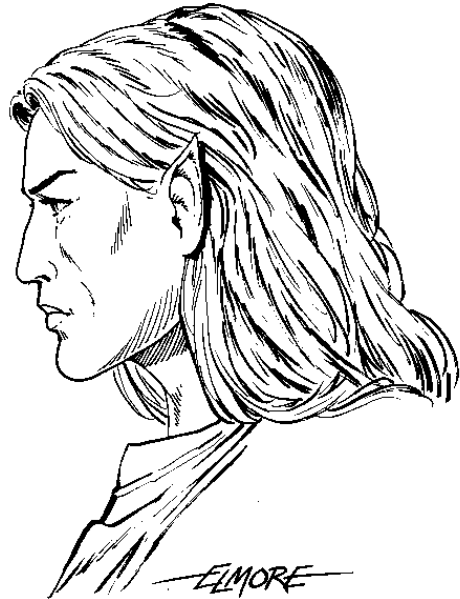
Traveller's outfit, wooden holy symbol

Backpack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

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

Spell component pouch

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



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

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

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

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

WERTHIC BOLHAK

LG male dwarf fighter 3

SENSES AND MOVEMENT

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

Speed 20 ft.

ACP -5; Acrobatics -5 (-9 jumping), Climb +1, Swim +1

DEFENCE

AC 21, touch 10, flat-footed 21; **CMD** 15 (19 vs. bull rush or trip); +4 dodge vs. giant type opponents

(+9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +6 (+8 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 33

OFFENCE

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

Melee mwk dwarven waraxe +7 (1d10+2/x3)

Ranged javelin (range 30 ft.) +3(1d6+2)

javelins □□□

Atk Options Cleave, Point Blank Shot, Power Attack (-1 attack, +2 damage), +1 attack vs. orc and goblin type opponents

Combat Gear *oil of magic weapon* (2)

Potions *cure moderate wounds*, *elixir of swimming*, *shield of faith*

ABILITIES

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

SQ armour training (1)

Feats Cleave, Point Blank Shot, Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit

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

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG male halfling rogue 3

SENSES AND MOVEMENT

Init +7; **Senses** Perception +9 (+10 vs. traps), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +11 (+7 jumping), Climb +7, Escape Artist +7, Stealth +13 (fast stealth), Swim +5

DEFENCE

AC 18, touch 14, flat-footed 14; +1 vs. traps; **CMD** 13

(+1 size, +3 Dex, +4 armour [mithral chain shirt])

Fort +3, **Ref** +7 (+8 vs. traps; evasion), **Will** +3; +2 vs. fear

hp 22

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee mwk short sword +7 (1d4-1/19-20)

Ranged mwk light crossbow (range 80 ft.) +7 (1d6/19-20)

bolts

Atk Options sneak attack +2d6

Combat Gear *screaming bolt*

Potions *cure moderate wounds, darkvision, spider climb*

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth), trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Appraise +7, Diplomacy +6, Disable Device +12, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +9

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit

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

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 3

SENSES AND MOVEMENT

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

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 12

(+1 Dex, +1 deflection [*ring of protection* +1])

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

hp 18

OFFENCE

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

Melee dagger +0 (1d4-1/19-20)

Ranged sling (range 50 ft.) +2 (1d4-1/19-20)

sling bullets

Blinding Ray (Sp; 7/day) +2 ranged touch (range 30 ft.); creatures with up to 3 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 3 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring*, smokestick

Potions *aid*, *cure light wounds*, *levitate*

Scrolls *detect secret doors*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

SPELLS

Concentration +7 (+11 when casting defensively or grappled, +2 ranged touch)

Wizard Spells Prepared (CL 3rd; DC 14 + spell level; barred schools: transmutation, necromancy)

2nd (3/day)—*invisibility*, *scorching ray*, *web* (DC 16)

1st (4/day)—*colour spray* (DC 16), *mage armour*, *magic missile*, *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *read magic*

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

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

ABILITIES

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

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills Appraise +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (planes) +10, Knowledge (religion) +8, Linguistics +8, Spellcraft +10

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



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

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

Spell component pouch

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

Spellbook 2nd—*invisibility*, *mirror image*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

MARATRI LAEMAR

CG female elf ranger 3

SENSES AND MOVEMENT

Init +2 (+4 underground); **Senses** low-light vision; Perception +9 (+11 vs. goblinoids or underground, +13 underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids)

Speed 30 ft.

ACP 0; Climb +8, Stealth +8 (+10 underground), Swim +8

DEFENCE

AC 17, touch 12, flat-footed 15; **CMD** 17 (+2 Dex, +4 armour [mithral chain shirt], +1 shield [mwk buckler])

Immune *sleep*

Fort +3, **Ref** +5, **Will** +2; +2 vs. enchantments

hp 24

OFFENCE

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

Melee mwk longsword +6 (1d8+2/19-20) or

Melee cold iron dagger +5 (1d4+2/19-20)

Ranged mwk composite longbow (range 100 ft.) +7 (1d8+2/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, favoured enemy (goblinoid +2), favoured terrain (underground +2)

Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)

Potions *cure moderate wounds*, *resist energy*

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10

SQ combat style (archery)

Feats Endurance^B, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow)

Skills Bluff +0 (+2 vs. goblinoids), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +7 (+9 underground), Knowledge (nature) +8, Survival +7 (+8 tracking, +9 underground, +10 tracking goblinoids, +11 tracking goblinoids underground)

Languages Common, Elven, Goblin, Sylvan

Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit

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

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (43 gp, 14 sp, 23 cp)

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RETRIBUTION

A Pathfinder Roleplaying Game adventure by Creighton Broadhurst for four 1st-level PCs

In the frozen depths of winter, murderous winds mercilessly batter the crumbling Priory of Cymer. Within, trapped by their duty and the heaped snowdrifts that render travel near impossible, the few remaining faithful huddle together and tend the sacred places of their forbearers. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge, and as the storm reaches its savage height terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.

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