

SECOND EDITION

PATHFINDER®



Dinner At

LIONLODGE

Adventure

Pregenerated Characters

PATHFINDER

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Dinner At LIONLODGE Adventure

Pathfinder One-Shot

Zerryd3

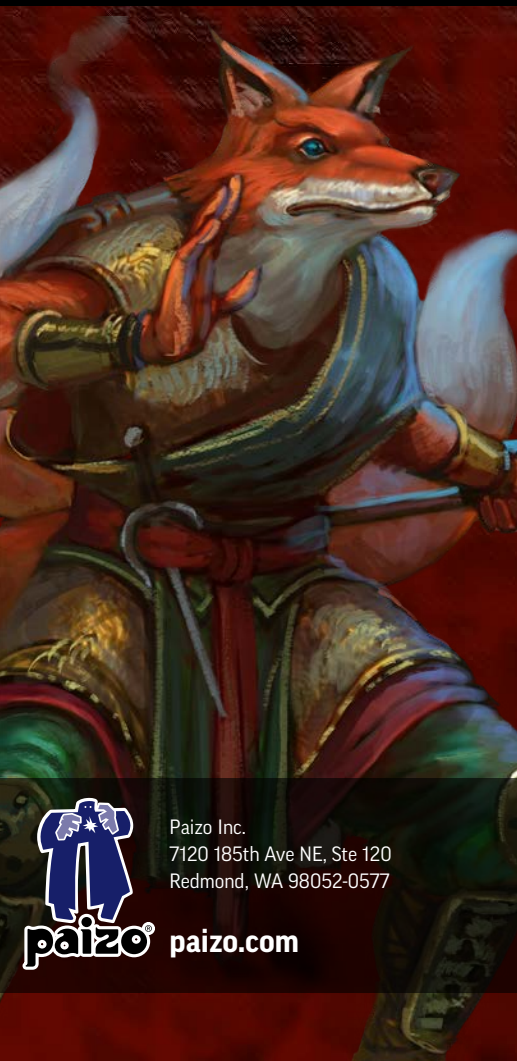
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Pathfinder One-Shot: Dinner at Lionlodge is designed to be played with the four pregenerated characters presented here. Each comes with ready-to-play game statistics and backstories tied to the adventure itself. While each character has their own specialty and interests, they've banded together for support, and have managed to make a name for themselves in the Korvosan hinterlands as unusual but effective exterminators of troublesome monsters—reputations that have attracted the attention of the famous hunter Auldegrund Grimcarver.

In addition to the standard abilities presented in the *Pathfinder Core Rulebook*, these characters utilize abilities found in the *Pathfinder Advanced Player's Guide* and *Pathfinder Lost Omens Ancestry Guide*. Rules from these secondary sources are presented here for your convenience in the Rules Index following each character entry.



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Zerryd

Zerryd grew up in western Cheliox but fled recently after a disastrous raid on his village by Chelaxian hunters. After settling in the ramshackle slums of Old Korvosa, he hopes someday to return to the south, armed with the knowledge and experience to fight back against the devil-worshippers. The more he travels with his new friends, however, the more the lifestyle of an adventurer agrees with him. He's particularly delighted that here in Varisia there is little evidence of the hatred he's endured from Chelaxian diabolists, and while he's continued his studies of that nation's reliance on devils and diabolism in hopes of using this lore against worshippers of Asmodeus, he has no plans to return to the south anytime soon.

Zerryd has an imposing appearance, considering his tall and broad stature and the breadth of his wingspan. He has light blue skin and dark hair that matches the dark coloration of his raven-like wings. Zerryd has a charming personality that allows him to find friends easily—a trait that's served him well when attempting to put people he encounters at ease.

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NESTLING FALL

FEAT 1

STRIX

As long as you can act, you can spread your wings so that you take no damage from falling, no matter what distance you fall.

NIGHTGLIDER

You are a dedicated nocturnal avian, keeping watch and predating in the most lightless environments. You gain darkvision.



WINGS

When you Leap horizontally, you can move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your speed.





ANCESTRY STRIX (NIGHTGLIDER)**BACKGROUND** EMISSARY**SPEED** 30 FEET, WINGS**PERCEPTION**  +8 (EXPERT)**ALIGNMENT** CG**SENSES** DARKVISION**LANGUAGES** COMMON, INFERNAL, STRIX, VARISIAN**STRENGTH****STR** 12
MODIFIER (+1)**DEXTERITY****DEX** 18
MODIFIER (+4)**CONSTITUTION****CON** 12
MODIFIER (+1)**INTELLIGENCE****INT** 10
MODIFIER (+0)**WISDOM****WIS** 10
MODIFIER (+0)**CHARISMA****CHA** 16
MODIFIER (+3)

Strikes

MELEE  rapier +11 (deadly 1d8, disarm, finesse), **Damage** 1d6+1 piercing**RANGED**  hand crossbow +10 (range 60 feet), **Damage** 1d6 piercing

Skills

ACROBATICS [T] +10**ARCANA [T]** +6**ATHLETICS [E]** +9**DECEPTION [E]** +12**DEVIL LORE [T]** +6**DIPLOMACY [T]** +9**INTIMIDATION [T]** +9**KORVOSA LORE [T]** +6**PERFORMANCE [T]** +9**SOCIETY [T]** +6**STEALTH [T]** +10**THIEVERY [E]** +12

Feats and Abilities

CLASS FEATURES deny advantage, scoundrel racket, sneak attack +1d6, surprise attack**ANCESTRY FEATS** Nestling Fall**CLASS FEATS** Distracting Feint, Poison Weapon, Trap Finder**GENERAL FEATS** Fleet**SKILL FEATS** Multilingual, Powerful Leap, Quick Coercion, Quick Jump, Wary Disarmament

Defenses

HIT POINTS

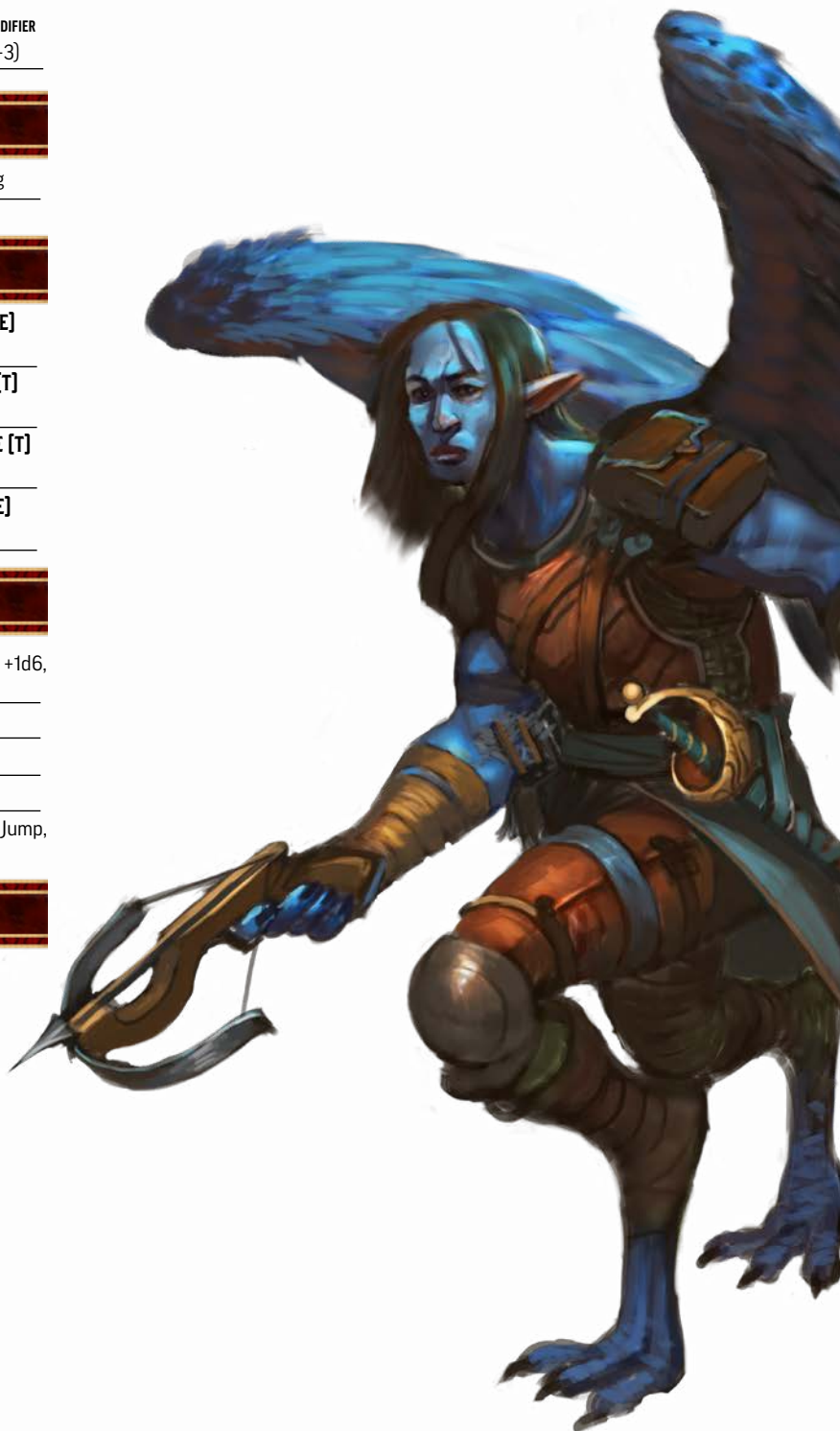
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ARMOR CLASS

21

FORTITUDE +7**REFLEX** +12**WILL** +8

Equipment

READY +1 rapier, hand crossbow**WORN** bolts (10), black adder venom (5 doses), minor healing potions (2), leather armor, lesser antidotes (2), simple injury poison (4 doses), thieves' tools, ventriloquist's ring, 15 gp

Takemiru

Takemiru's family hails from the Forest of Spirits on the other side of the world from Korvosa but traveled to Avistan through the frozen Path of Aganhei as part of a merchant caravan in hopes of making their fortune through trading. As he grew older, though, Takemiru realized his family members weren't the kind merchants they'd posed as but were part of a bandit crew that used mercantilism as a cover for their crimes. He abandoned his family and headed south, taking on the solo life of a wilderness hunter, eventually finding his way to the Korvosan hinterlands—and new friends. After spending so long alone in the wilds, he's grown quite fond of his new family. Someday he hopes to bring them back to Tian Xia to show them his homeland, but he's in no rush to return quite yet.

Takemiru appears as a muscular, fox-like humanoid with red and white fur and bright blue eyes. His choice of weapons remains a playful vex to those who don't know him. Like the three-tined trident and sai he wields, he possesses three long fox tails. The fur on each tail lightens to white at the tip, and occasionally little wisps of smoke waft from the fur at the tip of his central tail as if it were on the verge of catching fire.

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Change Shape ♦ (concentrate, divine, kitsune, polymorph, transmutation) You transform into a fox, which has the statistics of a 1st-level *pest form*. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. You lose your jaws unarmed Strike in this form. You can remain in fox form indefinitely and can shift back to your true kitsune form by using this action again.

EARTHLY WILDS KITSUNE

You are a creature of the material world, with an affinity closer to the wilds than urban society. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits. Your alternate form is a fox, which has the statistics of 1st-level *pest form*.

FOXFIRE

KITSUNE

A crack of your tail sparks wisps of blue energy. Choose either electricity or fire when you gain this feat. You gain a foxfire ranged unarmed attack with a maximum range of 20 feet. The attack deals 1d4 damage of the chosen type (no ability modifier is added to the damage roll). Your foxfire attack

is in the sling weapon group. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.



ANCESTRY KITSUNE (EARTHLY WILDS) **BACKGROUND** WARRIOR

SPEED 25 FEET **PERCEPTION**  +8 (EXPERT)

ALIGNMENT NG **SENSES** LOW-LIGHT VISION










LANGUAGES COMMON

STRENGTH	DEXTERITY	CONSTITUTION
STR 18 (+4)	DEX 12 (+1)	CON 14 (+2)
INTELLIGENCE	WISDOM	CHARISMA
INT 10 (+0)	WIS 10 (+0)	CHA 14 (+2)

Strikes

- MELEE** ♦ *trident* +11 (thrown 20 feet), **Damage** 1d8+4 piercing
 ♦ *sai* +11 (agile, disarm, finesse, monk, versatile B), **Damage** 1d4+4 piercing
 ♦ *jaws* +10 (finesse, unarmed), **Damage** 1d6+4 piercing
- RANGED** ♦ *trident* +8 (thrown 20 feet), **Damage** 1d8+4 piercing
 ♦ *foxfire* +7 (maximum range 20 feet, unarmed), **Damage** 1d4 fire



Skills

ACROBATICS [T]  +7	ATHLETICS [T]  +10	CRAFTING [E]  +8
HUNTING LORE [E]  +8	INTIMIDATION [T]  +8	NATURE [T]  +6
STEALTH [T]  +7	SURVIVAL [T]  +6	WARFARE LORE [T]  +6

Feats and Abilities

CLASS FEATURES	hunt prey, hunter's edge (flurry), iron will
ANCESTRY FEATS	Foxfire (fire)
CLASS FEATS	Quick Draw, Snare Specialist, Twin Takedown
GENERAL FEATS	Fast Recovery
SKILL FEATS	Additional Lore (hunting), Intimidating Glare, Natural Medicine, Snare Crafting

Defenses

HIT POINTS 56	ARMOR CLASS 21	
FORTITUDE  +10	REFLEX  +9	WILL  +8

Prepared Snares biting snares (2), trip snare, warning snare

Equipment

READY +1 *sai*, +1 *returning trident*

WORN chain mail

STORED *everburning torch*, snare formula book (alarm snare, biting snare, hobbling snare, spike snare, stalker bane snare, trip snare, warning snare), snare kit, 15 gp



Jaithe

In ancient times, the runelords of Thassilon used fleshwarping magic to create horrific soldiers, primarily those known today as sinspawn. Yet when Runelord Sorshen abandoned her domain below modern-day Korvosa and turned her back on her sinister past, fragments of fleshwarp magic remained behind. Jaithe remembers her time in those hidden tunnels as dreams but knew even then she was different than the other sinspawn. Too human in form to fit in with the more monstrous fleshwarps, yet too alien in appearance to pass for human, she played the role of a mysterious woman who traveled the Korvosan hinterlands—at least until she met her new friends. Now, home is wherever her adventures take her.

At a distance, Jaithe looks like a Varisian woman until she speaks, at which point her lower jaw bifurcates like the mouth of a sinspawn. Her eyes are solid black, the fingers on her hands can bend both ways, and she has short frills of tendrils that writhe on the insides of her joints. When in mixed company, Jaithe can somewhat hide all of these physical features using careful draping of her billowing robes.

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Bloodline Magic When you cast *spider sting*, *tentacular limbs*, or *touch of idiocy*, aberrant whispers shield either a target's mind or your own, granting a +2 status bonus to Will saving throws for 1 round.

LIVING WEAPON

FEAT 1

FLESHWARP

You've learned to use part of your form as a weapon. When you select this feat, you gain a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits; a horn, jaws, or tusk unarmed attack that deals 1d6 piercing damage and has the versatile S trait; or a tail unarmed attack that deals 1d6 bludgeoning damage and has the backswing trait. Each of these unarmed attacks is in the brawling weapon group.

Your features are mutable; you can select this feat at any level, and you can retrain into or out of this feat or change the type of attack you gain.

Special You can take this feat multiple times. Each time you do, select a new attack from the options above.

SHAPEWROUGHT FLESHWARP

A victim of fleshwarping, you likely bear loose flesh, bony spurs, or features of inhuman creatures sprouting from your skin. You have nevertheless turned the psychic toll of your transformation into a strength. You gain resistance to mental damage equal to half your level (minimum 1).

Unusual Anatomy You gain a +1 circumstance bonus to saves against diseases and poisons.



ANCESTRY FLESHWARP (SHAPEWROUGHT)		BACKGROUND FORTUNE TELLER	
SPEED 25 FEET		PERCEPTION +6 (TRAINED)	
ALIGNMENT N		SENSES LOW-LIGHT VISION	
LANGUAGES AKLO, COMMON, INFERNAL, THASSILONIAN, VARISIAN			
STRENGTH	DEXTERITY	CONSTITUTION	
STR 10 (+0)	DEX 14 (+2)	CON 12 (+1)	
INTELLIGENCE	WISDOM	CHARISMA	
INT 14 (+2)	WIS 10 (+0)	CHA 18 (+4)	

Strikes

MELEE jaws +7 (magic, unarmed, versatile S), **Damage** 1d6 piercing

Skills

ACROBATICS [T] +8	CRAFTING [T] +8	FORTUNE-TELLING LORE [T] +8
INTIMIDATION [T] +10	OCCULTISM [E] +11	PERFORMANCE [T] +10
SOCIETY [T] +8	STEALTH [T] +8	

Feats and Abilities

CLASS FEATURES	bloodline (aberrant), signature spells, sorcerer spellcasting, spell repertoire
ANCESTRY FEATS	Living Weapon (jaws)
CLASS FEATS	Dangerous Sorcery, Reach Spell
GENERAL FEATS	Toughness
SKILL FEATS	Multilingual, Oddity Identification, Quick Identification

Defenses

HIT POINTS	ARMOR CLASS	
42	18	
FORTITUDE +7	REFLEX +8	WILL +8

+1 vs. diseases and poisons
Resist mental 2

Spells

SPELL ATTACK +10	DC 20
OCCULT SPONTANEOUS SPELLS	
FOCUS POINTS	1, Spell DC 20
CANTRIPS [2ND LEVEL, AT WILL]	guidance (granted as innate spell from pendant of the occult), light, mage hand, read aura, shield, telekinetic projectile
1ST LEVEL [4 SLOTS]	fear, grim tendrils*, sanctuary, soothe, spider sting
2ND LEVEL [4 SLOTS]	augury, dispel magic*, invisibility, sound burst, touch of idiocy
BLOODLINE SPELL [2ND LEVEL]	tentacular limbs

*Indicates this is a signature spell.

Equipment

READY	+1 handwraps of mighty blows
WORN	hat of disguise, pendant of the occult, robes, scrolls of mage armor (2), scrolls of soothe (2)
STORED	Harrow deck, 15 gp



Kellsti

Kellsti first heard of Noctacula's promise of shelter to beleaguered artists from a cleric after her rescue from a band of bounty hunters in Bloodsworn Vale. For a time, she accompanied the priestess as an acolyte, but was forced to strike out on her own after her patron was eaten by an owlbear. Kellsti hopes someday to make her way up to the heights of mountainous New Thassilon—where she's heard that worshippers of Noctacula gather—but she wants to make a good impression. First, she wants to craft a masterpiece inspired by her life experiences. Originally, Korvosa seemed to be the perfect place to find such experiences, but after meeting her new friends and traveling with them, she's come to realize that they are so much more inspiring.

Kellsti is a bronze-scaled kobold with a line of white and pink feathers running down her back and along her tail. Her bright green eyes glow softly, and when she speaks, she does so in an almost singsong voice.

Rules Index

Ganzi Resistance At the beginning of each day, you randomly determine if your energy resistance applies to acid, electricity, or sonic damage. You also gain a +1 circumstance bonus to saving throws against effects that would cause you to gain the controlled condition.

VESTIGIAL WINGS

GANZI

You possess small, weak wings that aid in balance. You gain the Steady Balance and Cat Fall skill feats as bonus feats, even if you aren't trained in Acrobatics.

FEAT 1



ANCESTRY GANZI KOBOLD (DRAGON EXEMPLAR BRONZE)		BACKGROUND ARTIST	
SPEED 25 FEET		PERCEPTION +10 (TRAINED)	
ALIGNMENT CG		SENSES DARKVISION	
LANGUAGES COMMON, DRACONIC			
STRENGTH	DEXTERITY	CONSTITUTION	
STR 10 (+0)	DEX 16 (+3)	CON 10 (+0)	
INTELLIGENCE	WISDOM	CHARISMA	
INT 10 (+0)	WIS 18 (+4)	CHA 14 (+2)	

Strikes

MELEE silver dagger +9 (agile, finesse, thrown 10 feet, versatile S), Damage 1d4 piercing	
RANGED shortbow +10 (deadly d10, range 60 feet), Damage 1d6 piercing	

Skills

ACROBATICS [T] +9	ART LORE [T] +6	CRAFTING [T] +6
MEDICINE [E] +12	RELIGION [T] +12	SOCIETY [T] +6

Feats and Abilities

CLASS FEATURES	deity (Nocticula), divine font (<i>heal</i>), divine spellcasting, doctrine (cloistered)
ANCESTRY FEATS	Vestigial Wings
CLASS FEATS	Communal Healing, Domain Initiate (creation), Improved Communal Healing, Specialty Crafting (Artistry)
GENERAL FEATS	Weapon Proficiency (shortbow)
SKILL FEATS	Battle Medicine, Cat Fall, Continual Recovery, Quick Squeeze

Defenses

HIT POINTS	ARMOR CLASS	
38	19	
FORTITUDE +8	REFLEX +9	WILL +12

+1 vs. control effects
Resist energy 2

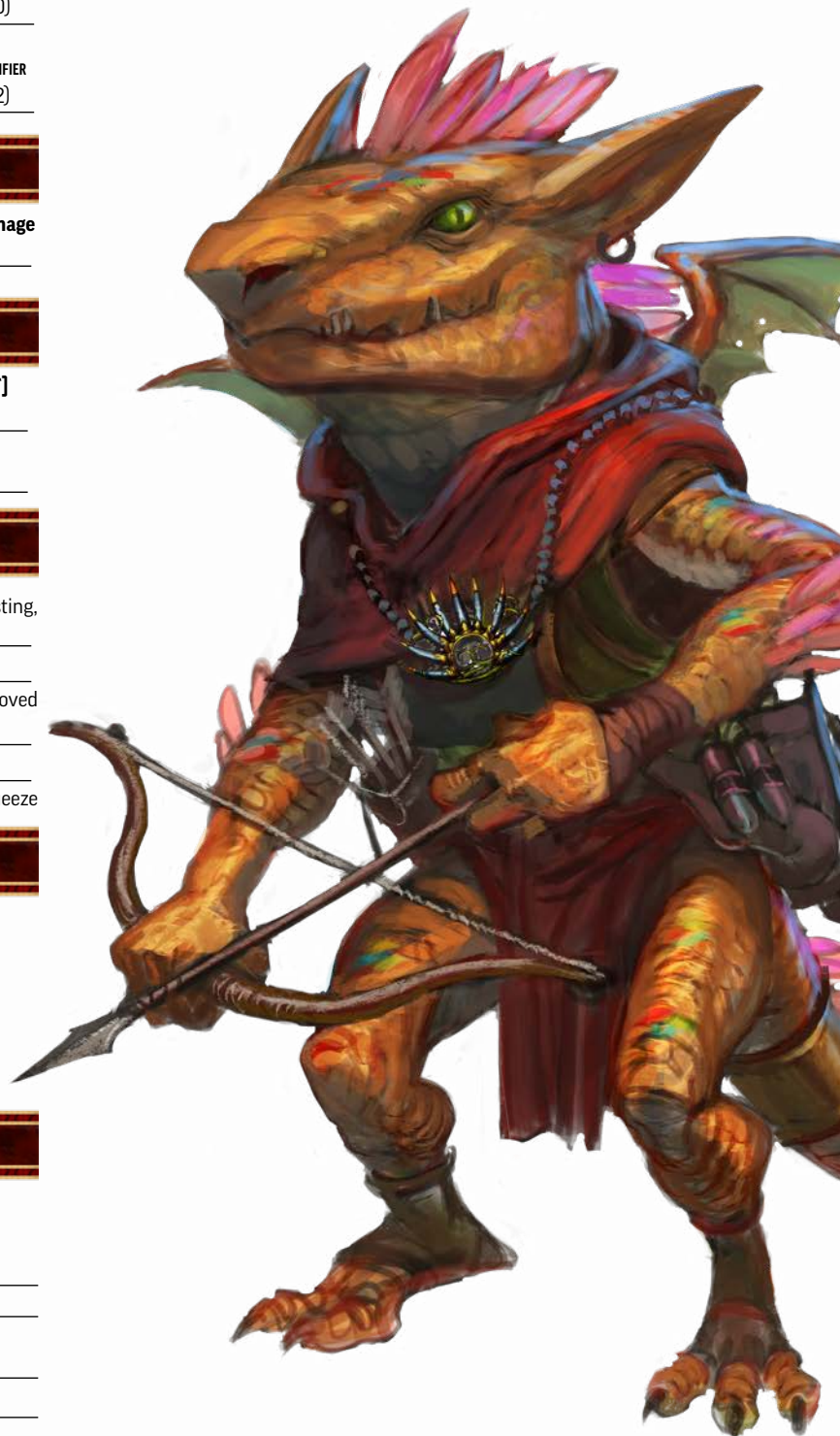
Spells

SPELL ATTACK +10	DC 20
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DIVINE SPELLS	
FOCUS POINTS	1, Spell DC 20
CANTRIPS [2ND LEVEL, AT WILL]	detect magic, divine lance, guidance, shield, stabilize
1ST LEVEL	heal, magic weapon, ray of enfeeblement
2ND LEVEL	dispel magic, heal (3), restoration, spiritual weapon
CREATION DOMAIN SPELL [2ND LEVEL]	splash of art

Equipment

READY	silver dagger, +1 shortbow (20 arrows)
WORN	explorer's clothing, healer's tools, minor healing potions (4), silver religious symbol, wand of heal (1st)
STORED	artisan's tools, 15 gp



Dinner At LIONLODGE Adventure

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