



Ezren

Ezren's pleasantly safe life changed when his father was charged with heresy by the church of Abadar—the god of law, cities, and wealth. Ezren worked to repair his father's reputation, but when he discovered proof of his father's guilt he abandoned his family

and set out into the world. He fell naturally into wizardry, and while he often argues on the value of religion with other members of his adventuring group, and his atrophied sense of humor often makes him the butt of other companions' jokes, Ezren's world experience and keen wit are quite valued by his usually younger traveling companions.

EZREN

Male middle-aged human wizard 5

NG Medium humanoid (human)

Init +4; Senses Perception +9

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 deflection, +1 natural)

hp 30 (5d6+10)

Fort +5, Ref +2, Will +7

OFFENSE

Speed 30 ft.

Melee cane +2 (1d6)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 5th; concentration +10)

3rd—*dispel magic*, *fireball* (DC 18)

2nd—*acid arrow*, *invisibility*, *scorching ray*

1st—*charm person* (DC 16), *grease* (DC 16), *mage armor*,
protection from evil, *shield*

o (at will)—*detect magic*, *light*, *mage hand*, *prestidigitation*

STATISTICS

Str 11, Dex 10, Con 12, Int 20, Wis 15, Cha 9

Base Atk +2; CMB +2; CMD 13

Feats Alertness, Combat Casting, Craft Wand, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration

Skills Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +9, Sense Motive +9, Spellcraft +13

Languages Abyssal, Common, Draconic, Dwarven, Elven, Varisian

SQ arcane bond (weasel named Sneak)

Combat Gear wand of magic missile (CL 5th, 19 charges);

Other Gear club, light crossbow with 20 bolts, amulet of natural armor +1, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, 40 gp

Ezren Customizations

Players using Ezren as their character have the following option to help customize their experience.

Arcane Contingency: Ezren begins the adventure with one of the following scrolls: a scroll of *command undead*, a scroll of *glitterdust*, or a scroll of *resist energy*.



Dawn of the Scarlet Sun



Harsk

Harsk is not your typical dwarf. He prefers strong black tea to alcohol, the wildlands of the surface world to the comforts of a cavern, and the crossbow over the axe. Much of his anger stems from the death of his brother, whose war band was slain by marauding

giants. Harsk came upon the slaughter moments too late to save his brother, and vowed to never let family or friends down again. His companions value his skill in combat, but know to tread lightly around him when he's in one of his foul moods—which is often.

HARSK

Male dwarf ranger 5
LN Medium humanoid (dwarf)
Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex) (+4 dodge vs. giants)
hp 52 (5d10+20)
Fort +7, **Ref** +7, **Will** +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.
Melee mwk battleaxe +7 (1d8+1/x3)
Ranged +1 *light crossbow* +9 (1d8+1/19–20)
Special Attacks favored enemy (giants +2, undead +4), +1 on attack rolls against humanoids of the goblinoid and orc subtypes
Ranger Spells Prepared (CL 2nd; concentration +4)
1st—*longstrider*, *resist energy*

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 10, **Wis** 15, **Cha** 6
Base Atk +5; **CMB** +6; **CMD** 19 (23 vs. bull rush, 23 vs. trip)
Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Reload
Skills Climb +9, Heal +10, Perception +10 (+12 unusual stonework), Sense Motive +7, Stealth +11, Survival +10; **Racial Modifiers** +2 Appraise on nonmagical metals or gemstones, +2 Perception against unusual stonework
Languages Common, Dwarven
SQ favored terrain (urban +2), hunter's bond (companions), track +2, wild empathy +3
Combat Gear *wand of cure moderate wounds* (12 charges);
Other Gear +2 *studded leather*, masterwork battleaxe, +1

light crossbow with 20 bolts, screaming bolts (4), cloak of elvenkind, teapot, 30 gp

Harsk Customizations

Players using Harsk as their character may choose one of the following options to help customize their experience.

Stakeout Specialist: Prior to the events of the adventure, Harsk started preparing himself for an extended stakeout, replacing his preferred Varisian tea with a more potent Vudrani blend. The highly caffeinated brew gives him a +2 bonus on saving throws made to resist exhaustion and fatigue.

Expecting the Worst: Harsk—as usual—has a bad feeling about working for Magnimar's city watch. That's why he's packed extra equipment. Harsk begins the adventure with either one extra *screaming bolt* or two tanglefoot bags.





Kyra

Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra lost her family and home to raiders. Yet where another might be consumed by a thirst for revenge, Kyra found peace in her goddess and in the belief that, if she can prevent

even one death at evil hands, her own losses will not have been in vain. While her faith runs deep, she saves her sermonizing for those with ears to hear her enlightenment.

KYRA

XP 1,200

Female human cleric of Sarenrae 5

NG Medium humanoid (human)

Init -1; Senses Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 41 (5d8+15)

Fort +6, Ref +0, Will +8

OFFENSE

Speed 20 ft.

Melee +1 flaming scimitar +5 (1d6+2/18-20 plus 1d6 fire)

Special Attacks channel positive energy 6/day (DC 13, 3d6 [+5 vs. undead]),

Domain Spell-Like Abilities (CL 5th; concentration +9) 7/day—rebuke death (1d4+2)

Spells Prepared (CL 5th; concentration +9)

3rd—*blindness/deafness* (DC 17), *dispel magic*, *searing light*^D

2nd—*align weapon*, *bull's strength*, *heat metal*^D (DC 16), *spiritual weapon*

1st—*command* (DC 15), *cure light wounds*^D, *divine favor*, *protection from evil*, *shield of faith*

o (at will)—*detect magic*, *light*, *mending*, *stabilize*

D Domain spell; Domains Healing, Sun

STATISTICS

Str 12, Dex 8, Con 14, Int 10, Wis 18, Cha 13

Base Atk +3; CMB +4; CMD 13

Feats Combat Casting, Extra Channel, Selective Channeling, Skill Focus (Sense Motive)

Skills Diplomacy +9, Knowledge (religion) +8, Sense Motive +15

Languages Common, Keleshite

Combat Gear *potions of cure light wounds* (3), *wand of cure moderate wounds* (7 charges); Other Gear +1 chainmail, +1 flaming scimitar, 2 vials of holy water, silver holy symbol, 30 gp

Kyra Customizations

Players using Kyra as their character have the following option to help customize their experience.

Sarenrae's Touch: Kyra's goddess has a vested interest in her servant's success. Choose one of the following feats: Maximize Spell, Quicken Spell, or Turn Undead. For one round, during any part of the adventure, Kyra gains the benefit of that feat. If the feat selected is a metamagic feat, the benefits spontaneously apply to any spell chosen at the moment of this ability's use, affecting one spell as if it had been prepared with the selected feat. She can use this ability two times during the adventure.





Merisiel

Merisiel's experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Just over a century old—still an adolescent as elves count age—Merisiel's already grown used to watching her

non-elf friends grow old and die. She's open and expressive with her thoughts and emotions, and never hesitates to make them known when things go wrong. Never the sharpest knife in the drawer, Merisiel makes up for that by carrying a dozen knives on her person. She hasn't met a problem yet that can't, in one way or another, be solved with a sharp blade.

MERISIEL

XP 1,200

Female elf rogue 5

CN Medium humanoid (elf)

Init +9; Senses low-light vision; Perception +11

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +1 deflection, +5 Dex, +1 dodge)

hp 36 (5d8+10)

Fort +2, Ref +9, Will +2; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+1/18–20)

Ranged dagger +8 (1d4/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 10, Dex 20, Con 12, Int 10, Wis 12, Cha 13

Base Atk +3; CMB +3; CMD 20

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +9, Climb +8, Disable Device +13, Escape Artist +13, Knowledge (local) +8, Perception +11, Stealth +13

Languages Common, Elven

SQ rogue talents (combat trick, finesse rogue), trapfinding +2, elven magic, weapon familiarity

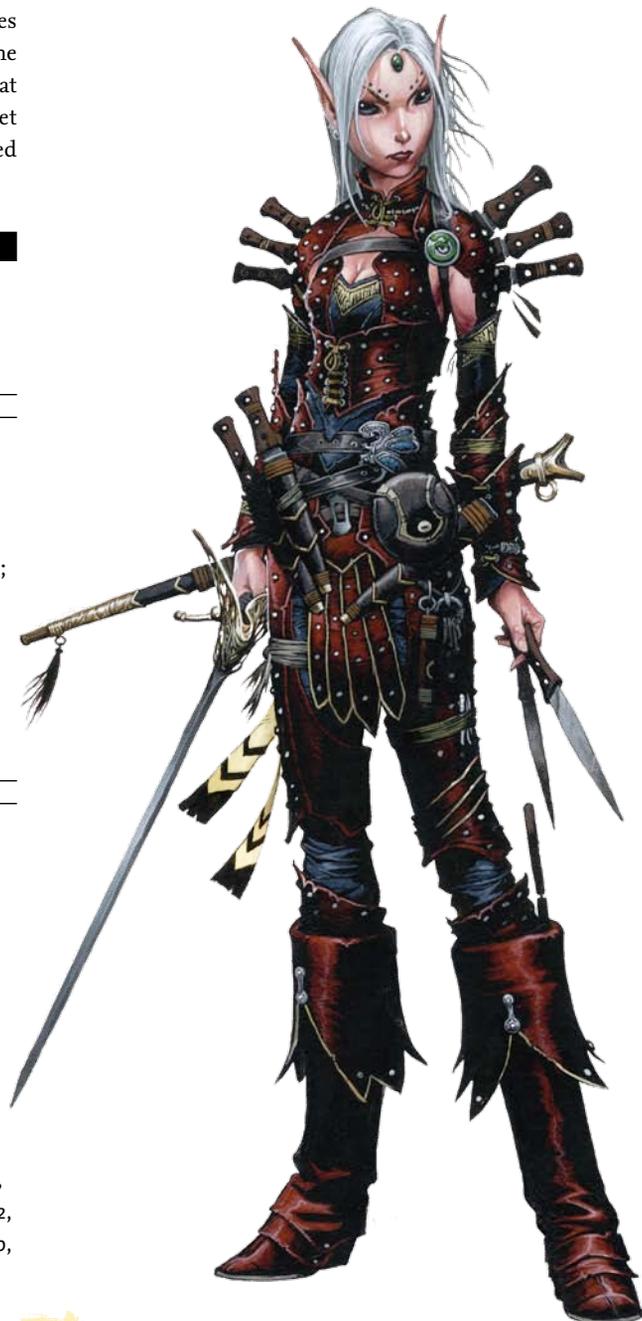
Combat Gear *potion of cure moderate wounds*, *potions of invisibility* (2); Other Gear +1 studded leather, +1 rapier, cold iron dagger, 6 daggers, *belt of incredible dexterity* +2, *ring of protection* +1, smooth jade gemstone worth 50 gp, 37 gp

Merisiel Customizations

Players using Merisiel as their character may choose one of the following options to help customize their experience.

Ricochet: Either by luck or skill, Merisiel occasionally pulls off a totally improbable throw. Twice during the adventure, when one of Merisiel's thrown daggers misses its target, this benefit turns that miss into a successful hit.

Vital Shot: Merisiel can be a deadly killer when she needs to be. Twice during the adventure, when one of Merisiel's attacks threatens a critical hit, using this benefit causes the attack to automatically confirm.





Seelah

When a company of Iomedae's holy knights arrived to help defend her hometown, Seelah was taken with their beautiful armor. She stole a helm from one of the paladins, but was soon overwhelmed with guilt. Worse, before she had a chance to return

the helm, the paladin from whom she'd stolen the helm was slain by a head wound. Wracked with shame, Seelah confessed her guilt and vowed her life to the paladins' cause. A full paladin today, she values her companions' wisdom and advice, and puts up with the jokes and antics of her more irreverent friends with a smile, even when she feels the jokes go too far.

SEELAH

Female human paladin of Iomedae 5

LG Medium humanoid (human)

Init +0; Senses Perception +1

Aura courage (10 ft.)

DEFENSE

AC 22, touch 10, flat-footed 22 (+10 armor, +2 shield)

hp 52 (5d10+20)

Fort +9, Ref +4, Will +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 longsword +10 (1d8+4/19–20)

Ranged mwk composite longbow +6 (1d8+3/x3)

Special Attacks channel positive energy (DC 15, 3d6), smite evil (+3 attack and AC, +5 damage)

Spell-Like Abilities (CL 5th; concentration +8)

At will—*detect evil*

Spells Prepared (CL 2nd; concentration +5)

1st—*bless weapon, cure light wounds*

STATISTICS

Str 16, Dex 10, Con 15, Int 8, Wis 12, Cha 16

Base Atk +5; CMB +8; CMD 18

Feats Cleave, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +11, Knowledge (religion) +7

Languages Common, Osiriani

SQ aura, code of conduct, divine bond (weapon +1, 1/day), divine grace, lay on hands (2d6, 5/day), mercy (fatigued)

Combat Gear *potion of cure moderate wounds, potion of lesser restoration, potion of remove blindness/deafness*; Other Gear +1 full plate; masterwork heavy

steel shield; +1 longsword; masterwork composite longbow with 20 arrows, 10 cold iron arrows, and 10 silver arrows; *belt of mighty constitution* +2; silver holy symbol; 36 gp

Seelah Customizations

Players using Seelah as their character have the following option to help customize their experience.

Forearmed: Prepared for the worst, Seelah has improved her equipment. Make one of the following changes to her equipment: replace her 10 cold iron arrows with 10 +1 arrows, replace her +1 longsword with a +1 cold iron longsword, or give her 2 additional *potions of cure moderate wounds*.



Dawn of the Scarlet Sun



Valeros

Born a farmer's son in the Andoren countryside, Valeros spent his youth dreaming of adventure. For the past several years, he's been finding that adventure, working as hired muscle for a dozen different employers in as many lands. Gone is his youthful naivete,

replaced by scars and the resolve of a veteran warrior.

Although he secretly possesses a keen wit, Valeros favors the simplest, most direct approach to solving problems. While noble at heart, he hides this beneath a jaded and sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and a night of soft company."

VALEROS

Male human fighter 5

NG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +1 natural, +1 shield)

hp 47 (5d10+15)

Fort +6, **Ref** +4, **Will** +0; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +9 (1d8+7/19–20), *mwk short sword* +7 (1d6+1/19–20)

Ranged *mwk composite longbow* +9 (1d8+3/x3)

Special Attacks *weapon training* (heavy blades +1)

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 21

Feats *Combat Expertise*, *Power Attack*, *Skill Focus* (Perception), *Two-Weapon Defense*, *Two-Weapon Fighting*, *Weapon Focus* (longsword), *Weapon Specialization* (longsword)

Skills *Intimidate* +8, *Knowledge* (local) +6, *Perception* +7, *Stealth* +6

Languages Common, Varisian

SQ *armor training* 1

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 *breastplate*, +1 *longsword*, *masterwork short sword*, *masterwork composite longbow* with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *lucky tankard*, 25 gp

Valeros Customizations

Players using Valeros as their character may choose one of the following options to help customize their experience.

Battle Fervor: Occasionally Valeros gets swept up in the tide of battle, allowing him to act with incredible speed. Twice during the adventure, after Valeros has made all of his attacks for the round, he can make one additional attack with his longsword using its normal attack bonus.

Boon Companion: Despite his brashness and frequent quips, Valeros is a true friend willing to sacrifice nearly anything for his allies. Once during the adventure, when an adjacent ally is struck by an attack, Valeros can take the full damage of that attack, preventing his ally from taking any damage.

