

# PATHFINDER

ROLEPLAYING GAME™



CHILFANNA  
MAYONNAYUR

# GHILANNA DAEVON'LYR

1 oracle (dual cursed/black blooded) special neutral evil oracle bones medium

ability	score	total	mod	HP	AC	MOVE	LIGHT					
level/class	total	mod	total	hit points	armor class	movement rate	encumbrance					
STR strength	8	-1	13 / 13	13 / 13	19	15	57					
DEX dexterity	13	+1	+1	+1	11	140	114					
CON constitution	18	+4			18	5-10"	173					
INT intelligence	8	-1	FORT fortitude	+4	+4	+0	CMB combat maneuver	-1	WEIGHT thin for race	150	LIFT overhead	173
WIS wisdom	16	+3	REF reflex	+1	+1	+0	CMD maneuver defense	10	GEAR carried weight	?	LIFT off the ground	345
CHA charisma	20	-5	WILL willpower	+5	+3	+2	CONC concentration	+6	TOTAL if carried	?	DRAG push or drag	863

touch	-1	by spell	x3
ranged touch	+1	by spell	x3
light crossbow	+1	1d8	19-20 x2

## FEATS & FEATURES

dex: +2, con: +2, cha: +2

darkvision 60'

amphibious

strongtail

oracle curse: black-blood

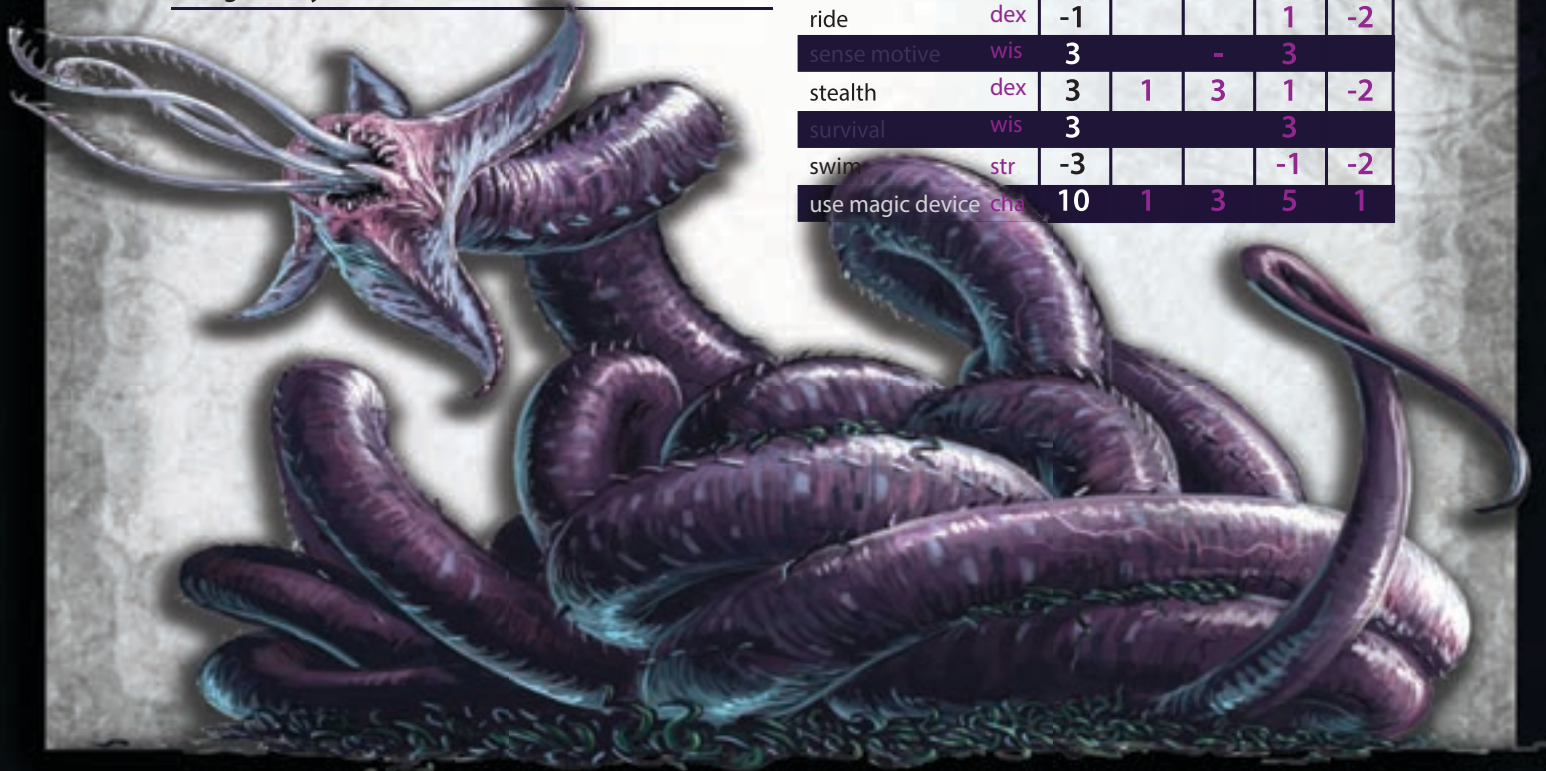
oracle curse: haunted

revelation: misfortune

spell focus (necromancy)

dangerously curious

	armor penalty	SKILLS				
		total	armor penalty	class	ability	misc
acrobatics	-2	dex	-1		1	-2
appraise		int	-1		-1	
bluff		cha	5	-	5	
climb		str	-3		-1	-2
craft alchemy		int	3	1	3	-1
diplomacy		cha	5	-	5	
disguise		cha	5	-	5	
escape artist		dex	-1		1	-2
heal		wis	3	-	3	
knowledge: rel		int	3	1	3	-1
intimidate		cha	9	1	3	5
perception		wis	3		3	
ride		dex	-1		1	-2
sense motive		wis	3	-	3	
stealth		dex	3	1	3	1
survival		wis	3		3	
swim		str	-3		-1	-2
use magic device		cha	10	1	3	5



## SHADES OF LOVECRAFT



The concept of a world below our feet is not a new one—it certainly dates back to the dawn of civilization, for we've always had stories of what must surely lie in wait in the deepest part of the earth. With Golarion's underworld, our primary sources for inspiration have been turn of the century adventure tales and the pulp magazines of the early 20th century. Between the dero of *Amazing Stories*, tales of Pellucidar from Edgar Rice Burroughs, or inspiration from H. G. Wells and Jules Verne,

the genesis of the Darklands is firmly rooted in this tradition.

But it's perhaps to H. P. Lovecraft that the Darklands owe their greatest debt of gratitude. Between his epic *Dream Quest of Unknown Kadath* (in which the hero descends into an underworld ruled by gugs and ghouls and immense worms), *At the Mountains of Madness* (with its underground city and sea below Antarctica), and his ghostwriting work on Zealia Bishop's short story, "The Mound" (which is set in a hidden underground world of three distinct realms—K'n-Yan, Yoth, and N'kai), much of the Darklands owe a debt of gratitude to Lovecraft. Some of "Into the Darklands" is heavily inspired by Lovecraft, while other elements (like gugs and shoggoths and the gods of the neothelids) are directly from his writings.

## PERSONALITY

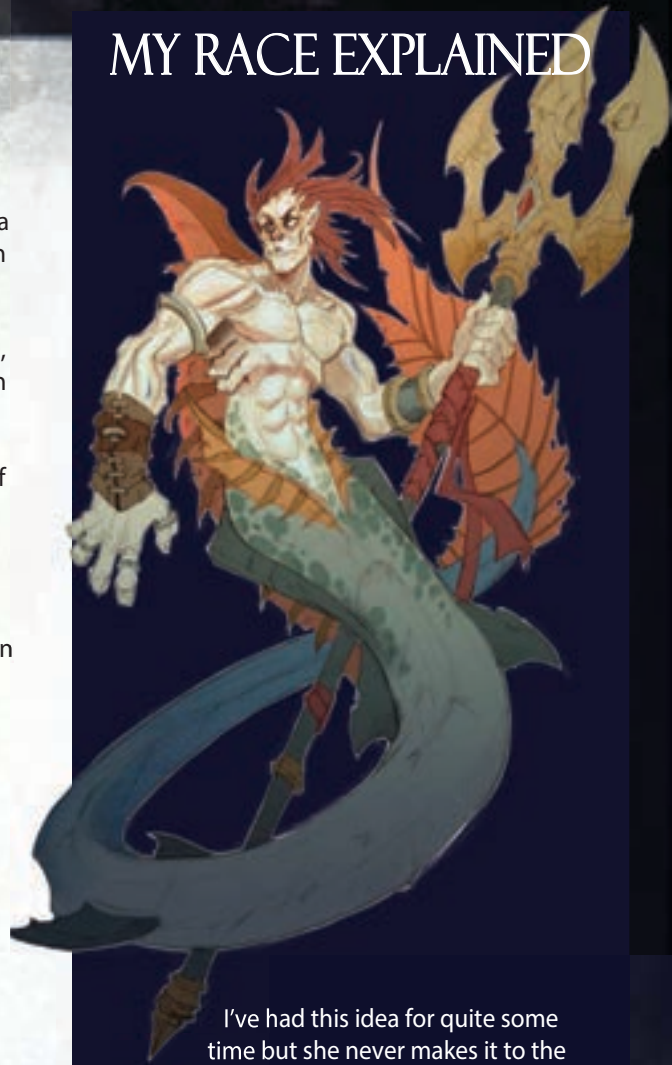
Ghilanna is one small step away from being an aberration. Her mind is completely alien and she thinks in a manner both familiar and yet worlds apart from the common creatures of Golarion. Cold and emotionless, she constantly pushes forward with the plan bred into her by her cruel masters - the conquest of the world and dominance by their alien species.

Ghilanna is quite capable of making allies and will work with others to achieve her ends. Her understanding of non-aberrant morality is lacking however, and she makes decisions solely based on what is best for her and her masters rather than on an emotional level. Cold and calculating, she does not burn bridges, well aware that surface dwellers place a great deal of stock in reputations and unwilling to destroy her own.

The main enemy of the neothelid are the ghouls and Ghilanna was trained in the arts of necromancy to best control and combat them. Rather than fight them on their own terms, she works through domination and mental control. Her antipathy comes not from hatred, but competition. The ghoul population grows quickly, yet neothelids are immortal and do not reproduce. This is therefore a battle for extinction and one that Ghilanna always has at the forefront of her mind.

The neothelid built Ghilanna from a Drow host and reinserted her into that society, unaware that the ever-proud Drow would drive her out. Without the emotional capacity to hold a grudge, Ghilanna is perfectly willing to work with Drow again in the future, provided they meet her terms rather than their own.

## MY RACE EXPLAINED



I've had this idea for quite some time but she never makes it to the gaming table. She is based on the Cthulhu mythos and in this case, nagas.

With *Mind Flayers* copyrighted by Wizards and not part of the SRD, Paizo needed to replace them with something and so the neothelids were born. Ghilanna is a neothelid experiment turned loose in Sekharina, the lands of the Drow.

I chose Merfolk as my base race due to its lack of legs. Merfolk have the following abilities:

Humanoid - Aquatic  
+2 Dex, +2 Con, + Cha  
+2 Natural Armor  
Medium size  
Slow speed 5'  
Swim speed 50'  
Amphibious  
Low-Light Vision  
Legless (can't be tripped)  
Languages: Common, Aquan

There is a alternate racial trait, which I have taken, called Strongtail. It allows me to raise the movement rate to 15' and reduce the swim speed to 30'.

I'm fine with everything above and am perfectly ready to go with it. I would like to change the fishtail to a neothelic worm and Aquan to Drow sign language.