

# PATHFINDER

## Kingmaker



NYSSA RELANYTH

# EPIC LYLYTH WARLOCK/META



# NYSSA RELANYTH

7 cleric elven dhampir neutral cleric

level/class race alignment favored class

ability score total mod

armor class total

STR strength	10	+0	HP hit points	63 / 63		AC armor class	21	MOVE movement rate	30	LIGHT encumbrance	33	
DEX dexterity	16	+3	INIT initiative	+3		TOUCH armor class	13	AGE young adult	354	MED encumbrance	66	
CON constitution	10	+0	EXP experience			FLAT-FOOTED armor class	18	HEIGHT tall for race	5-8"	HEAVY encumbrance	100	
INT intelligence	7	-2	FORT fortitude	+8	+5	+3	CMB combat maneuver	+5	WEIGHT thin for race	110	LIFT overhead	100
WIS wisdom	15	+2	REF reflex	+7	+2	+5	CMD maneuver defense	18	GEAR carried weight	21.5	LIFT off the ground	200
CHA charisma	19	+4	WILL willpower	+10	+5	+5	SP RES spell resistance	-	TOTAL if carried	132	DRAG push or drag	500

## FEATS & FEATURES

darkvision 60'	touch of darkness
negative energy affinity	death's kiss 5/day
resist level drain	feat: improved channel
undead resistance	feat: leadership (14)
dayborn	feat: selective channeling (4)
vampiric empathy	feat: combat reflexes
channel negative energy	trait: bastard
4d6, 7/day DC 20	trait: resilient
aura of forgetfulness 7rnd	

weapons & attacks

attack

damage

crit

<b>longspear</b>	<b>+4</b>	<b>1d8+6</b>	<b>20 x3</b>
<b>spells</b>	<b>no</b>	<b>dc</b>	<b>spells taken</b>
level 0	4	12	
level 1	5+1	13	
level 2	4+1	14	
level 3	3+1	15	
level 4	2+1	16	

## SKILLS

armor penalty **-1**

		total	ranks	class	ability	misc
acrobatics	dex	<b>2</b>			<b>3</b>	<b>-1</b>
appraise	int	<b>-2</b>			<b>-2</b>	
bluff	cha	<b>4</b>			<b>4</b>	
climb	str	<b>0</b>			<b>0</b>	
diplomacy	cha	<b>10</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>2</b>
disguise	cha	<b>4</b>			<b>4</b>	
escape artist	dex	<b>2</b>			<b>3</b>	<b>-1</b>
fly	dex	<b>-</b>			<b>2</b>	
heal	wis	<b>2</b>		<b>-</b>	<b>2</b>	
intimidate	cha	<b>4</b>			<b>4</b>	
knowledge: religion	int	<b>7</b>	<b>6</b>	<b>3</b>	<b>-2</b>	
perception	wis	<b>2</b>			<b>2</b>	
sense motive	wis	<b>2</b>		<b>-</b>	<b>2</b>	
spellcraft	int	<b>-</b>			<b>-2</b>	
stealth	dex	<b>2</b>			<b>2</b>	<b>-1</b>
survival	wis	<b>2</b>			<b>2</b>	
swim	str	<b>-1</b>			<b>0</b>	<b>-1</b>





## THE OUPYR OF IOBARA

The town of Horen, once a vibrant logging camp that used the fast waters of the Noyrus to send timber down to the growing Kridorn. In the snow-heavy winter of 4388, the small village of barely one hundred human woodsmen found itself cut off from its neighbors as the local passes became buried in snow.

For one bloody week, the village played host to the Oupyr, a family of vampires who crossed the frozen passes on padded paws. Glutted on blood, the Oupyr withdrew into a hidden cairn deep in the nearby wood and slept away the next two hundred years. The harsh winter of 4523 saw a small community of snow elves driven south by the lack of game. Finding what seemed a perfect home, the elves settled in Horen and thrived as the waters of Noyrus once again carried timber to Kridorn.

The new situation was advantageous for everyone - Kridorn received valuable trade goods, the elves settled into their new home and the Relanyth had a ready source of food when accidentally awoken fifty years later.

The cairn was initially found by Myria Relanyth, the daughter of the village elder. Together, father and daughter hatched a plan to expand their community, beginning to suffer from the competition brought on by an influx of humans to the Norinor Wood to the south. Carefully, the pair awoke one vampire, a young male, and after gorging it on the blood of a southern woodsman, introduced Oupyr blood into the Relanyth family line.

Having killed the father, the expecting mother found herself ill-prepared to control her offspring's hunger. Fed on the blood of beasts, the young half elf, Belaren, was far weaker than his undead forebearers and so another Ouphyr, a female, was awoken in the winter of 4635 and mated to the half elf. The product of this union, now three quarters Ouphyr, was raised by its mother under the close supervision of his grandmother. The young man, Valiryn, was fed on human blood from the Norinor and grew to be physically strong and sharply cunning. Thus was the second phase of the plan begun.

Of the surviving Ouphyr, the five remaining males were slain in their sleep. The females, seventeen in number, were then crossed with a like number of Relanyth males, breeding elven blood back into the offspring. Such an ambitious plan would prove their undoing however as the amount of blood required to raise this many vampires far outpaced the small human settlements of the Norinor Wood.

The gnome settlements of the Duroth were raided during the heavy winter of 4711 and an entire village disappeared overnight.

Unbeknownst to the Relanyth, the Duroth, unlike the more western Norinor, has guardians in the lycanthropes of the Fangwood. It did not take the accomplished werebear hunters long to divine the fate of the missing gnomes and while they arrived too late to rescue their charges, the end of 4712 saw Horen a ghost town once more.

The guardians of the Fangwood live by their own code and the children of the Relanyth deemed innocent of wrongdoing, were spared. Alone, the seventeen mixed blood Ouphyr left the Syrzemyan heading west and eventually crossed over into Brevo. There they would hear of the Swordlords of Restov for the first time and join the quest to retake the Stolen Lands.

## WHAT IS AN OUPHYR?

Although they seem like something new, the Relanyth are simply Dhampir born of a vampire/ elven mating rather than human/ vampire. Per the guidelines for non-human tieflings, they use the same stats as regular Dhampir. They do keep their elven parent's features however, and so have extremely pale skin, light irises and long ears. They are shorter than full blooded elves and just as frail.

Aware of how their undead kin are seen by mortals, the Relanyth claim to be snow elves from the Crest of the World. While such elves are rare, they are not completely unheard of in northern Avistan and the story is by and large believable.

The group is tight knit, all being of one family. They are aware of the plan underwhich they were born and therefore see themselves as superior to both normal elves and undead. This has filled them with a sense of destiny rather than the despair expected from the loss of their homes.

Valiryn  
Relanyth





## VALIRYN RELANYTH

Elf cavalier (huntmaster) 5

N Medium humanoid (elf)

Init +3; Senses darkvision 60 ft., Lightbringer, Perception +2

Defense

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 55 (5d10+5)

Fort +5, Ref +4, Will +3 (+2 vs. enchantments, imm to sleep)

Defensive

Offense

Speed 20 ft.

Melee elven curve blade (+1) +10 (1d10+7/18–20)

Ranged MW Long Composite Bow (+2 Str) +9 (1d8+2/20x3)

CMR +9, CMD 22

Statistics

Str 18, Dex 16, Con 10, Int 10, Wis 12, Cha 12

Base Atk +1; CMB +3; CMD 17

Feats Power Attack, Cleave

Skills Acrobatics -1, Intimidate +8, Knowledge: religion +5, Perception +11, Sense Motive +1, Handle Animal +8, Stealth 1, Survival +9 (+12 vs harsh weather/Provide food)

Languages Common, sylvan

Cavalier Order: Order of the Dragon. +3 survival to protect allies from the weather or to provide food.

Aid Allies: Ally receives a +6 bonus from Aid Another.

Challenge: I can challenge one target and receive +5 damage against that target. I can use this power once a day but receive -2 to AC except from the object of my challenge when I do. My allies receive a +2 bonus to hit the subject of my challenge as long as I threaten it.

Expert Trainer: +3 to Handle Animal for dogs & birds

Swift Tracker: I can move normal speed while tracking without penalty and receive -10 penalty for doing so at double speed instead of -20.

Tactician: Tandem Trip - when I make an attack of opportunity against an opponent flanked by an ally, I can use two dice and take the higher. I can give this feat to my pack for 6 rounds twice/day.

Bestial Challenge: My pack receives the benefits of my challenge.

Hunting Pack: At 1st level, a huntmaster forms a close bond with an animal companion. This animal companion functions as a druid's animal companion, using the cavalier's level as his effective druid level. A huntmaster's animal companions gain a bonus on Survival checks to follow tracks equal to 1/2 the cavalier's class level (minimum 1). This ability replaces mount.

Takedown: At 3rd level, a huntmaster's dog can make a free trip or dirty trick (entangled) combat maneuver after a successful melee attack. This combat maneuvers do not provoke attacks of opportunity. This ability replaces cavalier's charge.

Feat: Combat Expertise - I may subtract 2 from attack rolls to gain the same as a dodge bonus for 1 turn.

Feat: Improved Trip - I do not provoke an attack of opportunity when I perform a trip maneuver and receive a +2 bonus.

Feat: Power Attack - I may take a -2 penalty to hit for +4 damage with a melee weapon until my next turn.

Trait: Bastard - I receive a -1 penalty on Cha checks with Brevoyn nobles but receive a +1 Will save.

Trait: Resilient - I receive a +1 to Fortitude saves.



### 15 Dhampir rangers 1

N Medium humanoid (dhampir)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +2  
Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 12 (1d10+2)

Fort +3, Ref +6, Will 0 (+2 vs. disease and mind-affecting effects)

Defensive Abilities negative energy affinity, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee nodachi +3 (1d10+3/18–20)

Ranged Long Bow +5 (1d8/20x3)

Spell-Like Abilities (CL 1st)

3/day—detect undead

Statistics

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

Base Atk +1; CMB +3; CMD 17

Feats Power Attack, Cleave

Skills Bluff +3, Diplomacy +1, Perception +2,

Stealth +7, Survival +4; Racial Modifiers

+2 Bluff, +2 Perception

Languages Common

**Resist Level Drain (Ex)** A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

A woodland skirmisher is proficient with all simple and martial weapons and with light armor. This replaces the normal ranger armor and weapon proficiency.

**Focused Enemy (Ex)** At 1st level, a woodland skirmisher selects one favored enemy (usually “humanoid [human]”). He does not gain additional favored enemies at higher levels. He does get to increase his favored enemy bonus by +2 at 5th, 10th, 15th, and 20th level. This otherwise acts as and replaces the standard favored enemy ability.

**Forest Ghost (Ex)** At 1st level, a woodland skirmisher adds a bonus equal to 1/2 his level on all Perception and Survival skill checks he makes while located in forest terrain. This ability replaces wild empathy.