

VARISIEL EDASSERIL

THE LADY OF THE LAKE

10 summoner half-elf neutral good

level/class/archtype

race

alignment

ability score total mod

armor class total

STR strength	10	+1	HP hit points	53 / 53	AC armor class	18	MOVE movement rate	30	LIGHT encumbrance	33		
DEX dexterity	20	+5	INIT initiative	+7	TOUCH armor class	15	AGE young adult	-	MED encumbrance	66		
CON constitution	10	+1	CONC concentrate	+13	FLAT-FOOTED armor class	13	HEIGHT tall for race	5'-8"	HEAVY encumbrance	100		
INT intelligence	10	+1	FORT fortitude	+4	+3	+1	CMB combat maneuver	+7	WEIGHT thin for race	120	LIFT overhead	100
WIS wisdom	10	+2	REF reflex	+8	+3	+5	CMD maneuver defense	22	GEAR carried weight		LIFT off the ground	200
CHA charisma	16	+3	WILL willpower	+7	+7	+0	SP RES spell resistance	-	TOTAL if carried		DRAG push or drag	500

weapons & attacks

attack

damage

crit

mw comp lbow	+?	1d8	19-20
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FEATS & FEATURES

elven immunities	point-blank shot
+2 sv vs enchantment	precise shot
keen senses	rapid shot
low light immunity	craft magic arms/armor
ancestral arms - longbow	trait: reflexive
arcane training	trait: rostander
aspect - flight	
maker's call	
summon monster 5 6/day	
bond senses	
lifelink	
shield ally	
transposition	
many shot	

SKILLS

armor penalty

-

		total	rac	class	ability	misc
acrobatics	dex	5			5	
diplomacy	cha	3			3	
heal	wis	0			0	
perception	cha	3			3	2
sense motive	wis	0			0	
spellcraft	int	13	10	3	0	
stealth	dex	5			5	
survival	wis	0			0	
use magic dev	cha	16	10	3	3	



FEATS & ABILITIES

ELVEN IMMUNITIES: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

KEEN SENSES: Half-elves receive a +2 racial bonus on Perception skill checks.

LOW-LIGHT VISION: Half-elves can see twice as far as humans in conditions of dim light.

ANCESTRAL ARMS: You've gained the Martial Weapon Proficiency feat with the Longbow.

ARCANE TRAINING: Half-elves with this racial trait have only one Favored Class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their Favored Class as if 1 level higher (or as a 1st-level character if they have no levels in that class).

FAVORED CLASS (Summoner) : You've gain the following bonuses: +2 Eidolon evolution pool.

ASPECT: You can divert up to 2 points from your Eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that the eidolon could not possess, and you must be able to meet the requirements as well. You cannot select the ability increase evolution through this ability. (PFAPG 57).

FLIGHT: The eidolon gains a fly speed equal to its base speed. Medium or smaller eidolons have good maneuverability. The eidolon's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent.

MAKER'S CALL: You can call your eidolon to your side. This functions as dimension door. When used, the eidolon appears adjacent to you (or as close as possible). If the eidolon is out of range, the ability is wasted. You can use this ability 2 per day. (PFAPG 57).

SUMMON MONSTER: You can cast Summon Monster V as a spell-like ability 6 times per day. Drawing upon this ability uses up the same power you uses to call your eidolon. You can only use this ability when your eidolon is not summoned. You can cast this spell as a standard action and the creatures remain for 10 minutes (instead of 10 rounds). (PFAPG 56 - 57).

BOND SENSES: As a standard action you can share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. You can use this ability 10 rounds per day. (PFAPG 57).

SUMMONER CANTRIPS: A summoner learns a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they may be cast any number of times per day. (PFAPG 55).

LIFE LINK: You form a close bond with your eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point scarified in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane. In addition, the eidolon and the summoner must remain within 100 ft of one another for the eidolon to remain at full strength. (PFAPG 56).

SHIELD ALLY: Whenever you are within your eidolon's reach, you receives a +2 bonus to Armor Class and on saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

TRANSPOSITION: You can use your Maker's Call ability to swap locations with your eidolon. If it is larger than you, you can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by you if able, or as close as possible if it is not able.

MANYSHOT: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage reduction and resistances apply separately to each arrow. (PFCR 130)

POINT-BLANK SHOT: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 ft. (PFCR 131)

PRECISE SHOT: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll. (PFCR 131)

RAPID SHOT: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot. (PFCR 132)-- ITEM CREATION FEATS --

CRAFT MAGIC ARMS AND ARMOR: Enchant masterwork weapons and armor by spending half the price of the enchantment cost (see PFCR 550-551) and spending 1 day/1,000 gp of enchantment cost. You can repair an item at half this cost and time.

REFLEXIVE (Combat): You gain +2 to initiative rolls.

ROSTLANDER (Campaign: Kingmaker): You care little for matters of politics and nobles or of deception and schemes. Your hardy nature grants you a +1 trait bonus to Fortitude saves.

VIKTOR MEDYVED

THE GREEN KNIGHT

8 HD eidolon **neutral good**

level/class/archtype

alignment

ability score total mod

armor class total

STR strength	28	+9	HP hit points	68 / 68	AC armor class	30	LIGHT encumbrance	1200
DEX dexterity	16	+3	INIT initiative	+3	TOUCH armor class	12	MED encumbrance	2400
CON constitution	17	+3	EXP experience	0	FLAT-FOOTED armor class	27	HEAVY encumbrance	3600
INT intelligence	7	-2	FORT fortitude	+9	CMB combat maneuver	+18	LIFT overhead	3600
WIS wisdom	10	+0	REF reflex	+9	CMD maneuver defense	31	LIFT off the ground	7200
CHA charisma	11	+0	WILL willpower	+2	MOVE movement rate	30	DRAG push or drag	18k

FEATS & EVOLUTIONS

- bite (1d8)
- limbs, legs x2
- limbs, arms
- weapon training (simple)
- weapon training (martial)
- slams (2d6)
- improved natural armor x1
- hooves (1d6)
- pounce
- large
- darkvision 60'
- link
- share spells
- evasion
- devotion (+4 sv vs ench)
- ride-by attack
- spirited charge
- power attack
- improved overrun
- multiattack

weapons & attacks	attack	damage	crit	weapons & attacks	attack	damage	crit
bite	+16	1d8 +9	x2	lance	+16	1d8 +9	x2
hooves x2	+16	1d6 +9	x2	long sword	+16	1d8 +9	19-20
slam	+16	2d6 +9	x2				

SKILLS

armor penalty

-

		ranks	class	ability	misc
acrobatics	dex	11	8	3	
intimidate	cha	8	8	0	
perception	wis	11	8	3	0
stealth	dex	10	8	3	-4



THE GREEN KNIGHT

BITE (Ex): An eidolon's maw is full of razor-sharp teeth, giving it a bite attack. [+16 to hit. 1d8+9 damage.] (PFAPG 60)

LIMBS (LEGS) (Ex): An eidolon grows additional limbs (4). The eidolon's base speed increases by 20 ft. (PFAPG 62)

WEAPON TRAINING (SIMPLE/MARTIAL) (Ex): An eidolon gains proficiency with all martial weapons. (PFAPG 63)

SLAMS (Ex): An eidolon can deliver a devastating slam attack. [+16 to hit. 2d6+9 damage.] (PFAPG 61)

LIMBS (ARMS) (Ex): An eidolon grows additional limbs (2). Arms that have hands can be used to wield weapons.

IMPROVED NATURAL ARMOR (Ex): An eidolon's hide grows thick fur or bony plates, giving it a +2 bonus to its natural armor.

HOOVES (Ex): An eidolon has a pair of sharp hooves at the end of its limbs, giving it two hoof attacks. [+14 to hit. 1d6+9 damage.]

POUNCE (Ex): An eidolon gains quick reflexes, allowing it to make a full attack after a charge. (PFAPG 60)

LARGE (Ex): An eidolon grows in size, becoming Large.

DARKVISION 60 FT (Ex): Ability to see with no light source at all.

LINK (Ex): A summoner and his eidolon share a mental link allows for communication across any distance.

SHARE SPELLS (Ex): The summoner may cast a spell with a target of "you" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect outsiders.

EVASION (Ex): If an eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw. (PFCR 53)

DEVOTION (Ex): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

RIDE-BY ATTACK: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

SPIRITED CHARGE: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance). (PFCR 134)

POWER ATTACK: Take -1 (-1/4 BAB) to melee attack rolls for twice that in melee damage bonus (+1/2 wielding 2-handed or with natural weapons that do 1-1/2 Str mod, -1/2 for off-hand or secondary natural weapons). Declare before rolling.

IMPROVED OVERRUN: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. Increase the DC of performing an overrun combat maneuver against you by +2. Targets of your overrun attempt may not choose to avoid you.

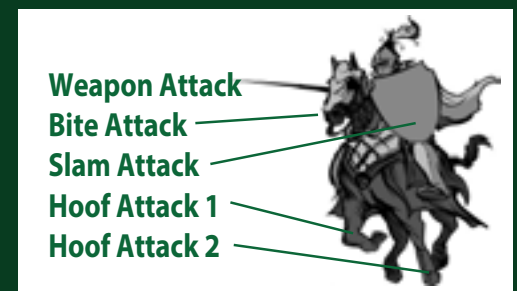
MULTIATTACK: The secondary attack with natural weapons take only a -2 penalty. Without this feat, the secondary attack with natural weapons take a -5 penalty. (PFBty 315)

HOW VIKTOR WORKS:

Viktor is not a biped on a horse, but rather, one single large eidolon, similar to a centaur. He can not be separated from the horse and can neither attack, nor be attacked, separately.

He has been created as a large quadruped eidolon with an extra set of arms to represent the torso. I have not paid for an additional head as the horse's head is the only functional one.

As per the rules for eidolons, he is also not wearing physical armor, but rather natural armor. In a similar manner, his shield does not provide protection, but rather is a slam natural attack. His attack break down is covered in the following graphic:



As you can see, Viktor has 4 natural attacks, one short of the maximum number of natural attacks an eidolon can possess. Weapon attacks, which must be paid for separately, are not counted in the maximum number of natural attacks an eidolon can have. Viktor uses either a lance or a greatsword, depending on if he is charging. As per the rules for centaur-like creatures, Viktor is limited to weapons one size smaller than he is.

I created Viktor this way because the Green Knight is supposed to be an immortal being who fades into mist when killed and can later return. While this is very hard to do with a cohort with the leadership feat, it is quite natural for an eidolon.

Lastly, it should probably be pointed out that there is nothing in Viktor's armor. While he does represent a dead knight, he is not actually undead and so there are no bones. I plan to roleplay it that the shell of the horse and armor are animated by his spirit while his bones rest on the bottom of Jaqueline's lake.



long m'lady,

HEMLOCK ISLAND, THE STOLEN LANDS

A floating dandelion puff dragged its stem in the water, blown along by the lazy summer breeze.

Crickenback, a grig, sat on the edge of the pool watching it and giving a little puff of his own whenever it approached the

edge. Behind him, a small flock of egrets moved along, their clucking resembling nothing so much as midwives gathered around a well.

"I was talking to Piddlefeet yesterday M'lady, you know him from up Silverstep way. He says a group came through there not long ago. He says they wasn't normal, that they smelled of the Dawnflower and he wondered what her interest was this far north.

A young maid floated beside him, elvenish but with a tail of silver scales swishing just below the surface, in the deep water of the silver pool. Clothed in nothing but long blue hair while speaking with Crickenback, the mention of humanoids made her draw a silk robe from below the surface, covering her nudity.

Happy to have gotten a reaction out of the normally imperterable half-elf, Crickenback decides to follow up. "He says my cousin Tyg-Titter-Tut ran into em up in the Greenbelt. Says they looked like bandits but tossed out the Stag Lord in the end. I know you ain't heard of him, but he was causing a big ruckus up there."

With exaggerated boredom, the lady sighs.

"He says that she says that Perlivash done seen em heading east..." And after not receiving a response, toss in, "and south."

"Crick, are you trying to get me worked up over here? Are you looking for something from me? A tapping of my fingers or maybe even a gasp?" she asks, incredulously. "What does all this talk have to do with me, the lake, or even Telandia. They are hundreds of miles from here and I alone am now responsible for guarding this grave, the grave of a man betrayed by elves."

"It has been long m'lady, could they have forgot you?" he teases. "Could it be ye be out here for naught?"

"Hush it wisp, you know as well as I that nobody'll forget Hemlock Island. You were here just as I when he was cornered, his back against the water."

"It weren't your fault m'lady. Ye were but a bairn, barely able to hold that bow of yourn. And ye fired not a shot. Why must you stay here to guard the body?"

"Because there aren't any others, dear Crickenback. You know that. You've known the whole thing all along, my taking by Treerazer and his plot that my death be at the hands of the men of Rostland. You were there, were you not, when my guard caught up to me, how the demon blinded his eyes that he saw nothing but demons?"

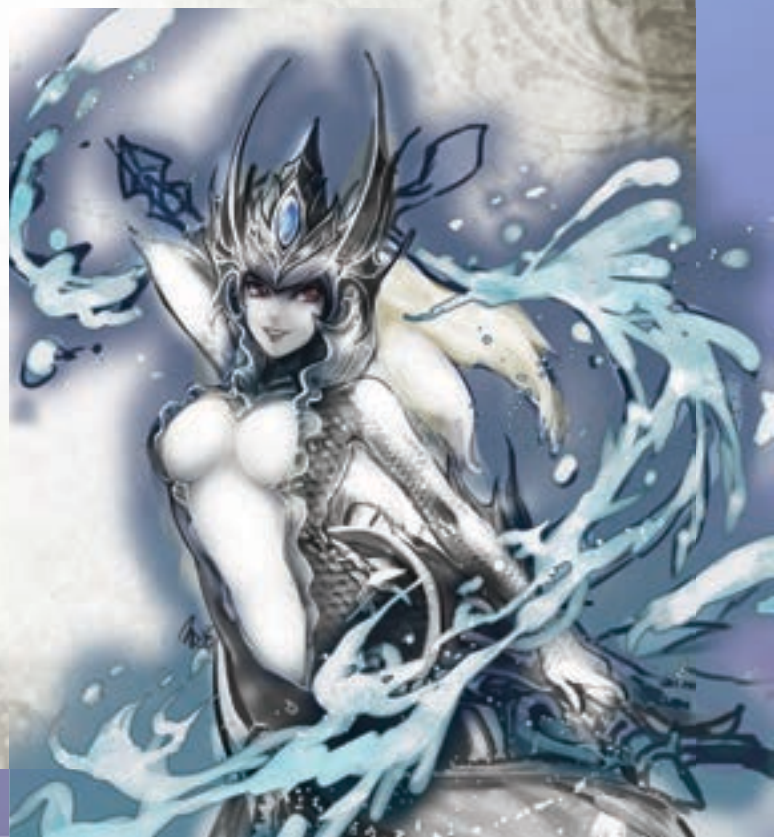
"Aye m'lady, I saw it, just as I saw him charge into a party of yer kin..."

"Then you also saw the battle. One against six and the six mounted after they shot his horse in its traces. That both sides killed the other was a testament to the human, not to my kin.

So what do you say to me good Crick? Are these humans sent from the Angel of Vengeance for me? I know not how long my vigil be, but it's been close to five thousand years now. Surely the debt's been paid?" Her voice rises somewhat high at the end as the young elven girl remembers the Dawnflower and her propensity for violence.

Crickenback pauses a moment, sympathy for the lady breaking through his glee at sparking a reaction from the normally cool elf. "There only be on way to tell m'lady, mayhap it's time to leave the lake to see?"

Indecisive, she floats transfixed by the idea of leaving. It is not a new idea, but one she has not dared act on. Without knowing who has cursed her, or even why, a decision cannot be reached without risk. Is the goddess calling her out? Should she try to answer and can she even leave if she tries? "Five thousand years is enough Crick - I think I'll ride to meet the Dawnflower on the morn, if I can."





VIKTOR MEDYEV

A great hero in what would become modern Brevoy, Viktor Medyev was exiled thousands of years ago for his refusal to slaughter innocents during the conquest to build that nation. Taken south, he was released on the border with nothing but elves, angry at human incursions, ahead of him.

Without fear, Viktor rode deep into elven lands, determined to die a heroic death in battle. On their part, the elves did not know what to do about the lone rider, and so left him alone as long as he stayed on the fringes of their empire.

Viktor stopped beside a small lake one morning to catch fish and not long after saw a lone rider being chased by six horsemen. Mounting and running to her aid, Viktor's horse was brought down by the mounted archers yet he still made it to the side of the fleeing woman, obviously an elf.

Once her horse was brought down, the two turned on the shores of this lake to confront their pursuers. After challenging him in an unknown tongue, the elves attacked, wanting to bring him down with arrows, but forced into melee combat by the presence of Varisiel. In the resulting melee, Viktor killed the six elves but did not survive his wounds in turn.

A thick mist laid over the lake the next morning at dawn as a green horseman rode out from the water of the lake. Standing on the shore, cloaked in mist, The Green Knight returned to defend the lands of Eastern Kyonin as a stalwart against the elves. Try as they might, the elves were never again able to subjugate the lands around Lake Rushlight and those lands exist free to this day as the Stolen Lands.

Viktor is dedicated to the Lady of the Lake and follows as her protector. To this day, the two have never spoken, possessing an understanding deeper than words.

VARISIEL EDASSERIL

Such was the practice in ancient Kyonin that the first born child of the king should inherit his lands and that the second retreat into seclusion as the Grand Druid. Into this world was born a young elven princess named Varisiel, somewhat spoiled absolutely determined NOT to serve as a druid.

Varisiel seized her opportunity upon being sent to the east to learn druidic magic. Without forethought or planning, she fled at the first opportunity, pursued by six of the royal guard. Despite a twelve hour lead, the six guard caught Varisiel on the third day, only for her to gain a protector at the last moment. Not wishing to harm the princess, the six brought their horses down with arrows, but not before then knight had reached the lake with the princess in his arms.

Approaching with weapons sheathed, the head guard attempted to negotiate with the large knight. Initially seeming quite pleased by the attempt, the knight soon drew his sword and advanced, much to the horror of the elves, come to parlay. Words having broken down to blows, the melee began with each side determined to fell the other.

In the end, only Varisiel survived. With her knight dying in her arms, she swore to defend his tomb for all eternity, denying it to the elves as he had in life. She moved his body to the island in the center of the lake, to a bier made of stones and wood.

None was more surprised than Varisiel when a spring rose as she chanted the words of the dead over the knight. His body sank into the waters as the elf maiden spoke her vows. By their completion, her elven body exchanged for the tail of the Lady of the Lake.

