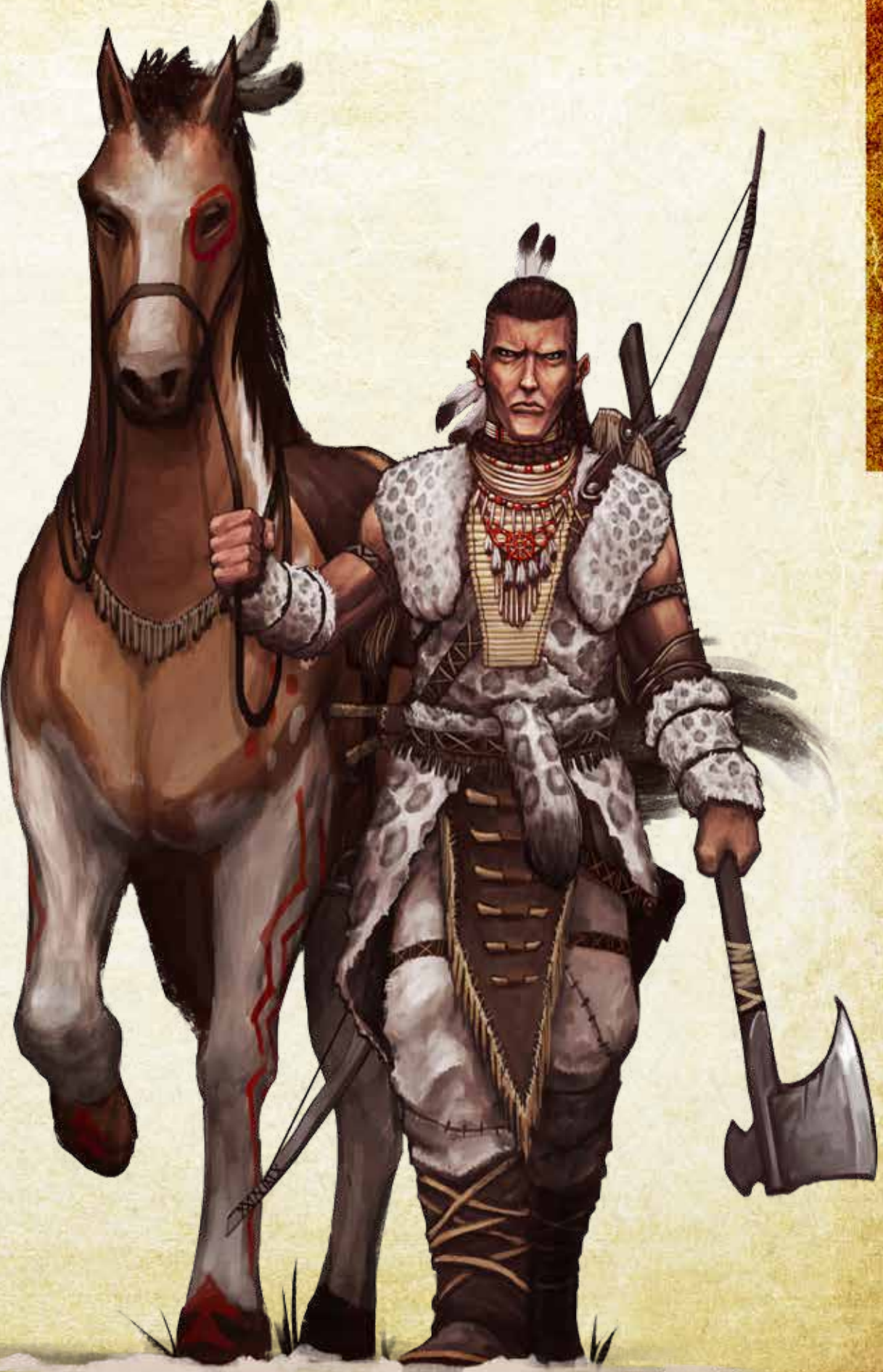


LONGSHADOW: МАЛЕ ПУТЯН АУАШЕР



NEDEXODUS ICONIC:
LONGSHADOW

LONGSHADOW

Human Cavalier 3

N Medium humanoid (human)

Homeland Sametia

Deity The Cult of the Dragon

Init +0; **Senses** Perception +4

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

hp 24 (3d10+3)

Fort +4; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee Mwk Greataxe +6 (1d12+3/x3)

Ranged Mwk Composite (+2) Longbow +7 (1d8+2/x3)

Special Attack Cavalier's charge, challenge +1 (1/day), tactician (1/day, 4 rounds)

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge, Pack Attack, Power Attack, Quickdraw

Skills Acrobatics +5, Climb +7, Handle Animal +5, Intimidate +5, Perception +4, Ride +6, Sense Motive +5, Survival +4.

Languages Armani, Common

SQ Order Abilities, Order of the Wolf,

SPECIAL ABILITIES

Order Abilities (Ex): Longshadow has the stalker ability, making his armor check penalty for Acrobatics, Climb, Ride, and Stealth rolls be reduced by his level.

Order of the Wolf (Ex): Longshadow covits the blood of dragons, and his quest is to attain the blood of the strongest dragon in the land. Whenever he issues a challenge, he receives a +1 morale bonus to all skill rolls as long as the target of his challenge is an obstacle between him and his dragon hunt. He adds Perception and Survival as class skills and may make Knowledge rolls that pertain to the object of his quest, even though he's untrained. If he has ranks in the skill, he gains half his level on the check so long as it involves his quarry (usually a dragon-like creature of some sort).

EQUIPMENT

Combat Gear Masterwork greataxe, masterwork composite (+2) longbow, +1 *scale mail*, quiver with 20 arrows, waterproof satchel; satchel contains [4] *potions of cure light wounds*, [2] *potions of endure elements*, [2] *potions of jump*, [2] *oils of magic weapon*, [2] *potions of shield of faith* +2, *ioun torch*, *bandages of rapid recovery*, and a purse containing 3 gp, 5 sp, and a collection of small trinkets and stones worth 4 gp.



SWIFTSTRIDE

Longshadow's Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, -1 size, +6 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

Defense Qualities Evasion

OFFENSE

Speed 50 ft.

Melee bite +3 (1d4+3), 2 hooves (1d6+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +5, **CMD** 16 (20 vs. trip)

Feats Light Armor Proficiency, Sure-Footed, Valiant Steed

Skills Perception +8

SQ Link, tricks (attack (x2), combat trained)

LONGSHADOW

Human Cavalier 5

N Medium humanoid (human)

Homeland Sametia

Deity The Cult of the Dragon

Init +0; **Senses** Perception +6

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

hp 42 (5d10+10)

Fort +5; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee greataxe +1 +10 (1d12+5/x3)

Ranged mwk Composite (+2) Longbow +9 (1d8+2/x3)

Special Attack Cavalier's charge, challenge +2 (2/day)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

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

Feats Dodge, Escape Route, Power Attack, Toughness, Quickdraw

Skills Acrobatics +7, Climb +7, Handle Animal +7 (+9 w/ mounts), Intimidate +6, Perception +6, Ride +8, Sense Motive +7, Survival +5.

Languages Armani, Common

SQ Banner, Expert Trainer, Order Abilities, Order of the Wolf

SPECIAL ABILITIES

Banner (Ex): Longshadow has a banner he can mount on Swiftstride, granting all allies within 60 feet a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge.

Expert Trainer (Ex): Longshadow adds half his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he reduces the time needed to teach a mount a new trick to train a mount.

Order Abilities (Ex): Longshadow has the stalker ability, making his armor check penalty for Acrobatics, Climb, Ride, and Stealth rolls be reduced by his level.

Order of the Wolf (Ex): Longshadow covits the blood of dragons, and his quest is to attain the blood of the strongest dragon in the land. Whenever he issues a challenge, he receives a +2 morale bonus to all skill rolls as long as the target of his challenge is an obstacle between him and his dragon hunt. He adds Perception and Survival as class skills and may make Knowledge rolls that pertain to the object of his quest, even though he's untrained. If he has ranks in the skill, he gains half his level on the check so long as it involves his quarry (usually a dragon-like creature of some sort).



EQUIPMENT

Combat Gear +1 *greataxe*, +1 *scalemail*, masterwork composite (+2) longbow, *cloak of resistance* +1, *quickrunner's sash*, *belt of tumbling*, *boots of enduring march*, quiver with 20 arrows, waterproof satchel; satchel contains *claws of the ice bear*, *bandage of rapid recovery*, [4] *potions of cure light wounds*, a purse with 1 pp, 6 gp, and 15 sp, and an assortment of trophies worth 15 gp.

SWIFTSTRIDE

Longshadow's Mount

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 21, touch 10, flat-footed 20 (+5 armor, +1 Dex, -1 size, +6 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +5, **Will** +2

Defense Qualities Evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+4), 2 hooves +1 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8, **CMD** 19 (23 vs. trip)

Feats Light Armor Proficiency, Medium Armor Proficiency, Sure-Footed, Valiant Steed

Skills Perception +10

SQ Link, tricks (attack (x2), combat trained)

EQUIPMENT

Masterwork scale mail barding

HISTORY OF LONGSHADOW

Longshadow's journey started on small homestead in northern Sametia. His family raised goats and sheep in the foothills above the plains and farmed subsistence crops in the rocky soil. From a young age, Longshadow was a skilled tracker and hunter, bringing home game and wild plants and herbs to supplement the family's food supplies.

At sixteen, a red dragon hatchling wandered into the territory, seeking to settle. Longshadow's family lost many of their herd to the growing dragon's depredations. Longshadow declared he would track the beast back to its lair, taking the family's draft horse as a mount. Three days out, the young tracker found his prey down a rocky slope from the trail he was riding. He dismounted, looking for a spot to shoot the creature from cover. As he maneuvered, the wind changed and the horse caught scent of the dragon. Spooked, it galloped away, drawing the dragon's attention. The horse followed the trail downhill before it was taken down by the dragon. While the hatchling fed, Longshadow used his axe to lever some rocks loose and managed to catch the dragon in a landslide before it could take flight. He killed it before it could extricate itself from the debris. As was his habit, he ritually drank the blood of his kill, giving thanks to the gods for his success. Drinking the draconic blood stirred something strange and new in his soul. Disturbed but elated, he returned home where his victory turned Longshadow into a local hero.

Soon after killing the dragon, Longshadow received two sets of visitors. The first were members of the Cult of the Dragon, who bought the body off Longshadow for a goodly sum, and spoke with him about his experiences. Hoping for more of the euphoria from drinking the dragon's blood, he joined the cult as an acolyte. The second group, the Order of the Wolf, offered him training as a knight in their order. Longshadow accepted. The order replaced his family's lost horse and took the young man away for training. At its end, Longshadow vowed to hunt for the greatest dragon in Sametia, facing it once he knew the dragon's location and was skilled enough to challenge it. In the meantime, he plies his skills in all manner of adventure, preparing himself for the object of his quest.

