



Conquering Heroes Pregenerated Characters

by Neil Spicer



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Conquering Heroes (5E) © 2016, Legendary Games; Authors Thurston Hillman and Jason Nelson, revised by Matt Kimmel.
ISBN-13: 978-1533151384
ISBN-10: 1533151385
First printing May 2016.
Printed in USA.

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What You Will Find Inside Conquering Heroes

Conquering Heroes brings you eight amazing pregenerated characters ready to conquer the world! Conquering Heroes is our first set of fully fleshed-out, ready-to-play pregenerated 1st-level characters created specifically to shine in any campaign where your heroes are hacking a dominion of their own out of a harsh and unforgiving wilderness, exploring the wild lands, tangled forests, and hollow hills haunted and hunted by mysterious fey and savage barbarians alike. In such lands, a hero might carve out not just a legend by a kingdom and crown of her own! These characters are not just a pile of stats: Each pregen is as much about story as combat, but rest assured that when it's time to throw down, none of these characters will be stepping to the sidelines. Print these heroes out and double-dip them in the stuff adventures are made of. Each hero includes a backstory, roleplaying tips, special equipment, and special campaign backgrounds that serve to connect them with the themes of wilderness exploration and trafficking with the fey. Each also lists specific level advancement information for their first few levels, with further suggestions for developing the character's long-term mechanical build. We haven't even mentioned the fantastic old-school character portraits or the included foldable paper miniatures for every character! These characters can serve as allies or rivals; sidekicks, henchmen, or hirelings; or even as replacement characters your players could use as their own.

The **Heroes** series from Legendary Games is designed to offer richly detailed characters for use by players and GMs alike in all kinds of campaigns, making a memorable impression and offering great versatility at the table. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



CONQUERING HEROES

PRE-GENERATED
CHARACTERS



Arkadyus Sakharov

“Being born a bastard doesn’t preclude me from a noble life. I know my birthright, even if my father’s family won’t recognize it. Instead, my true inheritance lies over the horizon in a land and a kingdom of my own making.”

ARKADYUS SAKHAROV

Medium humanoid, lawful good

Male human bastard ranger 1

Armor Class 18 (scale mail and shield)

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16(+3)	13 (+1)	10 (+0)	13 (+1)	12 (+1)

Saves Str +5, Dex +5

Skills Animal Handling, Athletics, Nature, Perception, Survival

Senses passive Perception 14

Languages Common

Gear scale mail, mace, dagger, shield, longbow and 20 arrows, explorer's pack, signet ring (real, but stolen), fine outfit, bag with 15 gold pieces.

Favored Enemy: Human, Orc. You have advantage on Wisdom (Survival) checks to track his favored enemies, as well as on Intelligence checks to recall information about them.

Natural Explorer: Grassland. While traveling for an hour or more in his favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Halls of Power. Your lowborn blood gives you a unique advantage on dealing with nobility. A combination of your own knowledge and asking questions of the right servants allows you to gain an understanding of the political climate without anyone taking notice of you or recognizing you in any but the most paranoid noble circles.

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Longbow *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Trait: I'm rude to people who lack my commitment to hard work and fair play. Also, I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

Bond: No one else is going to have to endure the hardships I've been through.

Ideal: Aspiration. I'm determined to make something of myself.

Flaw: People who don't take care of themselves get what they deserve.

Background: Born into squalor, Arkadyus Sakharov (ar-KAYDEE-us SAHK-uh-RAHV) has always lived a hard life. Whether fighting for scraps from the tables tended by his tavern wench mother, Isilda—or hunting the wilds as a young warden to earn extra coin to see them through the winter—he never lost hope for a brighter future. For Arkadyus' mother often filled his head with stories about his father, a noble lord named Aerdon Tselner who found frequent solace in her arms. An honorable man, Aerdon suffered under a difficult, arranged marriage to his sickly, conniving wife, Baroness Denila Gress, a perpetually cruel and ill-tempered woman who bore him three sons of like demeanor. Wracked with guilt over his affair, and torn between his love for Isilda and duty to his kingdom, Aerdon longed for the day when Denila would pass away from one of her frequent illnesses so he could bring Isilda and Arkadyus to live with him. He even gave them his signet ring and a promise he would do so when the time was right. Unfortunately, Aerdon never fulfilled that promise. Instead, he fell victim to mercenary bandits paid by Denila to slay him. She then secured the kingdom only for herself and her sons— stalwart Bherim, petulant Milo, and the studious Yheltsiv. As Arkadyus grew older, his frequent trips into the wilds sustained him and his mother even as Isilda's health declined. After a particularly bad winter when he spent their

last coin on a street healer's poultice, Arkadyus finally grew desperate enough to use his father's signet ring to gain an audience with the Baroness. But Denila saw only the threat he posed to her sons' claim on the throne. So she had him beaten, cast out, and the ring taken from him. Arkadyus crept back to steal it again, bloodying and breaking the nose of his half-brother Milo—the most handsome of the Gress boys (and Denila's favorite)—during his escape. Thereafter, he took to the wilds again, leaving his ailing mother with friends and promising he'd send money for her care. Now he longs for an opportunity to provide a new life for them in the Lost Lands, hoping to establish a kingdom independent of his father's legacy.

Physical Description: Even at 20 years old, Arkadyus cuts an imposing figure in his chain armor and heavy shield, standing 6-feet tall and weighing 185 pounds. His shoulder-length, dark brown hair and moderate beard tend to grow out more quickly while traveling the road. He knows well enough to sharpen his image in civil company, however, doing his best to impart a more regal appearance when he can—even if his clothes don't always look the part. Arkadyus keeps his weapons and armor in good repair, however, and routinely wears his father's golden signet ring on his left hand. The double image of a silver stag and gray wolf adorn his shield, serving as his personal heraldic device and an emblem he hopes to make known throughout the Lost Lands.

Personality: Arkadyus has an intense, determined air about him, always focusing on the task at hand and making sure it contributes to his long-term goals. Forthright and kind, he goes out of his way to help the less fortunate, sympathizing with their plight and seeing himself reflected in their eyes. He believes in seizing the initiative and doesn't shy from hard work. As a result, he cannot abide the lazy, the hopeless, or anyone who preys on others. Arkadyus has spent most of his life traveling the wilds and mingling with commoners. He has a frontier spirit and can-do attitude in all his endeavors.

Advancement

Arkadyus advances as a ranger with each new level. At 2nd level he specializes in the dueling fighting style, allowing him to focus on striking hard without forgoing the defenses of his shield. He also learns *longstrider* and *alarm*, increasing his mastery of the wilderness. At 3rd

level, he takes the Giant Slayer feature from the Hunter archetype, allowing him to stalk and kill even the fiercest foes of the Lost Lands. At 4th level he improves his Dexterity.

Roleplaying Ideas

- The Gress family continues to guard against any claims which Arkadyus might bring against their throne. As such, they send paid mercenaries after him in the Lost Lands in an attempt to silence him, caring not that he's already chosen to move on.
- Arkadyus could easily develop a romantic interest in an NPC or fellow companion, eventually leading to a union as king and queen of the Lost Lands. Among his fellow adventurers, Faun and Pollyna represent the most likely candidates. If both are part of his life, he could even marry one and fall into an illfated affair with the other.
- Under the kingdom-building rules of the campaign, Arkadyus is best-suited as a Ruler, but could also develop a leadership role as a General, Marshal, or Warden.





CONQUERING HEROES
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Davor Hestruck

“Come test your blade then! Mine hasn’t spilled blood in three days, and I’m sure the Lord in Iron thirsts for a new offering in battle. Besides, this needless chatter gets us nowhere. Now we speak with steel!” —a proclamation of violence from the fervent war-priest

DAVOR HESTRUCK

Medium humanoid, chaotic good

Male half-orc fanatic, cleric 1

Armor Class 15 (scale mail)

Hit Points 10 (8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	12 (+1)

Saving Throws Wis +4, Cha +3

Skills Athletics +5, History +1, intimidation +3, Religion +1, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, Orc

Proficiencies smith's tools

Gear scale mail, greatsword, dagger, light crossbow, 20 bolts, holy symbol, priest's pack, bag of 15 gold pieces

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Divine Domain: War.

Spellcasting: Davor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Davor has the following cleric spells prepared:

Cantrips (at will) – *guidance, mending, sacred flame*

1st level (2 slots) – *bles, cure wounds*

Warrior's Ways. As a zealot of a fighting god, you can easily navigate the circles of thugs, ruffians, and hired muscle that tend to form in any sizable community. Your reputation, stature, and skills will win at least a grudging respect from most of them, and you can get answers to most questions. You also find it easy to recruit anything from a small crew to a small army if provided with enough coin.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit,

reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320, one target. *Hit:* 5 (1d8+1) piercing damage.

Trait I believe actions speak louder than words. I also prefer taking action over taking overlong to think.

Ideal: Independence. I am my own master.

Bond I suffered at the hands of my people, and I will have vengeance from any orc I meet.

Flaw Beautiful women are my biggest weakness.

Background: Davor Hestruk (DAV-uhr HESS-truhk) spent his early years among the Blood Tusks, a wandering tribe of orcs who frequently raided the more civilized lands from their camps in the eastern wilds. His father was Tardrun the Blind—a human battle oracle devoted to the God of War who willingly settled among the orcs to advise them in times of conflict. Initially well-liked, Tardrun fathered many children with the tribe's female orcs, creating his own vanguard of half-breed warriors trained in the tenets of his faith. Davor became his favorite, receiving a full indoctrination as a warrior-priest of the Lord in Iron. His father hoped Davor would someday supplant the tribe's chieftain even as he himself took over as their shaman. Unfortunately, the current chieftain discovered Tardrun's intended coup and had the oracle drawn and quartered before Davor's very eyes. Thereafter, Davor suffered mounting abuse from the full-blooded orcs, relegated to little more than a healer and kept from the glories of the battlefield. Never especially enamored with his life among the orcs—and with only his half-brothers to keep him company—Davor left the tribe to find something new for himself away from his ancestral home. He felt the call of the Lord in Iron leading him to a greater purpose, so he wandered into the west with a handful of his brothers, quickly establishing a reputation as fierce, independent settlers on the frontier bordering the Lost Lands. He and his siblings soon embraced the nationalism of the south, admiring the warrior spirit of the Aldain and proving their worth many times defending local settlements against bandits and beasts. Even so, Davor has kept his eyes on the Lost Lands, feeling the best way to make a new life for himself is to join in building a new nation there rather than trying to fit within an existing one which the Blood Tusks once maliciously raided. Now he

looks forward to doing just that as part of a chartered expedition forging into the wilderness, eager to prove his worth anew.

Physical Description: Even at 21 years old, Davor's 6-foot, 7-inch height towers over most would-be opponents with an intimidating, muscular build immediately advertising his strength-at-arms. Nearly 300 pounds, he still moves with the aggressive agility of a trained warrior in his overlapping scale mail, and wears a distinctive iron helmet decorated with the markings of the God of War. He always keeps his massive greatsword close at hand, reverently sharpening and polishing the blade anytime he isn't putting it to use. While his brutish features, tusks, and green pallor easily announce his orc heritage to those who meet him, his armor and helmet do much to hide his appearance at a distance.

Personality: Outspoken and direct, Davor favors frank discussions and swift decision-making. He has little patience for flowery talk and long conversations, preferring action over idle dilly-dallying. To date, his life experiences have taught him little more than the ways of fighting, feasting, and carousing with good friends. Because of his faith in the God of War, he never shies from confrontation, welcoming violent conflicts as a test of his skill, and any morbid outcome as an honorable fate, so long as he meets his destiny with sword in hand. Friendly and sometimes entertaining without meaning to be, he proves loyal to his closest companions, always coming to their aid when they need him, even if it means putting himself in harm's way.

Advancement

Davor always advances as a cleric. At 2nd level, he adds *guiding bolt* to his prepared spells. At 3rd level, he begins preparing *protection from evil and good*, *aid*, and *spiritual weapon*. At 4th level, he also prepares *warding bond* and increases his Wisdom.

Roleplaying Ideas

- Somewhat out of practice, Davor only knows the basic rudiments of the Orc language and detests using it in polite company, feeling little kinship with that side of his heritage until he ventures into battle. Then, he loses himself to the natural

ferocity which wells inside him, giving voice to all manner of colorful phrases in his mother's tongue.

- Davor has an absolute obsession with weaponry, especially swords, and can often recite the history of their manufacture and use in several wars, eagerly doing so for anyone who listens. He meticulously cleans and sharpens his own blade, even casting mending cantrips over it to keep the weapon in pristine condition.
- For all his strength, Davor is easily disarmed by beautiful women, becoming tongue-tied and somewhat enthralled in their presence. Among his traveling companions, this manifests as an uncomfortable shyness and awkward social behavior when interacting with Faun and Pollyna—the latter of which is prone to mercilessly teasing and manipulating the half-orc. This problem also surfaces as Davor's legend grows and NPCs start lavishing more attention on him.
- Under the kingdom-building rules of the campaign, Davor is best-suited as a General or High Priest, but could also make a convincing Marshal or Warden.





CONQUERING HEROES

PRE-GENERATED
CHARACTERS



Faunlara "Faun" Daedys

"Listen to the trees. Hear how they sway and dance, making music on the wind? Already they know I'll hearken to their song. For they're calling me back to the Lost Lands—to the groves of my people—and beyond the Bright Veil, to the very heart of creation itself. I'll heed that call as surely as I draw breath. It's how I'll find my shining moment—and a defining purpose in this season of my life."

FAUNLARA "FAUN" DAEDYS

Medium humanoid, neutral good
Female wood elf treespeaker, druid 1

Armor Class 12

Hit Points 8 (8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+9)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Int +2, Wis +4

Skills Animal Handling +4, Medicine +4, Nature +2, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Elvish, Sylvan

Proficiencies herbalism kit, healer's kit

Gear leather armor, shield, club, dagger, longbow, 20 arrows, druidic focus, explorer's pack

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Spellcasting: Faunlara is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Faunlara has the following druid spells prepared

Cantrips (At will) – *guidance, produce flame*

1st (2 slots) – *entangle, purify food and drink*

Treespeaking. As a treespeaker, you are perfectly at home in woodlands and forests. You can discern at a glance the health of a tree, get a sense of the state of a forest with casual observation, and will never get lost in a forest. You can also find roads, paths, or game trails with little effort, though there is no guarantee they will lead where you want to go.

Actions

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit,

reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Trait My optimism is boundless. Also, I'm as comfortable around trees as most people are around other people.

Ideal: Tradition. I feel the need to return to the groves of my fey ancestors.

Bond As my forebears protected the land, so too shall I.

Flaw I fade into the background, preferring observation over action.

Background: Faunlara Daedys (FAWN-lah-ruh DAY-diss) typically shortens her name to "Faun" when introducing herself. Unlike many of her kind, she's lived most of her years apart from traditional elven society. Some of this stems from her ancestors moving north to take shelter in human settlements when bandits and barbarians drove them from their forest. But much of it also results from her fey lineage. In ancient times, members of Faun's family often communed and consummated with powers from beyond the Bright Veil, developing relationships with many magical creatures there, including dryads, nymphs, and the eldest of the fecund fey. As a result, Faun is part dryad, feeling an immediate connection and affinity for the groves and forests of her people, even though she's never seen them.

Physical Description: Having lived 145 years already, Faun still has an otherworldly quality and youthfulness to her pale complexion, dark eyes, and long, autumn-red hair. She stands quite tall at 5 feet, 9 inches, but weighs a very modest 115 pounds. Typically, she dresses in elegantly-tailored, soft leather clothing and armor of varying shades of brown, and a green traveling cloak keeps her warm. Aside from the well-made elven longbow she has strapped to her back, she also carries a heavy wooden shield and an ornately-carved club bearing the likeness of a lithe dryad.

Personality: Words fall from Faun's lips in a mesmerizing fashion, with her tone and timbre both soothing and enchanting at the same time. Yet, she actually speaks very little, preferring to remain quiet and still as she listens to the sound of her friends and the natural world around her. She has an unparalleled love for plants, especially trees of all kinds, sensing

a kindred spirit within them which only she seems to understand. Faun recognizes that civilization often encroaches upon the forest lands and she strives to do everything she can to strike a balance between the two while encouraging her friends to do the same.

Advancement

Faun advances as a druid at each new level. At 2nd level, she adds *create water* and *shillelagh* to her prepared spells, as well as joining the Circle of the Land. As a forest druid, she gains *barkskin* and *spider climb* at 3rd level, as well as adding *spike growth* and *locate animals* or plants to her prepared spells. At 4th level she increases her Wisdom, and adds *enhance attribute* to her spells.

Roleplaying Ideas

- As the campaign progresses, Faun's dryad bloodline should assert itself, drawing her closer to the Bright Veil and the fey realm.
- Though Faun's people abandoned their grove in the Lost Lands hundreds of years ago, she seeks to re-establish their holdings, searching for signs of the oldest trees in the forest and communing with her natural surroundings at every opportunity.
- Faun enjoys both the wilder aspects of the forest, as well as the organized farming techniques she learned as a Forlorn in the southlands. Once she puts down roots in the Lost Lands, she actively works to establish a sustainable industry of agriculture for the kingdom, always assuring crops are grown in harmony with the natural environment.
- Under the kingdom-building rules of the campaign, Faun is best-suited as a High Priest or Marshal, but he could also develop a leadership role as Councilor or Warden—or even become a secondary Ruler as queen of the Lost Lands.



CONQUERING HEROES
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Hulgrim Underspool

“Milady! I’d be remiss if I failed to make your acquaintance. Hulgrim Underspool, most grandiloquent esquire—at your service. You know, I do believe that color looks much too drab on you. How about a dash of daffodil yellow? No? Periwinkle? Petunia? Oh, come now. With my magic, we have a veritable rainbow of colors we can select. Even if you say no now, you should know I’ll just change it later when you’re not looking.”

—a declaration of impending mischief from the talented gnome trickster, Hulgrim Underspool

HULGRIM UNDERSPOOL

Small humanoid, chaotic neutral

Male rock gnome prankster, sorcerer 1

Armor Class 11

Hit Points 8 (6 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Con +4, Cha +5

Skills Arcana +2, Deception +5, Sleight of Hand +3, Stealth +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Proficiencies tinker's tools

Gear light mace, dagger, light crossbow, explorer's pack, bag with 15 gold pieces

Gnome Cunning: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore: Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker: You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Sorcerous Origin: Wild Magic

Spellcasting: Hulgrim is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Hulgrim knows the following Sorcerer spells:

0th (at will) – *dancing lights, mage hand, minor illusion, prestidigitation*

1st (2 slots) – *charm person, sleep*

The Slip. Always running afoul of those with no sense of humor, you are well practiced in the art of avoiding people who are looking for you. In a town or city, you can uncannily be somewhere else whenever someone comes looking for you, unless there is an organized search effort consisting of several individuals.

Actions

Light Hammer: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Trait I have a story to tell for any occasion. Also, I'm constantly creating innocent mischief to the delight of others.

Ideal: Mirth. Things are never too dark to laugh at, and a life without laughter is no life at all.

Bond I must truly explore my fey heritage.

Flaw I'm a trickster, not a mark; no one could pull one over on me.

Background: Hulgrim Underspool (HULL-grim UN-duhrSPOOL) has lived his entire life among a flourishing culture of gnome craftsmen, traveling between the northlands and southlands while catering to the needs and whims of commoners and nobles alike. These forays have provided ample opportunity for adventure, coin, merriment, and troublemaking—often in that exact order. Whether duping customers with unstable alchemy, charming local guardsmen into far more charity than they might otherwise grant, or experimenting with all things magical and mysterious, Hulgrim has a tendency to take advantage of others and his surroundings—always talking, always moving, and always alert for opportunity.

About 20 years ago, Hulgrim suffered the devastating loss of his uncle, Glimmer Tandlerose, who perished from a horrible wasting disease which took away his color and sanity one excruciating day at a time. In Glimmer's more lucid moments, he would teach Hulgrim magic and talk about their family history, including how the gnomes crossed the Bright Veil into the world of men. But in his darker moments, words of firstborn Sylvan power would tumble from his uncle's lips while describing the horrors and wonders of their former home. Since that time, Hulgrim has become fascinated with that part of his ancestry, hoping to see the fey realms and rediscover his family's past, all in the hopes of avoiding the same fate as his uncle. Knowing the Bright Veil runs thin in areas of the Lost Lands, he's taken leave of his friends to join an expedition to the south. Somewhere among the trees and the fairy mounds, he hopes to find his destiny.

Physical Description: Hulgrim often goes unnoticed, his 3-foot, 5-inch and 40-pound frame easing through crowds and tangled wilderness alike. Despite being 47 years old, he often avoids confrontations entirely by perpetuating the image of a human toddler, taking care to always shave his beard and sometimes using prestidigitation to color his bright orange hair. He tailors his clothing accordingly as well, using the same magic to dress in unkempt, ragged clothes when he wishes to appear unassuming, or the highest fashion of the day when he craves attention and flattery from those who are easily duped by such things. Regardless of each disguise, he always carries a number of alchemical items tucked away in various pockets, pouches, and belts, ready to surprise anyone who gives him serious trouble.

Personality: Hulgrim has the affable demeanor of a lovable rogue and carefree traveler. His fey heritage leads him to enjoy all kinds of practical jokes—whether initiating one himself or suffering another at the hands of a kindred spirit. He even keeps a small journal in which to record new ideas and document his exploits. Despite these activities, he makes friends with almost everyone—except those without a sense of humor. His exploits can sometimes land him in trouble and Hulgrim has to move on before he's held accountable. More importantly, his true obsession lies with the fey world, for he seeks to retrace his lineage, applying his skills and arcane talents toward finding

his way there again. Nothing would please him more than to look upon the wonders of the fey realm with his own eyes.

Advancement

At 2nd level, Hulgrim multiclasses as a rogue, gaining proficiency in acrobatics and with thieves' tools. He also becomes an expert at deception and sleight of hand. At 3rd level, Hulgrim advances again as a sorcerer, learning to cast *disguise self*. At 4th level he advances as a rogue again, this time gaining cunning action. As Hulgrim continues to grow stronger, he alternates between levels of sorcerer and rogue, focusing on spells that increase his ability to deceive, mislead, and confuse his foes, buying him the opportunity to strike with impunity. When his skills have advanced considerably, he will raise his Charisma at the first opportunity as well as choose an archetype that blends his arcane and deceptive ways.

Roleplaying Ideas

- Aside from his obsessions for wild flowers and practical jokes, Hulgrim collects coins with the same unrelenting avarice of a dragon. He particularly enjoys “recovering” ancient money from tombs and pickpocketing travelers from faraway lands, staying up late to count and polish his spoils.
- Hulgrim avoids staying in one place too long, fearing he might someday succumb to the wasting disease which plagues his people when they become bored or set in their ways. As a result, he changes his daily routine as often as the color of his clothes, and sets off to explore new experiences at almost every opportunity. After watching his uncle languish and become a pale shadow of his former self, he's determined to live life on his own terms for as long as he can. And he secretly hopes to find a cure for the disease by crossing the Bright Veil and reentering the fey realm.
- Under the kingdom-building rules of the campaign, Hulgrim is best-suited as a Magister or Spymaster, but could also take up a leadership role as a Councilor or Grand Diplomat.



CONQUERING HEROES
PRE-GENERATED
CHARACTERS



Dollyna Shuryon

“Everyone has secrets, whether they know them or not—even an orphan like me. But I’m very good at discovering things others were never meant to know. Nothing keeps out a determined wind. Whether a sinuous draft or a forceful storm, it always reaches you. And so will I..”

POLLYNA SHURYON

Medium humanoid, chaotic neutral

Female tiefling bandit, rogue 1

Armor Class 15 (studded leather)

Hit Points 10 (8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Saving Throws Dex +4, Int +4

Skills Acrobatics +7, Athletics +3, Deception +5, Investigation +4, Perception +1, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elven, Infernal, Thieves' Cant

Proficiencies thieves' tools, woodcarver's tools

Gear leather armor, shortsword, dagger, shortbow, 20 arrows, burglar's pack, bag with 15 gold pieces

Hellish Resistance: You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Expertise: Acrobatics, Deception. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Criminal Network You have reliable access to a network of known criminals. They owe you no favors, but you can find any illicit item or skill available on the black market, if you can afford it.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. 5 (1d6+2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Trait I don't trust easily. Also, I have light hands and small trinkets often disappear around me.

Ideal: Freedom. I go where the wind takes me, and am beholden to no one.

Bond Agents of the law as well as bounty hunters pursue me for the crimes I've committed.

Flaw I don't recognize any value in law and order, I take what I can for myself and those who depend on me.

Background: Pollyna Shuryon (paw-LEE-nuh SHOOR-ee-uhn) originally came to the northlands from the beyond the Bright Veil, the baby daughter of a wandering druid and a half-fiend of the air named Lissaya. Her fiendish mother attempted to return Pollyna to the world of her elven father, but couldn't locate him after giving birth. Fearing her daughter wouldn't survive very long in the fairy realm and her parents would object to such an offspring, Lissaya reluctantly placed Pollyna in a basket and left the baby on the doorstep of a simple hovel in the Lost Lands. Unfortunately, this home belonged to a clan of larcenous criminals who nonetheless adopted Pollyna and raised her as their own. The tiefling's unusual gifts made her especially useful in their profession and they taught her every trick of the bandit trade. Due to her long lifespan, Pollyna has since outlived her original benefactors as well as many of their children. During that time, the kindness afforded her by those who took her in was replaced by the cruelty of the clan's newest leader—a murderous mastermind named Argenti. In his increasing aggressiveness, he sent Pollyna to secretly assassinate the leaders of lesser, competing crime families so he could swoop in and propose they unite under his leadership against the unknown source of these attacks. Eventually, Pollyna realized these targets had done no wrong against her family and refused to continue. Argenti followed by putting a bounty on her head and implicating her in a string of crimes to attract the attention of the law. Now on the run, she needs a quick place to hide, establish a new identity, and lay low for as many years as it takes to outlive yet another generation of her foster family.

Physical Description: As a tiefling, Pollyna stands 5-feet, 9-inches tall, but weighs only 135 pounds. Along with her pale complexion and youthful looks—despite having lived for 74 years—she often gives a visual impression of weakness, though nothing could be further from the truth. Instead, Pollyna relishes a good fight, whether spinning through a melee with her blade in hand, or sniping with a bow from afar. She often keeps her long, white hair pinned back with a decorative comb, but the near constant breeze which accompanies her movements, almost always

pulls a few strands free to hang loosely around her face. Pollyna most frequently dresses in colors of blue or off-white to better augment the sky and clouds reflected in her eyes.

Personality: Pollyna enjoys prying into the secrets of others, carrying out such activities as her own personal game of cat-and-mouse. Quick to laugh and continuously carefree, she enjoys herself in any situation, no matter how trying the circumstances. Distrustful in her own right, she doesn't make friends easily, but unequivocally supports those who put their trust in her, even going outside the law, if necessary. Indeed, she has a little respect for authority, believing you take what you can in order to help yourself and those who depend on you.

Advancement

At her first opportunity, Pollyna multiclasses as a fighter. At 2nd level, she gains the archery fighting style with her first fighter level. AC. At 3rd level, she rises again as a rogue, gaining cunning action. At 4th level, Pollyna gains another level in fighter. As Pollyna continues to gain experience, she becomes even deadlier and more mobile. Later, she continues to increase her Dexterity and selects the thief archetype.

Roleplaying Ideas

- As Pollyna spends more time in the Lost Lands, her latent connection to the fiendish realm strengthens. Her emotions ebb and flow with its call and she finds herself understanding and identifying more and more with the fiends, fey and other fantastic creatures she encounters.
- Pollyna's past is bound to catch up with her, whether in the form of a bandit or brigand who recognizes her, or due to a family member who comes calling to collect on a debt they believe she owes them once she's made a better life for herself in the Lost Lands.
- Under the kingdom-building rules of the campaign, Pollyna is best-suited as a Spymaster or Royal Assassin, but could also become a Marshal or Treasurer.



CONQUERING HEROES

PRE-GENERATED
CHARACTERS



Pyotr Maartis

“It’s not simply the weight or force of the blow which kills your opponent—it’s also the precision of the attack. And to be precise, you must find the perfect gap in his defense, or create one of your own devising. For instance, if I move here, and attack like this...you move there, and react like that...leaving you completely open to this reverse-counter, and...in a word: Dead.”

PYOTR MAARTIS

Medium humanoid, lawful neutral

Male human gentleman, paladin 1

Armor Class 19 (breastplate, shield)

Hit Points 12 (10 + 2)

Speed 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Saving Throws Wis +2, Cha +4

Skills Animal Handling +2, Athletics +4, Intimidate +4, Persuasion +4

Senses passive Perception 10

Languages Common

Proficiencies cook's tools

Gear breastplate, shield, rapier, light crossbow, 20 bolts, explorer's pack, bag with 15 gold pieces

Divine Sense. The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit

points separately for each one.

This feature has no effect on undead and constructs.

Noble Blood. You easily navigate the halls of power as a true noble. You can gain an audience with any minor noble, though you have no special influence over them. You also know a wide variety of etiquette, and you and anyone you instruct can blend in perfectly at any noble or royal event.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Trait No matter what, I always have a plan. Also, if you tell me I can't do something, I'm certain to try proving you wrong.

Ideal: Tradition. I will carve out a kingdom, as did my noble forebears.

Bond I'm devoted to the care of the people of whatever community I call my own.

Flaw Those who flout the law get what they deserve.

Background: Born of true noble blood, Pyotr Maartis (PEEtuhr MAHR-tiss) has languished in the southlands his entire life, beholden to his renowned father and four older siblings. Far removed from the line of ascension, he's destined to never hold a throne in his lifetime unless he leaves his family's hold and establishes a kingdom of his own. Frequently bullied by both his siblings and abusive father, he holds no especial love for his immediate family, but does honor the history of his grandfathers and great-grandfathers who served in the armies which stood against the conquerors of the north centuries ago. Trained swordsmen without equal, he seeks to follow in their footsteps and has long dreamed of duplicating their accomplishments. He continues to study and practice their art with this goal in mind, hoping to someday attract enough followers to join his cause. Recently, Pyotr stumbled across historical documents in the castle library which reference large holdings in the Lost Lands which once belonged to his family. These tracts were abandoned and ceded to bandits and barbarians when his ancestors marched north to join the war. The existence of these lands has now inflamed his passion for recovering them—representing

both a means of escaping his father's servitude and establishing a new kingdom on the same principles as those he shares with his forefathers. Pyotr was among the first to apply for a charter to reclaim these lands and has already spent a considerable portion of his family inheritance planning and outfitting himself for the effort it will entail. But he can think of no greater purpose for defining his life and looks eagerly to the day he can carve his own legacy in the history books while inspiring a new generation of Aldain swordsmen.

Physical Description: With a close-cropped beard, stylish brown hair, and steely gray eyes, Pyotr carries himself like a true noble even at the young age of 20. His 6-foot frame packs a lean 170 pounds, belying his natural grace and athleticism. Though not as strong as some warriors, he relies on superior footwork and leverage to outmaneuver and defeat opponents. And his experience with the dueling sword of his ancestors puts him miles ahead of most foes. Aside from his spotless steel breastplate, he wears blue trousers and a silver tunic. Brown leather riding boots and a maroon-colored cloak complete his traveling clothes.

Personality: Pyotr brings a youthful optimism to most situations, but tempers it with a firm determination to make his dreams a reality. He'd like nothing more than to establish his own kingdom in the Lost Lands, simultaneously garnering glory for himself while recovering the holdings which once belonged to his great, great grandfather. Pyotr makes no secret of his intention to follow in his idol's footsteps, and takes great pride in sharing the stories of his bloodline with any who'll listen. Naturally charismatic, he shines in diplomatic matters, always conducting himself with civility, honor, and fairness. At the same time, he brooks no rebellion from those he encounters, recognizing his duty to bring justice to a lawless frontier.

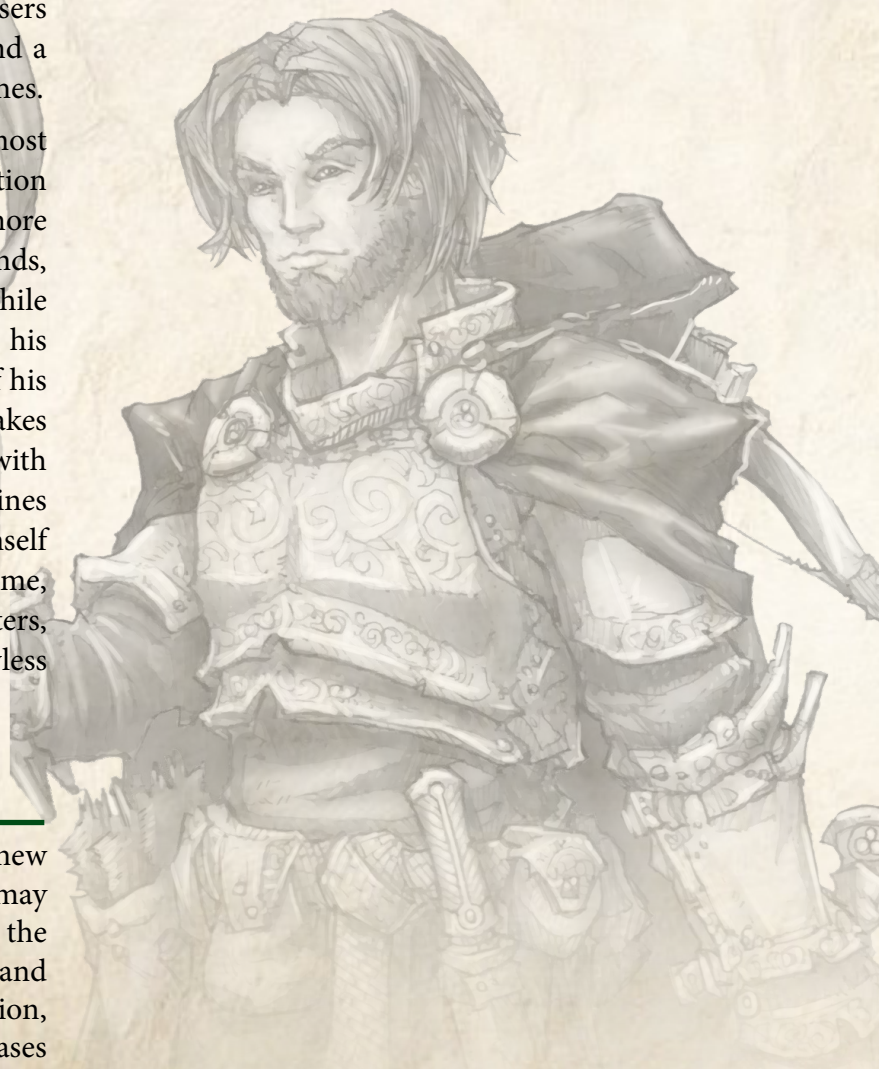
Advancement

Initially, Pyotr advances as a paladin with each new level. In his later adventuring career, however, he may also multiclass as a fighter. At 2nd level he takes the dueling fighting style, as well as the spells *heroism* and *divine shield*. At 3rd level he takes an Oath of Devotion, and also prepares *divine favor*. At 4th level he increases

his Dexterity. As he becomes more experienced, Pyotr continues to hone his skills as a duelist however he can.

Roleplaying Ideas

- Always chasing opportunities for glory, valor, and personal honor, Pyotr relishes showing off his growing skills as a swordlord, whether on the field of battle or a contested duel.
- Though Pyotr originally envisioned returning home after adventuring in the Lost Lands, he quickly comes to value the freedom and independence the frontier offers. As such, he recognizes the good he can accomplish by building his own kingdom (and reputation) through uniting others under his banner.
- Under the kingdom-building rules of the campaign, Pyotr is best-suited as a Ruler, but he could also develop a leadership role as a General, Marshal, or Warden.



CONQUERING HEROES

PRE-GENERATED
CHARACTERS



Quinry Kimm

“Hah! If only your mothers could see you now—wallowing in the mud like common swine! The next time you get it into your sodden heads to assault your better, you might want to bolster your courage with a bit less ale. Of course, then you won’t be nearly drunk enough to have a go of it, will you?”

QUINCY KIMM

Medium humanoid, chaotic good

Male half-elf courtier, bard 1

Armor Class 16 (studded leather, shield)

Hit Points 9 (8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+1)	10 (+0)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Deception +5, History +3, Persuasion +5, Perform +5, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Proficiencies Dulcimer, Lute, Lyre, Horn

Gear studded leather, shield, rapier, dagger, shortbow, 20 arrows, explorer's pack, bag with 15 gold pieces

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Spellcasting. Quincy is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Quincy knows the following Bard spells:

Cantrips (at will): *dancing lights, mage hand*

1st (2 slots) – *charm person, comprehend languages, detect magic, silent image*

Reputed Performer. A well-known bard in many courts, Quincy is able to obtain a variety of minor official or political favors or material aid in exchange for a new song lionizing his noble benefactor, and a promise to perform it far and wide.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Trait I'm full of interesting facts about history that I can make relevant to any situation. Also, I sometimes sing without realizing it.

Ideal Legacy. I want my story to be something worthy

of leaving behind for generations to come.

Bond I want to be a hero to the common folk.

Flaw I have no patience for clergy, who browbeat and threaten the common man into servitude.

Background: Quincy Kimm (KWIN-ree KEM) ventured north at an early age, traveling by way of river barge from the elven kingdom where he spent his youth. Born of an elven father and human mother, he left them behind following a heated argument over his mixed heritage and an unwillingness to adhere to the restrictions set by his oppressive father. He found himself more at ease among the human merchants, nobles, and settlers outside the elven kingdom, and quickly made friends across every spectrum of life, from the lowliest street beggar to the loftiest aristocrat eager to hear his tales, music, and cultured commentary. Eventually, Quincy made something of a name for himself as a tutor, teaching and entertaining the children of the noble-born, while enjoying their family's hospitality and the benefits of associating with their name.

Despite his self-made success, Quincy longed for something more fulfilling. Bored with teaching and discussing the historical accomplishments of others, he yearned for an adventure and tale of his own to tell. With increasing regularity, he slipped away from his patron's castle to carouse in the rougher places and taverns, widening his life's experience to include every possible perspective.

These sojourns enabled him to learn of a planned expedition to the Lost Lands—a lawless region he well-remembered after passing through in his travels. Eager to participate in the proffered charter for those willing to settle this frontier, he signed on for the promise of adventure and a fresh opportunity to earn a noble title through something other than birthright or proxy. The mysteries of the primal forest also call to him—an undeniable draw hearkening back to his elven heritage and he hopes to write many songs and stories of the exploits he shares with his companions there.

Physical Description: With short, blonde hair and amber eyes, Quincy is a bit smaller than the typical half-elf. Only 5 feet, 8 inches tall, 170 pounds, and 30 years old, he can easily pass as human, but would struggle to fit in with his father's taller kin. Despite this fact, he prefers to dress in the elven style,

layering himself in bright tunics of red or yellow, soft green leggings, and brown, calf-length boots. A suit of studded leather armor somewhat conceals the overall effect of his tailored taste in fashion, but a matching scarf still peeks from around his neck. Among his most prized possessions, Quinry carries a lute to entertain his fellow travelers, but also keeps a collection of books and stories in his pack. His steel rapier, shortbow, and the scarred buckler strapped to his forearm seem well-used and well-kept.

Personality: Quinry has a boundless energy about him and a quick smile, whether dallying with a new paramour or putting on a brave face for his friends in dangerous times. He carries himself with the amused swagger of an experienced, worldly rake, having won the applause and dodged the barbs of noblemen and commoners alike. He views himself as the intellectual superior of almost everyone he meets, but knows better than to throw it in someone's face. Calculating, smooth, and outgoing, he always seems to know just the right song, joke, or story for the occasion at hand. He enjoys winning new friends and contacts, but takes particular delight in debating, needling, and ridiculing the overly religious and those who seek to enslave through hubris and rhetoric.

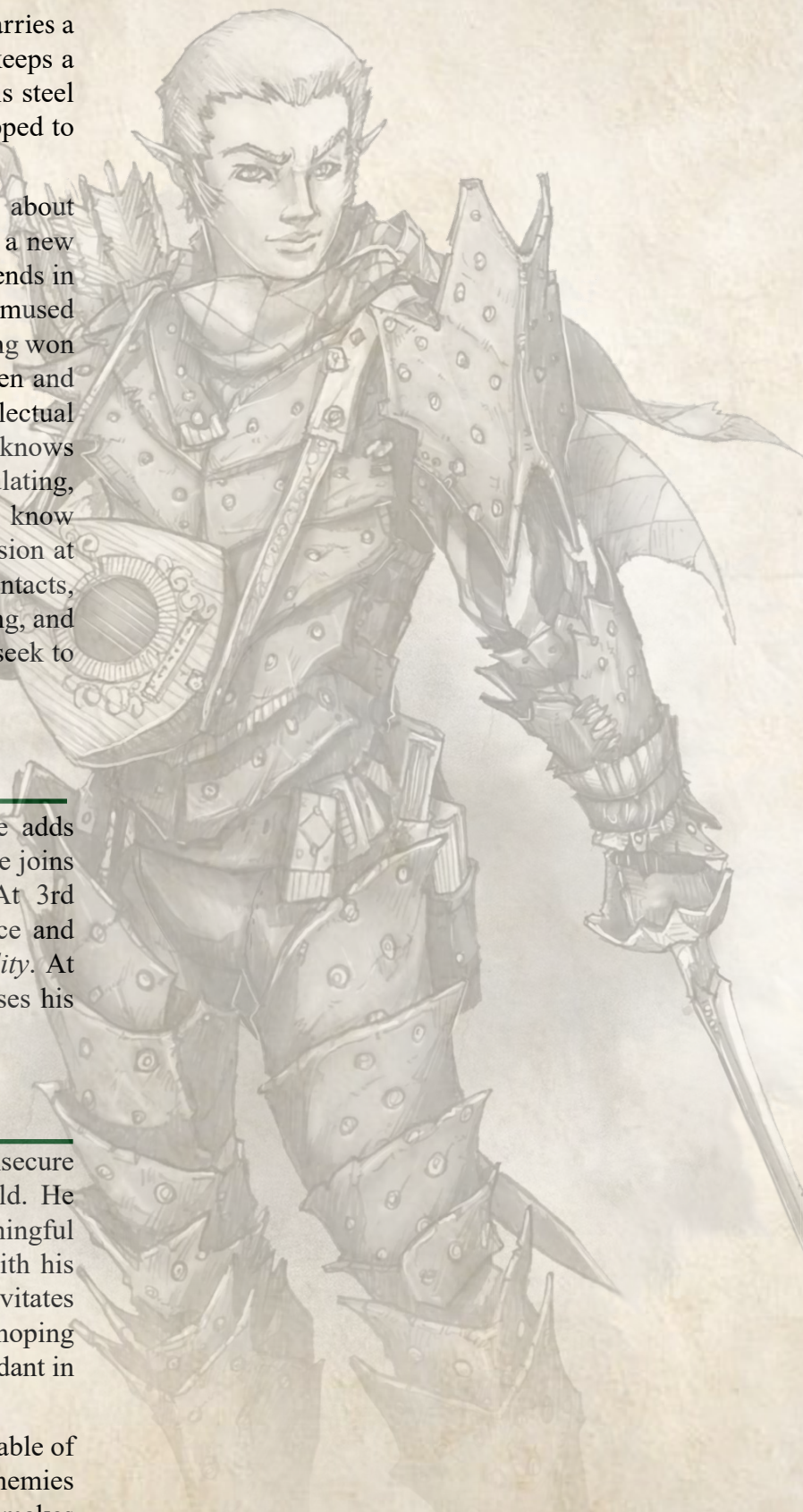
for a powerful instigator of opposition to any situation or decision with which he disagrees, even working against his fellow companions to pit them against one another if it suits his goals.

Advancement

Quinry advances as a bard. At 2nd level he adds *healing word* to his spells known. At 3rd level he joins the bardic college associated with bravery. At 3rd level he also becomes an expert in performance and persuasion, as well as learning to cast *invisibility*. At 4th level, he learns *enhance ability*, and increases his Charisma.

Roleplaying Ideas

- Despite his bravado, Quinry feels insecure about the mark he'll leave on the world. He struggles at times to find something meaningful and lasting which he can accomplish with his art, knowledge, and skill. He quickly gravitates to any nascent ruler of the Lost Lands, hoping to become their closest advisor and confidant in an effort to guide their mutual success.
- Quinry has an acerbic wit about him, capable of spinning satirical stories to mock his enemies and rally others against them. As such, he makes





CONQUERING HEROES

PRE-GENERATED
CHARACTERS



Radomir Lytkin

“There’s no spell—no magic—which cannot be undone. And there’s no person who can’t be unmade and forged anew. That includes me. So, I embark on this journey not as a quest designed to bring me safely home again. But as a means for transcending the life I once had.”

RADOMIR LYTKIN

Medium humanoid, lawful neutral

Male human student, wizard 1

Armor Class 11

Hit Points 7 (6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	13 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Investigation +5, Insight +3

Senses passive Perception 11

Languages Common

Proficiencies carpenter's tools

Gear quarterstaff, dagger, arcane focus, scholar's pack, spellbook, bag with 15 gold pieces

Spellcasting: Radomir is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Radomir prepares the following Wizard spells:

Cantrips (at will): *light, ray of frost, shocking grasp*

1st (2 slots): *color spray, mage armor*

Spellbook: *burning hands, color spray, detect magic, identify, mage armor, thunderwave*

Arcane Recovery. You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Arcane Protégé. Radomir's reputation for excellence extends to schools far beyond his own. Any number of sages, wizards and scholars would happily answer questions pertaining to academia so long as he is willing to extend the same courtesy in return.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Trait I have a backup plan for every situation. Also, I

pay close attention to architecture wherever I may go.

Ideal Self-Improvement. I want to leave my old life, and my old self behind.

Bond I will find the bandits who slew my family, and I will make them pay.

Flaw Everyone will hate me if they see my aptitude; that's how it was at school after all.

Background: Radomir Lytkin (RAD-oh-meer LIT-ken) spent the first 11 years of his life as a carpenter's son in the Lost Lands, learning the trade at his father's feet while displaying a peculiar talent for three-dimensional thinking and architectural design. A traveling wizard from the northlands named Gregori Mulvain encountered the boy and spent several nights wintering with his family. Intrigued by Radomir's abilities with mathematics, the old man tested him for magical aptitude, as well—whereupon Radomir amazed everyone with the cantrips he quickly mastered. Gregori soon offered to take the boy with him to the north to become an apprentice at a school for arcane wizardry where he taught. His father eventually agreed, foreseeing a much better life for him there than he could ever provide his son on the frontier.

Initially, Radomir's time as an apprentice passed quickly. With each new lesson he exceeded his teachers' expectations and grew in capability. This created an unintentional distance between himself and his peers, as few could match his skill or follow his train of thought. Quiet and withdrawn already, he made few friends, and became a frequent target for bullying instead. This led to many arcane duels—sometimes arranged, but usually impromptu—and always hidden from his masters lest he be expelled and sent home in disgrace. Unfortunately, just two months before his graduation to become a fully credentialed mage, word arrived that bandits overran his father's homestead, killing his entire family and burning their home. Stunned and angry, Radomir requested a leave of absence to look into the matter. His masters denied him, preferring he finish his studies before leaving the school. Radomir left anyway, packing his things and joining the first expedition bound for the Lost Lands.

Physical Description: At 27 years old, Radomir conducts himself with perfect posture, standing 6 feet tall and weighing 165 pounds. Physically weak, he prefers the ease and power of magic to fight his

battles for him. His dark, close-trimmed beard stands out even more than usual against his pale skin, which he tends to cover in a heavy, dark blue, traveling robe with a fur-lined hood to ward off the chill of his native homeland. Radomir's steely-grey eyes match the ash wood staff he always keeps close at hand. Crafted by his own making, he meticulously carved the top of the weapon to depict a forest stag with jagged, iron-shod antlers. It serves both as a walking stick and a magnifier of his arcane power.

Personality: Radomir has a cool-headed, confident demeanor which makes him virtually unflappable even in the most stressful situations, a character trait which he honed during the many arcane duels he endured as an apprentice. Thoughtful and introspective, he analyzes every situation to determine the possible outcomes before settling on a course of action. Even then, he plans multiple contingencies in case things go wrong or get out of hand. As a result, his strategies are almost always rock solid, dependable, and designed to give him and his allies the advantage in any negotiation or conflict. Radomir also possesses an insatiable curiosity for magic and engineering. He likes to challenge himself with new spell research, magic item crafting, and architectural designs, hoping to someday raise his own tower and establish an arcane school where he can train his own students.

Advancement

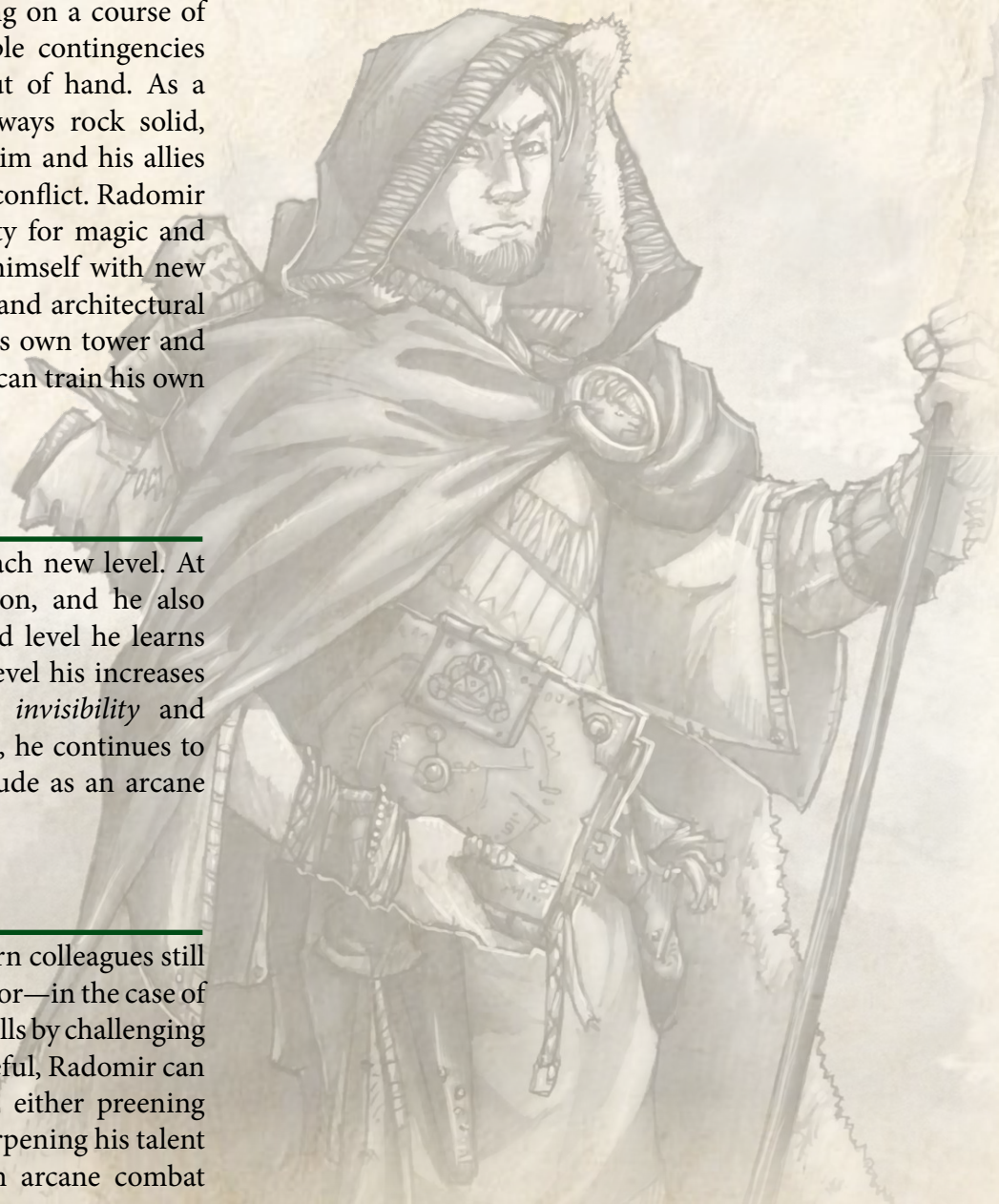
Radomir advances as a wizard at each new level. At 2nd level, he specializes in Abjuration, and he also discovers *sleep* and *feather fall*. At 3rd level he learns *invisibility* and *scorching ray*. At 4th level his increases his Intelligence and researches *see invisibility* and *levitate*. As Radomir gains experience, he continues to seek out spells that increase his aptitude as an arcane duelist.

Roleplaying Ideas

- Periodically, Radomir's northern colleagues still seek him out, either for advice, or—in the case of a rival—to test his legendary skills by challenging him to another duel. Ever prideful, Radomir can never turn away these guests, either preening under their admiration, or sharpening his talent by soundly defeating them in arcane combat

with some new spell or defense he's crafted.

- Radomir has an eager mind for experimentation, innovation, and industry, a character trait which could put him at odds with more conservative or pragmatic souls like Arkadyus or Faun. He always seeks to invest their spoils in developing more infrastructure, trade, and modern conveniences for their kingdom. And, he resents any decisions or interruptions which delay such long-term plans.
- Under the kingdom-building rules of the campaign, Radomir is best-suited as a Magister or Treasurer, but he could also serve as a Councilor or Grand Diplomat.



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Trail of the Apprentice

Trail of the Apprentice is a 5-part mini-campaign, designed for beginners and younger players of the Pathfinder Roleplaying Game. Each adventure takes your heroes through one character level, from 1st through 5th. Trail of the Apprentice is part of the Legendary Beginnings line, designed to create exciting adventures suitable for all ages. These modules use simplified stat blocks and other rules adjustments to keep gameplay fun for new players, and contains helpful sidebars that provide advice on how to run RPGs for younger gamers so your whole family can Make Your Game Legendary!

Trail of the Apprentice #1: The Bandit's Cave

The people of Corbin Village are hardy folk, familiar with the dangers of the region. But when a band of orcs raids the village, Sheriff McBride realizes she has more troubles than she can handle and calls on a group of heroes to bring the orcs to justice. To complicate matters, the orcs have stolen an item of great historical value from the local sage, and he wants it back. Can the PCs survive the dangers of a nearby marsh and locate the bandits' hidden lair? If they do, can they take down the orc raiders and recover the sage's precious statue?

Trail of the Apprentice #2: The King's Curse

A local sage, Ithamar Ruggles, has asked the PCs to visit the Lord Mayor of Port Fairglade and warn him that someone might try to rob him of a statue, which he calls the White Serpent. Ithamar recently lost the statue's twin, the Green Serpent, to bandits and believes there is a deeper plot involved. The PCs arrive to find that thieves have already taken the White Serpent from the Lord Mayor's private family museum. He tasks the PCs with discretely investigating the robbery. But when the nobleman's museum is robbed a second time, the loss of the statues becomes the least of their worries.

Trail of the Apprentice #3: The Thieves' Den

Lord Mayor Wolfe of Port Fairglade has discovered that someone hired the notorious thieves' guild, the Elverin Skulk to steal a valuable statue from his private museum. The nobleman wants to know who the guild's client is. But the only person who knows that information is the guild's leader, the infamous Fox Prince. The PCs must venture into the monster-infested UMBERWOOD to locate a secret entrance to the guild's headquarters. The heroes will find that, when trying to infiltrate the den of the Fox Prince, very few things are what they appear to be.

Trail of the Apprentice #4: The Oracle's Test

A mysterious plot is unfolding. Following clues about the theft of a pair of ancient statues, the PCs have discovered who hired the Elverin Skulk thieves' guild to rob the Lord Mayor of Port Fairglade. It's clear that the guild's client is a dangerous and powerful man, but without further information, they can do nothing to stop whatever plans he might have. But there is hope. Deep in the ancient elven ruins of Sol'Ithmanna rests a stone portal. When opened with the proper keys, the portal will grant access to the domain of a fey oracle who can help them discover the villain's true purpose and how they can stop him. But the oracle only gives his aid to those who can pass his tests. Are the PCs up to the challenge?

Trail of the Apprentice #5: The Wizard's Dungeon

Armed with knowledge of a villainous wizard's plans, a party of heroes must venture into the dreaded Shadescar Rift, a deep cave that leads into the dark tunnels beneath the earth. Legends say that it was created by the claw of some terrible beast. Locals stay well clear of the rift and claim it is the home of nightmare creatures that prey on the unwary. But only by braving such dangers can the PCs hope to stop their mysterious enemy. If they fail, he will unleash a great and terrible power upon the world.



Eight amazing 5E characters ready to conquer the world!



Conquering Heroes is the first in a new series of pregenerated 5th Edition characters designed around specific campaign themes. Within these pages you'll find 8 fully fleshed-out, ready-to-play ideal for any campaign delving into the wooded wilderness, where barbarians and bandits lurk under the eaves of the fey forests and in the hollows of the empty hills, but where a hero might carve out not just a legend by a kingdom and crown of her own! Superstar author Neil Spicer proudly presents:

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- **Davor Hestruck**, half-orc fanatic cleric of the God of Battle
- **Faunlara "Faun" Daedys**, elven treespeaker druid
- **Hulgrim Underspool**, gnome prankster sorcerer
- **Pollyna Shuryon**, tiefling bandit rogue
- **Pyotr Maartis**, human gentleman paladin
- **Quinry Kimm**, half-elven courtier bard
and last but not least, the enigmatic
- **Radomir Lytkin**, human student wizard

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