

# Haltani (aka Uliyara)

Female human bard 4

N Medium humanoid (human)

**Init** +2; **Senses** Perception +5

## DEFENSE

**AC** 16, **touch** 12, **flat-footed** 14 (+4 armor, +2 Dex)

**hp** 21 (4d8)

**Fort** +1, **Ref** +6, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

## OFFENSE

**Speed** 30 ft.

**Melee** shortsword +4 (1d6+1/19–20)

**Ranged** shortbow +5 (1d6/x3)

**Special Attacks** bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +1)

**Bard Spells Known** (CL 4th; concentration +8)

2nd (2/day)—*gallant inspiration*<sup>APG</sup>, *misdirection* (DC 16)

1st (4/day)—*comprehend languages*, *cure light wounds*, *lesser confusion* (DC 15), *magic aura* 0 (at will)—*ghost sound* (DC 14), *light*, *mending*, *message*, *prestidigitation* (DC 14), *read magic*

## TACTICS

**Before Combat** Uliyara uses her *hat of disguise* and versatile performance to stay in character, using *misdirection* to detect as an inanimate object before any important interactions. She casts *magic aura* on her *hat of disguise* every few days to mask its aura.

**During Combat** Uliyara prefers to avoid direct confrontation. She uses her abilities to bolster her allies.

**Morale** If alone or reduced to fewer than 10 hit points, Uliyara flees from combat.

## STATISTICS

**Str** 12, **Dex** 14, **Con** 10, **Int** 8, **Wis** 13, **Cha** 18

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Cosmopolitan<sup>APG</sup> (Hallit, Skald, Handle Animal, Survival), Skill Focus (Perform [act]), Spellsong<sup>UM</sup>

**Skills** Acrobatics +4, Appraise +3, Climb +3, Diplomacy +11, Handle Animal +8, Knowledge (arcana) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Linguistics +3, Perception +5, Perform (act) +14, Perform (oratory) +8, Profession (merchant) +5, Profession (sailor) +5, Sense Motive +5, Sleight of Hand +4, Spellcraft +3, Survival +7, Use Magic Device +8

**Languages** Common, Elven, Hallit, Skald  
**SQ** bardic knowledge +2, versatile performance (act)

**Combat Gear** *potions of cure light wounds* (3); **Other Gear** chain shirt, shortsword, dagger, shortbow with 20 arrows, *hat of disguise*, cleats<sup>APG</sup>, disguise kit, backpack, snowshoes<sup>APG</sup>, ice diamond necklace, 25 gp

## Roleplaying “Haltani”

*Haltani is actually a Jadwiga named Uliyara, who hides her identity because she wishes to avoid the distrust that most people outside of Irrisen feel for her kind. Though Uliyara has no desire to rule, her birthright demands she take a position of leadership. She lacks the capacity for witchcraft, much to her mother’s frustration. Uliyara identifies as a stilyagi, a Jadwiga who yearns to learn about and experience cultures outside insular Irrisen, and she would like to act as an ambassador to other nations. She is talented and plans her ruse well, but her excitement when learning about other cultures distracts her. She believes the Jadwiga are noble and commanding, traits to be valued in the harsh endless winter. If confronted with their cruelty, she acquiesces that some can be particularly abusive of their power, such as her aunt, Baroness Urgalaena of Saarbotten. Uliyara views free Ulfen as barbaric and equally vicious, thanks to centuries of war crimes and reciprocated violence. She finds the winter wolves and the monstrous allies of the White Witches distasteful, but accepts their place in Irrisen. Although Uliyara tries to stay open minded, her distrust of free Ulfen causes her to be particularly cautious around them.*

*She avoids physical contact to maintain her hat of disguise’s illusion, and attempts to withdraw or change the subject if PCs ask about her background or about any details of Varki culture. If the PCs discover her identity, she confesses her true motivations of wanting to establish trade to Dalun and justifies her use of the disguise because Jadwiga are highly distrusted. She acknowledges that traveling in disguise is suspicious behavior.*

*As long as the PCs are engaging in activities she supports, Uliyara uses the aid another action to assist on all skill checks. She uses her inspire competence bardic performance to assist on skill checks that can be performed in a single round. She does not use inspire competence on Diplomacy checks, because such checks require at least 10 rounds.*

*During the scenario, PCs have a number of opportunities to improve Uliyara’s attitude toward them. The Influence Points that the PCs earn represent the strength of the impression they make on her. While Influence Points are primarily relevant at the end of the adventure, tracking them throughout the adventure makes the last encounter flow more smoothly.*

## Bardic Performance (14 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

### **Countersong (Su):**

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

### **Distraction (Su):**

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is

affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

### **Fascinate (Su): DC 16**

At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

### **Inspire Courage (Su): +1**

A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear

and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Inspire Competence (Su): +2**

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

## Bard Spells Known

(CL 4th; concentration +8)

2nd (2/day)

1st (4/day)

0 (at will)

### Comprehend Languages

**School** divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (pinch of soot and salt)

**Range** personal

**Target** you

**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

*Comprehend languages* can be made permanent with a *permanency* spell.

### Confusion, Lesser (DC 15)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes a single creature to become confused for 1 round.

### Confusion

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (three nutshells)

**Range** medium (100 ft. + 10 ft./level)

**Targets** all creatures in a 15-ft.-radius burst

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

### **d%** **Behavior**

01–25 *Act normally*

26–50 *Do nothing but babble incoherently*

51–75 *Deal 1d8 points of damage + Str modifier to self with item in hand*

76–100 *Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)*

*A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).*

### **Cure Light Wounds**

#### **Gallant Inspiration (APG 225) DC 16**

**School** divination; **Level** bard 2

**Casting Time** 1 immediate action

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell**

**Resistance** yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

#### **Ghost Sound (DC14)**

**School** illusion (figment); **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a bit of wool or a small lump of wax)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** illusory sounds

**Duration** 1 round/level (D)

**Saving Throw** Will disbelief; **Spell Resistance** no

*Ghost sound* allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You

choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

*Ghost sound* can enhance the effectiveness of a *silent image* spell.

*Ghost sound* can be made permanent with a *permanency* spell.

### **Light**

**School** evocation [light]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one *light* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through *permanency* or a similar effect), it does not count against this limit. *Light* can be used to counter or dispel any darkness spell of equal or lower spell level.

### **Magic Aura**

**School** illusion (glamer); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a small square of silk that must be passed over the object that receives the aura)

**Range** touch

**Target** one touched object weighing up to 5 lbs./level

**Duration** 1 day/level (D)

**Saving Throw** none; see text; **Spell**

**Resistance** no

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were non-magical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save.

Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

*Note:* A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

### Mending

**School** transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0

**Casting Time** 10 minutes

**Components** V, S

**Range** 10 ft.

**Target** one object of up to 1 lb./level

**Duration** instantaneous

**Saving Throw:** Will negates (harmless, object);

**Spell Resistance:** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

### Message

**School** transmutation [language-dependent];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature/level

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

### Misdirection (DC 16)

**School** illusion (glamer); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature or object, up to a 10-ft. cube in size

**Duration** 1 hour/level

**Saving Throw** none or Will negates; see text;

**Spell Resistance** no

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

## Prestidigitation (DC 14)

**School** universal; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

**Saving Throw** see text; **Spell Resistance** no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A

*prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

