

## G – The Ranger

Gobeit is a loner who lurks on the edge of the Citadel's boundaries (with his large mountain goat arcane companion named Orbis) and harbors a deep-seated hatred for the evil First Men Pureblood and their minions. His mother was once a Bloodmaiden who fell in love with a traveling merchant from Valon who was passing through town. After her tryst she became pregnant, and her unborn son's blood impurity was detected by her sisters. She was exiled from the Temple complex in Aztlan and forced to flee for her life. Her son's name means "hope". His mother passed away from an illness as they were hiding in the hills, trying to exist in the wild. Gobeit was found by an old ranger named Mortiket, who treated him like a son and taught him the ways of the wild. Mortiket was killed by a goblin raiding party from the Citadel several years ago. Gobeit is now a full grown man, and a fine ranger. He seeks revenge on the Citadel and considers it his duty to hunt down the wizards' minions one at a time (if necessary) until the scourge of the Citadel of Fire is no more.

*Judges Note: Gobeit will seek out any strangers he hears about or sees in town to determine their intentions and will readily join the party in there cause if he finds they are going to the Citadel to take on wizards once and for all. He would have done it years ago, but he is one, and they are many, and he is no fool. He will offer his services as guide and protector in these lands as he is intimately familiar with every stone and every creature in the area. Gobeit is about 40 years old, far from wet behind the ears. Gobeit has a ring that can alter time (see Appendix 6); he will only use this in the event things go dreadfully wrong in tower and needs to change events. It was his mothers ring, and even with its power, he couldn't save her.*

**Gobeit, Male Human (½ First Men Pureblood, ½ Avalonian) Arcane Ranger 9;** CR 9; Medium Humanoid; HD 9d8; hp 57; Init +4; Spd 30 ft.; AC 22 (touch 14, flatfooted 16); Base Atk/Grapple +9/+12; Atk +2 Longsword +15 melee (1d8+7), or +2 Composite Longbow (magical by class) (+15 Ranged 1d8+5); Full Atk +2 Longsword+13/+8 (1d8+7)/Shortsword (+12/+7, 1d6+5) or Composite Longbow +15/+10 ranged (1d8+5); **SA** Favored Enemy (2), Spells, Enhance Weapon; **SQ** Low-Light Vision, Pneumonic Enhancement, Spell Enhancement, Natural Armor +1, Spell-Like Abilities, Resist Cold 1, Deductive Tracking, Wild Empathy, Code of Conduct, Armored Caster, Combat Style, Arcane Companion, Weapon of Choice, Woodland Stride, Swift Tracker, Improved Combat Style, Evasion; **SV** Fort +7, Ref +10, Will +5; AL NG; Str 16, Dex 18, Con 13, Int 18, Wis 14, Cha 19.

**Skills and feats:** Appraise +8, Balance +8, Bluff +14, Climb +8, Concentration +13, Diplomacy +9, Escape Artist +7, Handle Animal +14, Hide +16, Jump +15, Knowledge (nature) +9, Knowledge (Arcana) +11, Listen +12, Hide silently +14, Search +8, Spot +16, Spellcraft +22, Survival +14, Tumble +16; Blind-fight, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Two-Weapon Fighting, Track, Two Weapon Fighting, Weapon focus (Longsword), Weapon Specialization (Longsword).

**Spells Known:** (8/5/3/1 DC 15 +spell level) 0 - Acid Splash, Detect Magic, Detect Poison, Flare, Light, Ray of Frost, Read Magic, Cure Minor Wounds; 1 – Charm Animals, Cure Light Wounds, Magic Missile, Shield, Produce Flame; 2 – Scorching Ray, Alter Self, Barkskin; 3 – Lightning Bolt

**Spells per day** (Arcane Ranger): (CL 4; 3/3/3/1)

**Spell like abilities:** 1/day – (CL 9, DC 15 + Spell lvl.) *Detect Magic, Ray of Frost, Create Water, Read Magic, and Identify. Half-Purebloods must have a charisma score of at least 12 to gain the benefit of this ability. Caster Level equals 1st level if no class level, otherwise Caster Level equals character level.*

**Possessions:** +1 Studded Leather armor, +1 Buckler, steel helm, Cloak of Elvenkind (+5), +2 Longsword (family heirloom), Shortsword, lantern, Boots of Elvenkind, Ring of protection +1, Ring of Time, Amulet of Magicum (used as arcane focus), +1 Composite Longbow (+3 Str), 60 arrows, 5 +1 arrows, 5 days rations (parsnips!), 122 gp, 53 sp, 16 cp, a brass whistle (worn around his neck – his rams are trained to respond to various commands), and an engraved silver locket containing a small baby portrait (belonged to his mother, portrait is of himself as a baby).

**Languages:** Common, Marcabian, Avalonian, Aquan, Altanian, Draconic, Ghinoran, Elven.

**Orbis, Male Dire Mountain Ram (Arcane Companion);** CR5; Large Magical Beast (Augmented Animal): HD 6d10 +18; hp 60; Init +2; Spd 50 ft, Climb 30; AC 22 (touch 11, flatfooted 20); Base Atk/Grapple +6/+17, Atk/Full Atk Head Butt (charge) +14 melee (2d8+10) or Gore +12 (1d8+10); SA: Ferocity, Rage; SQ: Darkvision 60', Low-Light Vision, Scent, Improved evasion, Share spells, Empathic link, +4 Bonus to natural armor, Deliver Touch Spells; AL: N; SV: Fort +8, Ref +7, Will +3; Str 25, Dex 14, Con 16, Int: 7, Wis 12, Cha 5.

**Skills and Feats:** Climb +16, Listen +6, Spot +6, Survival +11; Alertness, Power Attack, Improved Bull Rush, (next feat he will take is Awesome Blow).

**Description:** This mighty ram sports massive curled horns and leather war barding. He is loyal, intelligent, obedient, and is an Arcane Companion to the Arcane Ranger. Mountain Rams gain a +8 racial bonus to their Climb and Survival skills.

**Ferocity (Ex):** A Dire Mountain Ram is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Rage (Ex):** A dire Mountain Ram can Rage as a Barbarian of equal hit dice and gain temporary strength and hit points.

**Possessions:** Leather barding and Saddle bags, 5 pounds of Rye.

