

## Annata Vieri

L14 Female Human (Chelaxian) – Cleric 13/Crusader 1 of Sarenrae

Quote: "Take heart, the Dawnflower shines her light upon us!"

STR 12 (14) (+2)  
DEX 12 (14) (+2)  
CON 12 (14) (+2)  
INT 12 (+1)  
WIS 18 (22) (+6)  
CHA 18 (22) (+6)

### Saves:

Fort +14  
Ref +8 (evasion)  
Will +16

Init: +4  
Move: 20'  
BAB: +14/+9/+4  
(melee +16/+11/+6, missile +16/+11/+6)  
CMB: 15  
AC: 28 (+11 armor, +1 natural,  
+1 DEX, +5 shield)  
HP: 123  
AL: NG  
Action Points: 12 (2d6)  
Harrow Points: 1 (WIS)

Languages: Taldane (common), Varisian,  
Shoanti

### Class Abilities:

Holy Warrior - Lose both domains, get d10 HD  
and fighter BAB.  
Channel Energy – 30' burst, 9d6, DC 22, 11/day  
Steely resolve 5 (delayed damage pool)  
Furious counterstrike (+1/+1 per 5 in pool)  
Martial maneuvers – 5/2, 1 stance

### Feats:

Extra Turning (+2/day)  
Selective Channeling (omit 4 targets)  
Quickened Turning (channel as free action)  
Turn Outsiders (evil)  
Divine Ward (touch spell to short range)  
Martial Weapon Prof: Scimitar  
Martial Weapon Prof: Longbow  
Improved Critical: Scimitar  
Critical Focus (+4 to confirm)  
Bleeding Critical (2d6 bleed/rnd till heal)



<u>Skills:</u>	Rank	Stat	Misc	Total
<b>Acrobatics (Dex)</b>	1	+2	+3	+6
<b>Appraise (Int)</b>	1	+1	+3	+5
<b>Diplomacy (Cha)</b>	14	+6	+3	+23
<b>Heal (Wis)</b>	7	+6	+3	+16
<b>Intimidate (Cha)</b>	1	+6	+3	+10
<b>Kno (arc) (Int)</b>	1	+1	+3	+5
<b>Kno (hist) (Int)</b>	4	+1	+3	+8
Kno (local) (Int)	1	+1		+2
<b>Kno (royal) (Int)</b>	1	+1	+3	+5
<b>Kno (relig) (Int)</b>	10	+1	+3	+14
<b>Kno (planes) (Int)</b>	3	+1	+3	+7
<b>Linguistics (Int)</b>	1	+1	+3	+5
Perception (Wis)	0	+6		+6
<b>Sense Motive (Wis)</b>	14	+6	+3	+23
<b>Spellcraft (Int)</b>	5	+1	+5	+11

Armor Check Penalty: -5

### Traits:

Reactionary - +2 trait bonus to Initiative  
Religious - +2 bonus on Concentration/Spellcraft

<u>Attacks:</u>	<u>Att</u>	<u>Dmg</u>	<u>Crit</u>	<u>Special</u>
Fist	+16/+11/+6	1d3+2	20 (x2)	Nonlethal
Scimitar +1, Holy	+17/+12/+7	1d6+3+1d6	15-20 (+4/x2)	
vs. evil	+17/+12/+7	3d6+3+1d6	15-20 (+4/x2)	
Scimitar +1, Undead Bane	+17/+12/+7	1d6+3	15-20 (+4/x2)	
vs. undead	+19/+14/+9	3d6+5	15-20 (+4/x2)	
Mwk Longbow Str +2	+16/+11/+6	1d8+2	x3	

### Equipment:

- Ray of Dawn-light: Adamantine Scimitar +1, Holy, Crystal of Energy Assault (Fire, lesser)
- Masterwork Composite Longbow, +2 STR
- 20 arrows
- 20 silver arrows
- 20 arrows +1
- Full Plate +3
- Heavy Steel Shield +3
- Cloak of Resistance +2
- Headband of Wisdom +4
- Phylactery of Positive Channeling (+2d6)
- Amulet of Natural Armor +1
- Belt of Physical Perfection (STR +2, CON +2, DEX +2)
- Ring of Evasion
- Ring of fire shield (10r/day CL10, 1d6+10)
- Rod of Splendor (+4 CHA)
- Strand of prayer beads, greater:
  - Bead of healing (cure serious, remove blind/deaf, remove disease)
  - Bead of karma (Spells at +4 caster level for 10 minutes)
  - Bead of summons (summons powerful servant of deity for a day)
- Wand of Cure Serious Wounds 3d8+5 (20)
- Wand of Cure Moderate Wounds 2d8+3 (29)
- Wand of Hold Person DC 12 (19)
- Wand of Remove Disease (8)
- Potion of lesser restoration
- Rose Gold Holy Symbol
- Healer's Kit
- The Book of Light and Truth
- Cleric's Vestments
- Artisan's Outfit
- Sap
- Silver Dagger (part of matching set)
- Travelling kit (pack, bedroll, pans, etc.)
- Bush tiger hide
- Scimitar +1, undead bane
- Masterwork Chainmail
- Full Grey Maiden Plate +1, ghost touch
- Small Steel Shield +1
- Fire wolf pelt cloak

Cash: 825 gp

### Martial Maneuvers:

#### Desert Wind – IL 5

- Death Mark – Melee attack as standard action, 6d6 flame burst in 10' spread (+10' for each size category)
- Fan The Flames – Ranged touch attack as standard action, 6d6 fire damage
- Flashing Sun – Full attack gets extra attack at highest attack bonus, all are at -2 to hit

#### Devoted Spirit – IL 7

- Divine Surge - Melee attack as standard action, does +8d8 damage

- Foehammer – Melee attack as standard action, does +2d6 damage and bypasses DR
- Thicket of Blades Stance – Any movement from threatened opponent provokes AoO

### Spells:

L0: 4/at will L1: 6 L2: 5 L3: 5 L4: 5 L5: 4 L6: 2 L7: 1

#### L0 (DC 16):

- Create Water – create 2 gallons/level of water
- Detect Magic – detect spells and magic items within 60'
- Guidance - +1 competency bonus on one attack roll, saving throw, or skill check for 1 minute
- Light – object shines like a torch for 10 min/level
- Mending – minor repairs
- Resistance - +1 resist bonus on saves for 1 minute

#### L1 (DC 17):

- Bless – allies in 50' get +1 morale bonus on attacks and fear saves for 1 min/lvl
- Blessed Aim - +2 to ranged for allies in 50' for 1r/lvl
- Comprehend Languages – understand languages 10 min/lvl
- Conviction (SC) – touch, +4 morale bonus to saves 10 min/lvl
- Delay Disease (SC) – 24 hrs
- Detect Evil – conc, 10 min/lvl, 60' cone
- Divine Favor – personal +4/+4 luck bonus for 1 minute
- Endure Elements – 24 hrs
- Hide From Undead – 1 person/lvl for 10 min/lvl, Will save to ignore
- Light of Lunia (SC) – 30' glow for 10 minutes/level, discharge as two 30' ranged touch attacks for 1d6 each (2d6 to undead or evil outsiders)
- Protection from Evil – touch, +2 deflection, +2 resist save bonus, no mental control 1 min/level
- Resurgence (SC) – touch, new save for someone
- Updraft (SC) – as a swift action rise up to 10 feet/level and shift 5' laterally

#### L2 (DC 18):

- Balor Nimbus (SC) – flames do 6d6 in grapple for 1 rnd/lvl
- Close Wounds (SC) – immediate action heals 1d4+1/lvl
- Curse of Ill Fortune (SC) – -3 to most rolls for 1 min/level, Will negates, Med range
- Divine Insight (SC) – 5+CL bonus to one skill check within 1 hr/level
- Divine Interdiction (SC) – Will or 10'r on object, clerics can't channel
- Flame Blade – 1 min/lvl scimitar of fire, 1d8+1/2 CL (no STR)
- Light of Mercuria (SC) - 30' glow for 10 minutes/level, discharge as two 30' ranged touch attacks for 2d6 each (4d6 to undead or evil outsiders)
- Mark of the Outcast (SC) – Will neg, permanent mark gives -5 Bluff/Diplomacy and -2 AC.
- Protection from Negative Energy (SC) – 10, 10 min/lvl
- Resist Energy – 10, 10 min/lvl
- Restoration, lesser – 1d4 ability damage, fatigue 1 level, anything giving ability penalties
- Silence – 20' radius, 1 min/lvl
- Spiritual Weapon – force weapon, BAB + WIS to hit, 1d8+1/3 CL dmg

#### L3 (DC 19):

- Awaken Sin (SC) - touch, Will negates, 1d6 nonlethal/level
- Blindness – Fort save or blind
- Channeled Divine Shield (PHBII) – DR for 1 rnd/lvl depending on casting time. Swift: 2/evil; standard: 5/evil; full: 8/evil; 2: 10/evil

- Continual Flame
- Consecrate – 2 hrs/lvl, close 20'r, +3 on turn DC and undead get -1 on all checks
- Dispel Magic – 1d20+CL vs spell effects
- Downdraft (SC) - down 100' and take falling damage, save for half
- Flame of Faith (SC) - weapon becomes +1 flaming burst for 1r/lvl
- Invest Moderate Protection (PHBII) – heal 3d4+1/2 CL and grant DR 3/evil for 1 minute
- Light of Venya (SC) - 30' glow for 10 minutes/level, discharge as two 30' ranged touch attacks for 3d6 each (6d6 to undead or evil outsiders)
- Magic Vestment – armor or shield +1/4 CL enhancement bonus, 2 hr/lvl
- Mantle of Good (SC) – SR 12+CL vs evil descriptor spells
- Mark of Doom (PHBII) – 1 rnd/lvl, foe takes 1d6 points every time they attack, no save
- Prayer – 40' burst, +1 luck bonus for allies, -1 for foes, 1 rnd/lvl
- Remove Disease
- Searing Light – ray for 1d8/2 CLs, undead 1d6/CL

#### L4 (DC 20):

- Air Walk – touch, 10 min/lvl, fly
- Blessing of the Righteous (PHBII) – allies in 40' weapons do +1d6 holy damage, are good aligned 1 rnd/lvl
- Death Ward – touch, 1 min/lvl, +4 morale vs death effects, save even if none, immune energy drain/neg energy
- Dimensional Anchor – ray, no save
- Dismissal – Will save DC = normal DC – HD + CL
- Divine Power – personal luck +1 hit/dmg /3 CLs, CL temp hit points, bonus attack, 1 rnd/lvl
- Holy Smite – 20' burst does 1d8/2CLs damage to evil, or 1d6/CL to evil outsiders, blind 1 rnd, Will half
- Lesser Geas (be good)
- Moon Bolt – ray 2d4 STR (Fort half), undead are helpless 1d4 r (Will neg)
- Mystic Aegis (PHBII) – immediate, SR 12+CL vs 1 spell
- Panacea (SC) – removes most afflictions
- Restoration – removes level and ability drains
- Sending – send message and get response from person
- Shield of the Dawnflower – 1d6+1/CL fire damage when struck, 1 rnd/lvl
- Sound Lance (SC) – 1d8/CL sonic damage, max 10, Fort half
- Tongues – touch, 10 min.lvl
- Undead Bane Weapon – 1 hr/lvl, +2/+2d6+2

#### L5 (DC 21):

- Breath of Life – touch, cures 5d8+1/lvl and if to -9 or higher, brings back to life (temp neg lvl)
- Commune – 1 yes/no question per level
- Disrupting Weapon – 1 rnd/lvl weapon destroys undead HD<=CL if fail Will save
- Flame Strike – 10'r, 1d6/lvl, max 15, Ref half
- Life's Grace (SC) – touch, 1 min/lvl, immune to death, energy drain, neg energy, undead ability drain/damage/disease, armor ghost touch
- Mark of Justice – 10 minute cast, touch, no save, contingent curse
- Plane Shift
- Raise Dead
- Righteous Might – personal, 1 rnd/lvl, Large, +4 STR/CON, DR 5/evil
- Revivify (SC) - touch, if 1 round after death, raises and to -1 hp
- Righteous Wrath of the Faithful – Allies in 30' +3/+3 morale, extra attack, 1 rnd/lvl
- Scrying

- Spell Resistance – SR 12+lvl
- True Seeing – touch, 1 min/lvl

#### L6 (DC 22):

- Banishment – close, extraplanars in 30', dismiss 2 HD/CL, Will save
- Cometfall (SC) – med range 5'burst 1d6/CL (max 15), Ref half, need 40' clearance
- Find the Path
- Forbiddance- permanent area of zappies and no planar travel
- Geas
- Ghost Trap (SC) – personal 5'r/lvl aura makes incorporeal corporeal
- Heal – touch, heals 10/CL and about all conditions
- Opalescent Glare (SC) – 60' gaze kills up to 5 HD, fear, Will neg
- Planar Ally (12 HD)
- Stone Body (SC) – personal 1 min/lvl DR 10/adamant, immune crits/blind/ability/disease/poison/etc., +4 STR, -4 DEX, half speed
- Visage of the Deity (SC) – personal 1rnd/lvl, 1 smite, Darkvision, resist acid/cold/elec 20, DR 10/magic, SR 20
- Word of Recall – port willing creatures to a sanctuary

#### L7 (DC 23):

- Bestow Curse, Greater – ability to 1, or -8 penalty, or 25% chance to act normally
- Fortunate Fate – timely heal, 10 min/lvl
- Holy Word – nongood in 40' spread deafened = CL, blinded CL-1, paralyzed CL-5, killed CL-10
- Resurrection
- Spell Resistance, Mass – 1 creature/level, 1 rnd/lvl, 12+CL

## **Background**

Annata remembers nothing of her parents. From as early as she can remember, back to about six years of age, she was one of Gaedren Lamm's captive "Little Lamms," taking part in his litany of crimes against Korvosans. Her innate charm made her a good choice for a front man or distraction, asking for directions or the like as the other Lamms picked someone's pocket, stole from a storefront, or otherwise carried out Gaedren's will. She would then dash away as soon as the mark discovered what was going on. Though she was reasonably good at the criminal life, it was no less miserable of an existence.

The one bright spot in her life was a beautiful bronze frieze of a woman, with hair of fire and a scimitar in one hand and the sun in the other. The statue shone in the sun from its place above the entryway of a temple to Sarenrae. Annata would stop whenever she had a chance and watch it until the reflected sun made her dazzled eyes water. One day when she was probably around ten years old, she was given an assignment that sounded wonderful – to go inside that church during a service and swipe some offering money. Eager for the chance to finally see inside the place, she went. She excitedly shuffled into the pews among the other commoners attending the service. But the words the priest spoke during the sermon cut her to the core. He spoke of kindness, and honesty, and of the forgiveness of the goddess to anyone no matter what they had done. When the offering came around, Annata's trembling hand passed it on, taking nothing.

Refusal to steal was the one unforgivable sin in the Lamms. Gaedren beat Annata to death and left her in an alley as a warning to the other children. But she did not die – instead, she crawled her way to the church, where the acolytes discovered her and tended her to health. Taking her red hair and young but burning faith as a sign, they took her in as first a ward, then an assistant, then an acolyte. She was naturally gifted at healing and, due to her upbringing, had little squeamishness about even the most grotesque afflictions.

The priests were pleased as she grew into a wonderful, sweet girl, with unswerving devotion to the Dawnflower and a fervor to follow the words she read daily in the Book of Light and Truth. But her continuous workouts and compulsive repetition of the scimitar katas the faith also taught was her way of masking her pain. She still felt keenly her many years of sin, and the injustice that the same fate was befalling generations of other children. And not just by the crime lords – she doesn't like the way the Korvosan government treats the common people. There's a distinct thread of liberation theology within the church of Sarenrae; they don't talk loudly about it because they need to coexist in Korvosa with both the government and crime lords. But she feels for the plight of the commoners and honest workers of the city and tries to help them when she can; she even learned the Varisian tongue from her work with those people, more oppressed than even the average in the poor districts. For the time being, Annata carefully stokes the fire within her. But she believes that one day, Sarenrae will fan that blazing flame to life, and call her to bring justice to those that need it in Korvosa.

## **The Book of Light and Truth – Annata's Annotations**

I. That call has now come. When Zellara called her and her three new companions together to confront Gaedren Lamm for his crimes, she was excited but nervous about being a vigilante. But they freed all those poor children from their bondage, and he was as vicious as ever when they found him. In the end, he fell beneath her scimitar but she couldn't bear to withhold Sarenrae's healing from him, even with all he'd done. She left him hanging in his own manacles above the watery pit where he'd tortured so many to death, "for the gods to judge." But when Malcolm poured a bucket of chum into the waters to speed that judgment, she hardened her heart, said "Fair enough," and walked out into the rioting city where Sarenrae's people needed her.

Mood: Righteous

II. Recently, she met Grau, a Korvosan Guard sergeant who was wandering the chaotic streets drunk and depressed. We escorted him back to Citadel Volshyenek at the time, and now we've been sent there by the Queen to help Field Marshal Cressida Kroft and the Guard. He's cleaned up and has been showing the heroes around. She got the whole story out of him - how he and his fencing master had both fallen in love with the same woman, another fencing student, and it had all ended badly. (And the woman was Sabine, the Queen's bodyguard and rumored lover!) A sad story and six pack abs. He definitely needs an understanding ear, and maybe hearing about the Dawnflower can help him.

Then, she met Vencarlo Orisini, a dashing gentleman, who was bringing important information to the Field Marshal. He's well connected, very honorable, handsome - and Grau's old fencing master! Annata was ready to not like him, but her standoffishness melted in the face of his nobility (he actually asked after his old student, who he wished well despite their falling out.) And you don't get your hand kissed much on the streets of Korvosa nowadays. And he owns his own villa... And the long hair looks good on him...

What's a good girl who's been largely holed up in a temple for the last seven years to think?

And speaking of that, the heroes have had to be deceptive to set up their various "stings" - catching the assassins, for example, and even just going to talk to the King of Spiders (a notorious crime lord). Since confronting Gaedren Lamm and embarking on this hero business, she's found it very easy to slip back into the mode of setting up a con, like she used to do back in her criminal days. Her friends, and even the Field Marshal and Vencarlo, say that it's necessary to do what is needed to save the city, and that certainly seems like a noble goal, but Sarenrae teaches to be honest in all dealings... She's been trying to reflect on all this, but the only real time she's gotten for prayer and reflection lately was somewhat distracted, as it was in the office of the butcher shop in hopes that the mysterious benefactor of the poor who had been funding the place would make contact. (Annata knows it's silly, but in her heart she hopes it's the fabled Blackjack!)

Mood: Romantic

III. The party's capture-or-rescue of Trina Sabor, alleged assassin of the King, is about the last straw for Annata. She can't be sure that Trina's innocent (a poor artist with a magical mithril shirt? A little suspicious) despite her convincing-sounding story, but she doesn't feel right about how everything happened - Field Marshal Croft seems honorable but she's bound by her orders, and the orders coming down to her seem more and more questionable. She had wanted to talk to Trina herself, have the goddess show the truth of her words, but they'd been sent off immediately to retrieve that poor Shoanti boy's body from the boneyard. And while they were gone, the Queen's guard spirited the girl away. She wept in anger and frustration when they returned from the crypts to discover Trina'd been taken without even an interrogation to her execution. .

Even tired and out of spells from their battle with the minions of the necromancer Rolth, she would have stood up for the girl publicly had she been sure. She tried to find anyone to talk to who might be able to do something, but she couldn't find Vencarlo or the Field Marshal, and Sabine and the Queen were inaccessible. She felt for that poor girl - as they marched her out to meet the headsman, she fervently prayed to the Dawnflower to spare her if she was innocent, or to grant her a quick end with no pain if she was not... But then the goddess answered her prayer in the most unexpected and awesome way ever - Annata's heart leapt in her chest when Blackjack himself appeared to spirit away the condemned artist right off the chopping block!

Sarenrae's word on the matter could not be any more clear. If Blackjack is against the Queen – then she shall be too! No more accepting questionable jobs in the alleged name of order and the public good. Annata will get to the bottom of this, and as the Book of Light and Truth says, "Where the Dawnflower's rays shine, the darkness can not stand."

Mood: heroic

IV. Annata and her friends were busy bees indeed. First, they are trying to nip this darn Blood Veil plague in the bud. Grau came to her and asked for her help because his niece was sick and needed help. They set out immediately. Grau was standoffish and wouldn't talk to her much, which hurt Annata's feelings a little. He was just like "OK, here's my sister-in-law's house, get to healing, gotta go!" Hmph! She's practicing her icy demeanor for the next time he shows up.

Next, Vencarlo asked them to come over! Annata had wanted to ask him about the political situation (and see him again on general principles). When they got over there, he had the escaped assassin/victim Trina Sabor with him! Blackjack had entrusted her to him to aid in her escape. (Yes, it's obvious to the rest of the party that Vencarlo's Blackjack, but not to Annata!) They promised to smuggle her out of the city. Vencarlo said that things had gotten too hot for him politically and he was going to need to go underground in Old Korvosa for a while. Annata's breathless "Oh, Vencarlo, are you in danger?!?" provoked a round of groans from the other boys. Anyway, we snuck her out of the city, the other heroes largely foiling any of Annata's efforts to learn more about the girl and what her deal is.

Upon reflection, this is the first major crime Annata's performed. She didn't really think of it that way at the time, but all these postings about new capital crimes in town made her face that fact. She had just talked with her spiritual mentor, Father Valdur (incidentally the head of the Bromathan family), who confirmed to her that serving the greater truth and good sometimes required some minor deception. So she's OK with it, but a little sobered now in retrospect.

The appearance of these "King's Physicians" and "Grey Maidens" seems ominous. Annata is willing to give them the benefit of the doubt, despite her companions' immediate ranting about cryptofascist conspiracies. But it is fishy enough that she's willing to check into them a bit more.

Meanwhile, Valash appears to be going totally and completely insane. Obsessive/compulsive mania and paranoia. Up till now Annata was tolerant of her friend's quirks but now she's getting concerned.

The dungeon crawl against the wererats went well. Annata managed to save the lives of all but one of the wererats, still being very reluctant to have anyone die. She was disappointed that she couldn't talk Girrigz, the wererat leader, into repenting of his evil ways and accepting redemption. But, the Mark of the Outcast she placed upon him will likely prevent any further shenanigans. And they saved an otyugh!

Mood: Busy

V. Annata used Speak with Dead for the first time, to demand the truth from the dead priest of Urgathoa we found. We were not all that shocked to find out that the head of the Queen's Physicians was implicated in the plague. And the Red Mantis, some improbably-garbed assassin cult.

Worried that the guard might decide to arrest them at the Queen's behest, Annata insisted on going into Citadel Volshyenek alone to tell the Field Marshal this information. She thought Kroft had generally been fair with them, but had also turned over Trinia to the Queen's goon squad when instructed. Luckily, it appears she's practicing being less Lawful and said we should go find more proof!



Annata snubbed Grau back, so that he'll appreciate her more. Then, we went and saved a lord from a crazy S&M assassin. Annata threw herself in front of a crossbow bolt to protect him.

Mood: Pensive

VI-VII. We snuck into the "hospital" the Queen's Physicians were using. Annata gave her physician's mask to Valash and disguised herself as a Grey Maiden. She was touched by the suffering of the plague victims and experimental subjects, and after evacuating them, showed little mercy to the cultists in the dungeon below.

Mood: Retributive

VIII. Lord Arkona gives Annata the heebie-jeebies.

### **Prayers to the Dawnflower**

O Dawn, splendor of eternal light, and sun of justice, come, and shine on those seated in darkness, and in the shadow of death.

The Dawn-Maiden's smile brings light, and warmth, and life to all who look upon her.

Dawn, the rosy-fingered, bestows her kind caress upon those who have fallen and will ever lift them up.

Hasten, early-rising Dawn, and grind your enemies under the flaming wheels of your mighty chariot! The evil ones flee at your approach, and the sons of iniquity fear your blazing scimitar!

Winds of the morning, carry us through safely to our destination.