

EZREN

MALE HUMAN WIZARD 1

ALIGN NG **INIT** -1 **SPEED** 30 ft.

OFFENSE

Melee cane +0 (1d6)
Ranged light crossbow -1
(1d8/19-20)
Base Atk +0; Grp +0

SKILLS

Appraise +5
Concentration +5
Knowledge (arcana) +7
Knowledge (geography) +7
Knowledge (history) +7
Spellcraft +7

ABILITIES

11	STR
9	DEX
12	CON
16	INT
15	WIS
9	CHA

DEFENSE

HP 5
AC 9
touch 9, flat-footed 9
Fort +3, Ref -1, Will +4

Spells Prepared (CL 1st, -1 ranged touch)
1st—*mage armor*, *sleep* (DC 14)
0—*daze* (DC 13), *detect magic*, *light*

FEATS

Combat Casting, Great Fortitude, Scribe Scroll



Combat Gear *scroll of burning hands*, alchemist's fire (2); **Other Gear** cane (as club), dagger, light crossbow with 20 bolts, backpack, rations (6), scroll case, spellbook, spell component pouch, 25 gp

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy by the church of Abadar. Ezren spent much of his adult life working to repair his father's ruined reputation, and when he discovered proof of his father's guilt and realized he'd wasted his life on a lie, he abandoned his family and set out into the world to find his own way. Lacking the spry limbs of youth, Ezren fell naturally into the ways of wizardry, swiftly becoming a gifted self-taught spellcaster. While he often argues on the value of religion with Seelah, and his atrophied sense of humor often makes him the butt of Lem's jokes, his world experience and keen wit are quite valued by his younger traveling companions.

SEELAH

FEMALE HUMAN PALADIN 1

ALIGN LG **INIT** +0 **SPEED** 20 ft.

OFFENSE

Melee longsword +4 (1d8+2/19-20)
Ranged longbow +1 (1d8/x3)
Base Atk +1; Grp +3
Special Attacks smite evil 1/day
Spell-Like Abilities (CL 1st)
At Will—*detect evil*

SKILLS

Knowledge (religion) +3
Sense Motive +5

ABILITIES

15	STR
10	DEX
14	CON
8	INT
13	WIS
12	CHA

DEFENSE

HP 12
AC 16
touch 10, flat-footed 16
Fort +4, Ref +0, Will +1

FEATS

Power Attack, Weapon Focus (longsword)



Combat Gear holy water; **Other Gear** scale mail, heavy steel shield, longsword, dagger, longbow with 20 arrows, backpack, rations (4), silver holy symbol, 23 gp

Seelah's parents were slain by gnoll raiders within months of their settling in Solku. When a group of Iomedae's knights arrived to help defend the town, Seelah was taken with their beautiful, shining armor. She stole a helm from one of the paladins, but became overwhelmed with guilt. Worse, before she had a chance to return the helm, the paladin was herself slain during the Battle of Red Hail. Wracked with guilt, Seelah confessed her guilt to the paladins and vowed her life to their cause. Over the years, her guilt has transformed into a powerful faith and conviction. Her powerful voice and charismatic charm often cast her as the leader of her group of companions. She values Ezren's wisdom and Harsk's conviction, but it is irreverent Lem who Seelah is most amused by, even if she sometimes feels his jokes go too far.

HARSK

MALE DWARF RANGER 1

ALIGN LN INIT +2 SPEED 20 ft.

ABILITIES

14	STR
15	DEX
15	CON
10	INT
12	WIS
6	CHA

DEFENSE

HP 10
AC 14
touch 12, flat-footed 12
Fort +4, Ref +4, Will +1
+2 against poison, spells, and spell-like abilities

OFFENSE

Melee greataxe +3 (1d12+3/x3)
 Ranged heavy crossbow +3 (1d10/19–20)
 Base Atk +1; Grp +3
 Special Attacks favored enemy (giants +2)

SKILLS

Heal	+5
Hide	+6
Listen	+5
Move Silently	+5
Spot	+5
Survival	+5
Wild Empathy	-1

FEATS

Rapid Reload (heavy crossbow), Track



Combat Gear antitoxin, smokestick, tanglefoot bag; **Other Gear** leather armor, greataxe, heavy crossbow with 30 bolts, backpack, rations (4), signal whistle, tea pot, 31 gp

Harsk is, in many ways, not your standard dwarf. He prefers the wide skies of the open plains, disdains the taste of alcohol, and prefers to handle his battles at range rather than in melee. Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and ofputting attitude. Much of his anger stems from the death of his brother's warband. Slain to a man by giants, Harsk came upon the slaughter moments too late to save his brother. Harsk's hatred of giants has fueled him and shapes his life. He prefers strong tea over alcohol (to keep his senses sharp), the wildlands of the surface world (where giants can be found), and the crossbow over the axe (which allows him to start fights faster). His companions value his skill at combat even if they're somewhat afraid of him.

LEM

MALE HALFLING BARD 1

ALIGN CG INIT +3 SPEED 20 ft.

ABILITIES

8	STR
16	DEX
13	CON
12	INT
8	WIS
15	CHA

DEFENSE

HP 7
AC 16
touch 14, flat-footed 13
Fort +2, Ref +6, Will +2
+2 vs. fear

OFFENSE

Melee short sword +0 (1d4-1/19–20)
 Ranged dagger +5 (1d3-1/19–20)
 Base Atk +0; Grp -5
 Special Attacks bardic music 1/day (countersong, fascinate, inspire courage +1)
 Spells Known (CL 1st)
 0 (2/day)—ghost sound (DC 13), light, prestidigitation, summon instrument

SKILLS

Bardic Knowledge	+2
Bluff	+6
Climb	+1
Concentration	+5
Diplomacy	+8
Hide	+7
Jump	+1
Listen	+3
Move Silently	+5
Perform (comedy)	+6
Perform (wind instruments)	+6
Tumble	+7
Use Magic Device	+6

FEATS

Spell Focus (illusion)



Gear leather armor, short sword, throwing daggers (4), backpack, masterwork flute, rations (6), spell component pouch, sunrods (3), 16 gp

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. Born into slavery, Lem was sold a half dozen times to different nobles before he reached the age of two. Growing up a slave in the devil-haunted empire of Cheliox exposed Lem to a shocking range of decadence and debauchery. He rarely speaks of his childhood, but one can see its effects in his high disdain for law and order, and his intolerance for cruelty. Always quick to side with the underdog, Lem has learned that his most powerful trait is his optimism and sense of humor—skills that almost make up for his small stature and impulsive nature. Lem's reasons for traveling with his current companions vary upon the day and his mood, but he certainly values their strengths—and the never-ending supply of comedy material their antics provide him with.