

EZREN

MALE HUMAN WIZARD 4

ALIGN NG **INIT** +3 **SPEED** 30 ft.

DEITY: Atheist **HOMELAND:** Absalom

ABILITIES

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

DEFENSE

HP 15	
AC 11	
touch 10, flat-footed 11	
Fort +4, Ref 0, Will +6	

OFFENSE

Melee cane +2 (1d6)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +2; **Grp** +2

Spells Prepared (CL 4th, +1 ranged touch)
 2nd—*bull's strength*, *scorching ray*, *web* (DC 15)
 1st—*alarm*, *magic missile* (2), *shield*
 0—*daze* (DC 13), *detect magic* (2), *light*

SKILLS

Appraise	+6
Concentration	+8
Knowledge (arcana)	+10
Knowledge (geography)	+10
Knowledge (history)	+10
Knowledge (the planes)	+4
Spellcraft	+10

FEATS

Combat Casting, Great Fortitude, Improved Initiative, Scribe Scroll

FAMILIAR

Sneak (weasel, MM 282)



Combat Gear alchemist's fire (2), *potion of cure moderate wounds*, *wand of magic missile* (CL 1st, 50 charges); **Other Gear** cane (as club), dagger, light crossbow with 20 bolts, *bracers of armor* +1, *pearl of power 1st level*, backpack, rations (6), scroll case, spellbook, spell component pouch, 100 gp pearls (2), 55 gp

The son of a successful spice merchant, 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, but when he discovered proof of his father's guilt he abandoned his family and set out into the world. 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 4

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

DEITY: Iomedee **HOMELAND:** Katapesh

ABILITIES

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

DEFENSE

HP 34	
AC 20	
touch 10, flat-footed 20	
Fort +7, Ref +2, Will +3	

OFFENSE

Melee +1 *longsword* +9 (1d8+4/19–20)
Ranged mwk composite longbow +5 (1d8+3/x3)
Base Atk +4; **Grp** +7
Special Attacks lay on hands (8 hp/day), smite evil 1/day, turn undead 4/day (+3, 2d6+2, 1st)
Spell-Like Abilities (CL 4th)
 At Will—*detect evil*
Spells Prepared (CL 2nd)
 1st—*lesser restoration*
Special Qualities aura of courage, divine grace, divine health

SKILLS

Knowledge (religion)	+4
Ride	+4
Sense Motive	+6

FEATS

Power Attack, Mounted Combat, Weapon Focus (longsword)



Combat Gear holy water (2), *wand of cure light wounds* (50 charges); **Other Gear** full plate, heavy steel shield, +1 *longsword*, dagger, mwk composite longbow (+3 Str) with 20 arrows, *cloak of resistance* +1, backpack, rations (4), silver holy symbol, 33 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. 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 4

ALIGN LN INIT +3 SPEED 20 ft.

DEITY: Torag **HOMELAND:** Druma

ABILITIES

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

DEFENSE

HP 29
AC 16
touch 13, flat-footed 13
+4 against giants
Fort +7, Ref +8, Will +3
+2 against poison, spells, and spell-like abilities

OFFENSE

Melee mwk greataxe +7 (1d12+3/x3)
Ranged +1 heavy crossbow +8 (1d10+1/19–20)
Base Atk +1; **Grp** +3
Special Attacks favored enemy (giants +2), +1 on attack rolls against orcs and goblinoids
Spells Prepared (CL 2nd)
 1st—*entangle* (DC 12)
Special Qualities darkvision 60 ft., stability, stonecunning

SKILLS

Heal	+8
Hide	+10
Listen	+8
Move Silently	+10
Spot	+8
Survival	+8
Wild Empathy	+2

FEATS

Endurance, Point Blank Shot, Rapid Reload (heavy crossbow), Rapid Shot, Track

ANIMAL COMPANION

Biter (badger, MM 268)



Combat Gear antitoxin, *potion of cure moderate wounds*, *potion of pass without trace* (2), smokestick, tanglefoot bag; **Other Gear** +1 leather armor, mwk greataxe, +1 heavy crossbow with 30 bolts, backpack, rations (4), signal whistle, tea pot, 41 gp

Harsk is, in many ways, not your standard dwarf. 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). Yet few dare to mock him for his choices, for if there's anywhere that Harsk is dwarven, it is in his gruff and offputting 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. His companions value his skill at combat even if they're somewhat afraid of him.

LEM

MALE HALFLING BARD 4

ALIGN CG INIT +3 SPEED 20 ft.

DEITY: Shelyn **HOMELAND:** Cheliox

ABILITIES

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

DEFENSE

HP 20
AC 18
touch 15, flat-footed 15
Fort +4, Ref +9, Will +5
+2 vs. fear

OFFENSE

Melee short sword +3 (1d4–1/19–20)
Ranged mwk sling +9 (1d3–1)
Base Atk +3; **Grp** –2
Special Attacks bardic music 4/day (countersong, fascinate, inspire competence, inspire courage +1)
Spells Known (CL 4th)
 2nd (1/day)—*cure moderate wounds*, *mirror image*
 1st (3/day)—*cure light wounds*, *hideous laughter* (DC 14), *silent image* (DC 15)
 0 (2/day)—*detect magic*, *ghost sound* (DC 14), *light*, *message*, *prestidigitation*, *summon instrument*

SKILLS

Bardic Knowledge	+5
Bluff	+10
Climb	+1
Concentration	+8
Diplomacy	+12
Hide	+7
Jump	+3
Listen	+1
Move Silently	+5
Perform (comedy)	+10
Perform (wind instruments)	+8
Tumble	+10
Use Magic Device	+10

FEATS

Dodge, Spell Focus (illusion)



Combat Gear *wand of cure light wounds* (CL 1st, 50 charges); **Gear** +1 leather armor, dagger, short sword, mwk sling with 20 bullets, *cloak of resistance* +1, *ring of protection* +1, backpack, masterwork flute, rations (6), spell component pouch, sunrods (3), 60 gp

Although Lem was raised in the lap of luxury, his childhood was anything but comfortable. 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.