

## EZREN

**MALE HUMAN WIZARD 7**

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

**DEITY:** Atheist **HOMELAND:** Absalom

### ABILITIES

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

### DEFENSE

HP 26	
AC 13	
touch 10, flat-footed 13	
Fort +6, Ref +4, Will +8	

### OFFENSE

**Melee** cane +3 (1d6)  
**Ranged** light crossbow +2 (1d8/19–20)  
**Base Atk** +3; **Grp** +3

**Spells Prepared** (CL 4th, +2 ranged touch)  
 4th—*ice storm, stoneskin*  
 3rd—*dispel magic, fly, fireball* (DC 17)  
 2nd—*bull's strength, invisibility, scorching ray, web* (DC 16)  
 1st—*alarm, mage armor, magic missile* (2), *shield*  
 0—*daze* (DC 14), *detect magic* (2), *light*

### SKILLS

Appraise	+8
Concentration	+10
Knowledge (arcana)	+14
Knowledge (geography)	+14
Knowledge (history)	+14
Knowledge (the planes)	+7
Spellcraft	+14

### FEATS

Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration

### FAMILIAR

Sneak (weasel, MM 282)



**Combat Gear** alchemist's fire (2), *potion of cure moderate wounds*, *scroll of scorching ray*, *wand of magic missile* (CL 3rd, 46 charges); **Other Gear** cane (as club), dagger, light crossbow with 20 bolts, *bracers of armor* +3, *cloak of resistance* +1, *headband of intellect* +2, *ring of protection* +1, backpack, rations (6), scroll case, spellbook, spell component pouch, diamond dust (250 gp), 100 gp pearls (2), 100 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 7**

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

**DEITY:** Iomedee **HOMELAND:** Katapesh

### ABILITIES

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

### DEFENSE

HP 57	
AC 22	
touch 10, flat-footed 22	
Fort +9, Ref +4, Will +5	

### OFFENSE

**Melee** +1 *flaming longsword* +12/+7 (1d8+4/19–20 plus 1d6 fire)  
**Ranged** mwk composite longbow +8/+3 (1d8+3/x3)  
**Base Atk** +7; **Grp** +10

**Special Attacks** lay on hands (14 hp/day), smite evil 2/day, turn undead 5/day (+4, 2d6+6, 4th)  
**Spell-Like Abilities** (CL 7th)  
 At Will—*detect evil*

**Spells Prepared** (CL 3rd)  
 1st—*lesser restoration, protection from evil*

**Special Qualities** aura of courage, divine grace, divine health, *remove disease* 2/week, *special mount*

### SKILLS

Heal	+5
Knowledge (religion)	+6
Ride	+4
Sense Motive	+6

### FEATS

Cleave, Mounted Combat, Power Attack, Weapon Focus (longsword)

### MOUNT

Aristide (heavy warhorse, MM 273)



**Combat Gear** *potion of cure moderate wounds* (2), *wand of cure light wounds* (42 charges); **Other Gear** +1 *full plate*, +1 *heavy steel shield*, +1 *flaming longsword*, dagger, mwk composite longbow (+3 Str) with 20 arrows, *cloak of Charisma* +2, *phylactery of faithfulness*, backpack, rations (4), silver holy symbol, 64 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 7**

**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 49
AC 19
touch 13, flat-footed 16
+4 against giants
Fort +7, Ref +8, Will +3
+2 against poison, spells, and spell-like abilities

### OFFENSE

**Melee** +2 greataxe +11/+6 (1d12+5/x3)  
**Ranged** +1 heavy crossbow +11/+6 (1d10+1/19–20)  
**Ranged** +1 heavy crossbow +9/+9/+4 (1d10+1/19–20)  
**Base Atk** +7; **Grp** +9  
**Special Attacks** favored enemy (giants +4; undead +2), +1 on attack rolls against orcs and goblinoids  
**Spells Prepared** (CL 3rd)  
 1st—*entangle* (DC 12), *resist energy*  
**Special Qualities** darkvision 60 ft., stability, stonecunning, woodland stride

### SKILLS

Heal	+11
Hide	+13
Listen	+11
Move Silently	+13
Spot	+11
Survival	+11
Wild Empathy	+5

### FEATS

Crossbow Mastery, 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* (2), smokestick, tanglefoot bag; **Other Gear** +2 leather armor, +2 greataxe, +1 heavy crossbow with 30 bolts, screaming bolt (3), mwk silver dagger, amulet of natural armor +1, bird feather token, backpack, rations (4), signal whistle, tea pot, 12 gp, 30 pp

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 7**

**ALIGN CG INIT +4 SPEED 20 ft.**

**DEITY:** Shelyn **HOMELAND:** Cheliox

### ABILITIES

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

### DEFENSE

HP 34
AC 20
touch 16, flat-footed 16
Fort +5, Ref +11, Will +6
+2 vs. fear

### OFFENSE

**Melee** +1 short sword +6 (1d4/19–20)  
**Ranged** mwk sling +11 (1d3–1)  
**Base Atk** +5; **Grp** +0  
**Special Attacks** bardic music 7/day  
**Spells Known** (CL 7th)  
 3rd (1/day)—*charm monster* (DC 16), *major image* (DC 17)  
 2nd (3/day)—*alter self*, *c. moderate wounds*, *mirror image*, *sound burst* (DC 15)  
 1st (4/day)—*c. light wounds*, *feather fall*, *hideous laughter* (DC 14), *silent image* (DC 15)  
 0 (3/day)—*detect magic*, *ghost sound* (DC 14), *light*, *message*, *prestidigitation*, *summon instrument*

### SKILLS

Bardic Knowledge	+8
Bluff	+13
Climb	+1
Concentration	+9
Diplomacy	+15
Hide	+8
Jump	+3
Listen	–3
Move Silently	+8
Perform (comedy)	+13
Perform (wind instruments)	+11
Tumble	+14
Use Magic Device	+13

### FEATS

Dodge, Mobility, Spell Focus (illusion)



**Combat Gear** scroll of haste, *wand of cure moderate wounds* (50 charges); **Gear** +2 leather armor, dagger, +1 short sword, mwk sling with 20 bullets, cloak of resistance +1, gloves of Dexterity +2, ring of protection +1, backpack, masterwork flute, rations (6), spell component pouch, sunrods (3), 49 gp, 20 pp

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.