

EZREN

MALE HUMAN WIZARD 10

ALIGN NG INIT +3 SPEED 30 ft.

DEITY: Atheist **HOMELAND:** Absalom

ABILITIES

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

DEFENSE

HP 36
AC 15
touch 11, flat-footed 15
Fort +7, Ref +5, Will +10

OFFENSE

Melee cane +5 (1d6)
Ranged light crossbow +4 (1d8/19–20)
Base Atk +5; **Grp** +5

Spells (CL 10th, +4 ranged touch)
 5th—*cone of cold* (DC 20), *teleport*, *wall of force*
 4th—*dimension door*, *enervation*, *ice storm*, *stoneskin*
 3rd—*dispel magic*, *fireball* (DC 17), *fly*, *haste*
 2nd—*bull's strength*, *invisibility*, *mirror image*, *scorching ray*, *web* (DC 17)
 1st—*alarm*, *magic missile* (3), *ray of enfeeblement*, *shield*
 0—*daze* (DC 15), *detect magic* (2), *light*

SKILLS

Appraise	+9
Concentration	+14
Knowledge (arcana)	+18
Knowledge (geography)	+18
Knowledge (history)	+18
Knowledge (the planes)	+13
Spellcraft	+20

FEATS

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

FAMILIAR

Sneak (weasel, MM 282)



Combat Gear *potion of cure moderate wounds*, *scroll of dispel magic*, *wand of magic missile* (CL 9th, 50 charges); **Other Gear** cane (as club), dagger, light crossbow with 20 bolts, *bracers of armor* +4, *cloak of resistance* +1, *headband of intellect* +2, *ring of protection* +2, *blessed book*, rations (6), scroll case, 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 10

ALIGN LG INIT +0 SPEED 20 ft.

DEITY: Iomedae **HOMELAND:** Katapesh

ABILITIES

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

DEFENSE

HP 89
AC 24
touch 10, flat-footed 24
Fort +12, Ref +5, Will +7

OFFENSE

Melee +1 *holy cold iron longsword* +16/+11 (1d8+5/19–20)
Ranged mwk composite longbow +11/+6 (1d8+4/x3)
Base Atk +10; **Grp** +14
Special Attacks lay on hands (20 hp/day), smite evil 3/day, turn undead 5/day (+4, 2d6+9, 7th)
Spells Prepared (CL 5th)
 2nd—*resist energy*, *remove paralysis*
 1st—*bless weapon*, *lesser restoration*
Special Qualities aura of courage, *detect evil* at will, divine grace, divine health, *remove disease* 2/week, *special mount*

SKILLS

Concentration	+6
Heal	+6
Knowledge (religion)	+6
Ride	+7
Sense Motive	+8

FEATS

Combat Reflexes, Power Attack, Ride-By Attack, Mounted Combat, Weapon Focus (longsword)

MOUNT

Aristide (heavy warhorse; MM 273)



Combat Gear *wand of cure moderate wounds* (50 charges); **Other Gear** +2 *full plate*, +2 *heavy steel shield*, +1 *holy cold iron longsword*, mwk composite longbow (+4 Str) with 20 arrows, *amulet of health* +2, *cloak of Charisma* +2, *gauntlets of ogre power*, *phylactery of faithfulness*, backpack, rations (4), silver holy symbol, 64 gp

Seelah's parents were slain by gnomish 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. Wracked with guilt, Seelah confessed her guilt and vowed her life to the paladins' cause. A full paladin today, 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 10

ALIGN LN INIT +4 SPEED 20 ft.

DEITY: Torag **HOMELAND:** Druma

ABILITIES

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

DEFENSE

HP 78
AC 22
touch 16, flat-footed 18 +4 against giants
Fort +10, Ref +11, Will +4 +2 against poison and spells; evasion

OFFENSE

Melee +2 *greataxe* +14/+9 (1d12+5/x3)
Ranged +1 *flaming burst heavy crossbow* +15/+10 (1d10+1 plus 1d6 fire/17–20)
Base Atk +10; **Grp** +12
Special Attacks favored enemy (giants) +6; undead +4; dragons +2, +1 on attack rolls vs. orcs and goblinoids

Spells Prepared (CL 3rd)

2nd—*bear's endurance*
1st—*entangle* (DC 12), *resist energy*
Special Qualities darkvision 60 ft., stability, stonecunning, swift tracker, woodland stride

SKILLS

Heal	+14
Hide	+22
Listen	+14
Move Silently	+17
Spot	+14
Survival	+14
Wild Empathy	+8

FEATS

Crossbow Mastery, Endurance, Imp. Crit. (heavy crossbow), Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Rapid Shot, Track

ANIMAL COMPANION

Biter (badger, MM 268)



Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +2 *studded leather armor*, +2 *greataxe*, +1 *heavy crossbow* with 30 bolts, *screaming bolt* (3), *mwk silver dagger*, *amulet of natural armor* +1, *gloves of Dexterity* +2, *ring of protection* +2, *cloak of elvenkind*, backpack, rations (4), signal whistle, tea pot, 40 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 10

ALIGN CG INIT +5 SPEED 20 ft.

DEITY: Shelyn **HOMELAND:** Cheliox

ABILITIES

8	STR
20	DEX
13	CON
12	INT
8	WIS
21	CHA

DEFENSE

HP 47
AC 22
touch 18, flat-footed 17
Fort +6, Ref +14, Will +8 +2 vs. fear

OFFENSE

Melee +1 *short sword* +8/+3 (1d4/19–20)
Ranged +1 *shock sling* +15/+10 (1d3 plus 1d6 electricity)
Base Atk +7; **Grp** +2
Special Attacks bardic music 10/day
Spells Known (CL 7th)
4th (1/day)—*cure critical wounds*, *dimension door*
3rd (3/day)—*charm monster* (DC 16), *dispel magic*, *haste*, *major image* (DC 17)
2nd (4/day)—*alter self*, *c. moderate wounds*, *mirror image*, *sound burst* (DC 15)
1st (5/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	+11
Bluff	+18
Climb	+1
Concentration	+14
Diplomacy	+20
Hide	+10
Jump	–3
Listen	+4
Move Silently	+7
Perform (comedy)	+18
Perform (wind instruments)	+12
Tumble	+18
Use Magic Device	+18

FEATS

Dodge, Mobility, Quick Draw, Spell Focus (illusion)



Combat Gear *wand of cure moderate wounds* (CL 2nd, 50 charges); **Gear** +2 *leather armor*, *dagger*, +1 *short sword*, +1 *shock sling* with 20 bullets, *cloak of Charisma* +4, *gloves of Dexterity* +2, *ring of protection* +2, backpack, masterwork flute, rations (6), spell component pouch, sunrods (3), 40 pp

Growing up a slave in the devil-haunted empire of Cheliox exposed Lem to a shocking range of decadence and debauchery. 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.