

# Mordenkainen the Mage

Race: Human      Size: Medium      Sex: Male  
 Class: Wizard      Level: 10      Align: Neutral  
 Height: 6 ft. 1 in.      Weight: 190 lb      Age: 52

Ability	Score	Mod	Saving Throws		
Strength	10	0		Base	Ability
Dexterity	17	+3	Type	Total = Save + Mod + Misc	
Constitution	17	+3	Reflex	+6 = +3	+3
Intelligence	20	+5	Fortitude	+6 = +3	+3
Wisdom	15	+2	Will	+9 = +7	+2
Charisma	18	+4			

Armor	+Armor	+Shield	+Dex	+Size	+Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
19 = 10	+0	+3	+0	+0	+6

**Hit Points:** 41

Armor Type:	Shield:	Dex
None	None	
Check Penalty: 0	Speed: 30'	Total = Mod + Misc.
	<b>Initiative</b>	+7 = +3 + 4

Melee	Base	+Str	+Size	Ranged	Base	+Dex	+Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+5 =	+5	+0	+0	+8 =	+5	+3	+0

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+2 dagger	+5	1d4+2	19-20/x2	10'	1 lb	P

Skill Total	=	Ranks	Ability
			+ Mod + Misc
Alchemy (Int)	+13	= 8	+5
Concentration (Con)	+13	= 10	+3
Diplomacy (Cha)	+10	= 6	+4
Disguise (Cha)	+10	= 6	+4
Knowledge (Int)	+14	= 9	+5
Arcana			
Knowledge (Int)	+13	= 8	+5
Geography			
Knowledge (Int)	+13	= 8	+5
History			
Scry (Int)	+11	= 6	+5
Spellcraft (Int)	+16	= 11	+5

**Languages:** Common, Draconic, Elven, Dwarven, Orc

## Feats:

Spell Mastery— For (12) spells marked with \* on your spell list, you do not need spell books to prepare them, because you know them so intimately.

Spell Penetration — +2 bonus to overcoming Spell Resistance.

Improved Initiative — +4 to Initiative, included above.

Toughness — +3 hit points, included above.

Scribe Scroll — You can create a scroll of any spell that you know. You won't get to make any in this adventure, however.

## Class Abilities:

Summon Familiar — You can summon and bind a familiar. You do not have a familiar at this time, nor do you really want one.

Arcane Spells — You prepare a number of spells per day from a list and cast them. Your spell list is below. You get one bonus spell per level for levels 1-4, included in the totals below.

Difficulty Class to save vs your spells = 14 + spell level

**Magical Items:** +4 bracers of armor (provides armor bonus), +2 ring of protection (provides deflection bonus), +2 dagger, wand of cold (one charge casts cone of cold at 9<sup>th</sup> level, 23 charges)

**Equipment:** Clothing, spell components for your spells (five castings of each), backpack, two weeks' rations, bedroll, extra clothing, map case, eight pieces of paper, quill and ink, 30 ft. silk rope, two empty sacks, sewing needle and thread, bar soap, spyglass, waterskin, magnifying glass, 130 gp, 12 pp, 84 sp.

## Roleplaying Information/Background:

Mordenkainen wears a dark beard trimmed in the Nyronal style and favors black satin coats lined in red over traditional robes. In sharp contrast to the fashion of the day, your black hair, streaked with silvery-gray, is shorn close to your head. Your most impressive physical features are your penetrating eyes. It is said that they hold hints of genius tinged with madness, a volatile combination that usually gets you what you want from the easily persuaded. You revel in the art of debate, though your emotions can overcome you if you fear defeat. Luckily, this is a rare occurrence.

Little is known about Mordenkainen's origins, particularly the place of your birth. Rumors have him as an Oeridian, perhaps Aerdi. Some even say you are of the line of Ganz Yragerne, making you distantly related to such notables as Zagig Yragerne the Mad Archmage and Heward. You like to keep people guessing, so you do not confirm or deny anything. You have few friends and no one in whom you completely confide.

There is perhaps no individual in all Oerik who sees himself as embodying the spirit of Balance as do you. Your philosophies are one-sided on the matter, and many a worthy cause has gone unanswered because of your neutral-minded convictions. Your view of balance is no tit-for-tat equality but a highly detailed and extremely theoretical philosophy. You will fight ardently for the forces of good, but could with equal vigor work as a shadow player for malevolence. In all things, you prefer to maneuver behind the scenes, subtly manipulating events to ensure that no side gains the upper hand.

You dislike the incursions of monsters, however, and whether for good or evil will oppose them. You are not humanocentric, as elves, dwarves, humans, gnomes, and halflings are all equal in your view. But humanoid monsters, such as orcs and ogres, find little sympathy.

A few months ago, you and your apprentice Bigby discussed taking a more active hand in the preservation of the Balance. You and he decided to form an adventuring group that would act to hinder advances by those who would dominate the Flanaess, regardless of their philosophy. Using your natural charm and diplomacy, you approached several persons and convinced them to join. You now journey to Verbobonc to speak with the mage Tenser about joining the group.

The others in the group so far:

**Robilar** (8<sup>th</sup> level human male fighter): Robilar is known to be friendly and good-natured, but also vengeful and short-tempered when he is angered. You are not sure how he will work out, but he seems to embrace your cause right now. Robilar has a henchman, Quij the orc, who he left in your castle. You are a little nervous.

**Bigby** (7<sup>th</sup> level human male wizard): Your apprentice is quite talented, and you have managed to imbue him with your dedication to the Balance. He follows your lead most of the time, which is just what you want. You are genuinely fond of him, but don't really trust him with all your thoughts (or anyone else, for that matter).

**Rigby** (7<sup>th</sup> level human male cleric of Boccob): Rigby has political aspirations within his church, and sees himself as the wise mentor of his followers. That's okay with you, as long as he is willing to work toward Balance. Religiously, you incline towards Boccob yourself, so it is nice to have the priest in the group.

**Yrag** (8<sup>th</sup> level human male fighter): Yrag is Rigby's friend, almost his assistant. He is cautious, but willing to be friendly and easy to be around. You have to observe him more carefully to learn more about him, as he is the newest member of the group.

**Otis** (7<sup>th</sup> level human male ranger): Otis is not as committed to Balance as the rest of the members, but he is a valiant ally and a friend. You have adventured with him in the past, and his skills complement the rest of the group very well. He sometimes goes alone to perform personal missions, but has agreed to participate with the group when needed.

## Mordenkainen's Spells

### Spells available:

#### Cantrips (prepare 4)

- Arcane Mark
- Dancing Lights
- Daze
- Detect Magic
- Detect Poison
- Disrupt Undead
- Flare
- Ghost Sound
- Light
- Mage Hand
- Mending
- Open/Close
- Prestidigitation
- Ray of Frost
- Read Magic
- Resistance

#### 1st level (prepare 6)

- Alarm
- Animate Rope
- Cause Fear
- Charm Person
- Color Spray
- Comprehend Languages \*
- Detect Undead
- Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Grease
- Hold Portal
- Mage Armor \*
- Magic Missile \*
- Message \*
- Obscuring Mist
- Reduce
- Shield
- Sleep
- Spider Climb
- Summon Monster I
- True Strike

#### 2nd level (prepare 5)

- Alter Self
- Arcane Lock
- Cat's Grace
- Darkvision \*
- Detect Thoughts
- Flaming Sphere
- Fog Cloud
- Hypnotic Pattern
- Invisibility \*
- Knock \*
- Levitate
- Locate Object
- Mirror Image
- Misdirection
- Obscure Object
- Protection from Arrows
- Rope Trick
- See Invisibility
- Spectral Hand
- Summon Monster II
- Web
- Whispering Wind

#### 3rd level (prepare 4)

- Clairaudience/Clairvoyance
- Dispel Magic
- Displacement \*
- Fireball
- Flame Arrow
- Fly
- Gaseous Form
- Gust of Wind
- Halt Undead
- Haste
- Hold Person \*
- Lightning Bolt
- Nondetection
- Phantom Steed
- Sleet Storm
- Stinking Cloud
- Suggestion
- Tongues

#### 4th level (prepare 4)

- Arcane Eye \*
- Confusion
- Dimension Door
- Fear
- Fire Shield
- Fire Trap
- Hallucinatory Terrain
- Ice Storm
- Illusory Wall
- Improved Invisibility
- Locate Creature
- Polymorph Self
- Remove Curse
- Scrying
- Stoneskin
- Summon Monster IV
- Wall of Fire

#### 5th level (prepare 3)

- Cloudkill
- Cone of Cold
- Contact Other Plane \*
- Dismissal
- Feeblemind
- Hold Monster
- Mirage Arcana
- Prying Eyes
- Stone Shape
- Telekinesis
- Teleport \*
- Transmute Mud to Rock
- Transmute Rock to Mud
- Wall of Iron

#### Summon Monster Tables

Summon Monster I  
Celestial Badger  
Celestial Dog

Summon Monster II  
Celestial Eagle  
Formian worker

Summon Monster IV  
Arrowhawk, small  
Giant owl  
Giant eagle  
Celestial Lion (animal)  
Fiendish Dire Wolf  
Tojanida, small  
Xorn, small

There are more creatures that can be summoned, but they are either too evil for your tastes or you simply don't prefer to summon them. Choose from these, as the DM only has stats for these.

# Robilar

Race: Human      Size: Medium      Sex: Male  
 Class: Fighter    Level: 8            Align: LN  
 Height: 6 ft. 3 in.    Weight: 255 lb    Age: 31

Ability	Score	Mod	Saving Throws			
Strength	21	+5		Base	Ability	
Dexterity	16	+3	Type	Total = Save + Mod + Misc		
Constitution	18	+4	Reflex	+3 = +2	+1	
Intelligence	11	+0	Fortitude	+12 = +6	+4	+2
Wisdom	16	+3	Will	+7 = +2	+3	+2
Charisma	16	+3				

Armor	+Armor	+ Shield	+ Dex	+ Size	+ Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
25 = 10	+8	+2	+1	+0	+4

### Hit Points: 80

Armor: +2 *full plate*    Shield: +2 *large steel*    Dex  
 Check Penalty: -8    Speed: 20    Total = Mod + Misc.  
 (max Dex bonus +1 due to armor)    Initiative +1 = +1 + 0

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack = Attack	Mod	Mod	Mod	Attack = Attack	Mod	Mod	Mod
+13/+8 = +8/+3	+5	+0		+9/+4 = +8/+3	+1		

Weapon	Attack	Dmg	Crit	Range	Wt.	Type
+2 <i>bastard sword</i>	+16/+11	2d4+7	17-20/x2	-	10 lb	S
+1 <i>Long bow</i>	+11/+6	1d8+2*	20/x3	100'	3 lb	P

\* with *arrow* +1

Skill Total	=	Ranks	Ability	
			+ Mod	+ Misc
Climb (Str)	+7	= 2	+5	-8
Handle Animal (Ch)	+5	= 2	+3	
Intimidate (Cha)	+5	= 2	+3	
Jump (Str)	+7	= 2	+5	
Ride (Dex)	+9	= 6	+3	
Swim (Str)	+8	= 3	+5	-8
Use Rope (Dex)	+2	= 1	+1	

(Apply armor penalties (-8) when doing these things in armor)

**Languages:** Common, Orcish

### Feats:

Exotic Weapon Prof: Bastard Sword

Weapon Focus: Bastard Sword — +1 attack bonus with bastard sword, included above.

Improved Critical: Bastard Sword — Double threat range for determination of criticals with bastard sword, included above.

Power Attack — On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

**Blind-Fight** — In melee, every time you miss because of concealment, you can reroll this missed check one time to see if you actually hit.

An invisible attacker gets no bonus to hit you in melee. That is, you don't lose your positive Dexterity bonus to AC, and the attacker doesn't get the usual +2 bonus (see Table 9-10: Attack Roll Modifiers). The invisible attacker's bonuses do still apply for missiles, however.

You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

**Sunder** — When you strike at an opponent's weapon, you do not provoke an attack of opportunity.

**Mounted Archery** — The penalty you suffer when using a ranged weapon from horseback are halved:

Mount's Movement	Penalty
Mount taking double move	-2
Mount running (x4 move)	-4

**Iron Will** — +2 to Will saves, included.

**Great Fortitude** — +2 to Fort saves, included.

### Class Abilities:

**Weapon and Armor Proficiency** — You can use all simple and martial weapons, and all armors.

**Magical Items:** +2 *plate mail*, +2 *large steel shield*, +2 *bastard sword*, +1 *long bow*, 10 +1 *arrows*, *boots of levitation* (use *levitation* spell at will)

**Equipment:** Clothing, backpack, flint and steel, sharpening stone, bastard sword, 20 arrows, 3 extra bowstrings, dagger, bedroll, extra boots, 2 waterskins, small tent, hooded lantern, 4 vials lamp oil, 4 weeks' rations, 50 ft. silk rope, grappling hook, 240 gp, 12 cp.

### Roleplaying Information/Background:

Robilar is a grim, black-haired, saturnine man with a brooding countenance, deep-set eyes, and a short goatee. You are a strong man, talkative, and willing to give a gruff welcome to adventurers. It is said that your three greatest loves are adventuring, magic, and information, and this is true. You spend a lot of time in taverns, where information and adventuring are both available.

You are a friendly man, although if moved to violence, you will fight in a direct and brutal fashion, with little regard for fair play or the rules of chivalry. You are also trustworthy when you have pledged your word, something you do not often do. Your companions find you a reliable friend. You fear no man or creature, at least none that you have run into so far.

A year ago, you conquered a band of orcs single-handedly, and one of the orcs, Quij, became your henchman. Quij seems to be blossoming in your service, and except for a cowardly streak that comes out you have no complaints about him.

Your adventures have taken you across the Flanaess, and you have met many wizards in your quest for magic. You find you do not have the patience to study magic yourself, but like to collect the items that wizards create. One wizard, named Mordenkainen, approach you a couple months back about joining an adventuring group he was

forming. He prattled on about Balance and working to prevent anyone from getting the upper hand, but all that meant nothing. To you, the invitation looks like a call to adventures that you cannot pass up.

The others in the group:

**Mordenkainen** (10<sup>th</sup> level human male wizard): The apparent leader of your group, this mage worries too much about the state of the world, and not enough about his own happiness. Then again, maybe the state of the world is what makes him happy. He seems too concerned in lofty principles for you. You left Quij to take care of Mordenkainen's castle, and the thought of your servant there makes you chuckle.

**Bigby** (7<sup>th</sup> level human male wizard): This wizard is Mordenkainen's apprentice, and seems to be following in his master's footsteps. He is gaunt and thin, and seems to like himself that way. He pushes himself and does not eat properly, almost as if he were a monk. He follows Mordenkainen's lead, so you know that he will support his master in big decisions.

**Riggby** (7<sup>th</sup> level cleric of Boccob): You've got to love a group with two wizards and a priest of the god of magic in it. Riggby has dreams of grandeur, though, and is somewhat overbearing in his "care" for your soul. If he does not back off a little, you'll get really angry. That would not bode well for the group's survival.

**Yrag** (8<sup>th</sup> level human male fighter): This cautious man fights in the two-weapon style that you do not favor. He always thinks a plan through to the last detail, and never seems comfortable around strangers (including you). He is most comfortable with Riggby.

**Otis** (7<sup>th</sup> level human male ranger): Otis is a reserved young man who prefers the woods to the city, and the rough life to the easy one. That's okay with you; you do just as well in the woods as in the city. You prefer the city because of your life interests, but Otis won't out-do you in any of this woodsy stuff. He seems a competent fighter, also in the two-weapon style. He is better than Yrag at basic fighting, but Yrag has some flashy moves. You know little about Otis himself, and expect that you will learn more as the group adventures.

# Bigby the Mage

Race: Human      Size: Medium      Sex: Male  
 Class: Wizard      Level: 7      Align: Neutral  
 Height: 5 ft. 11 in.      Weight: 149 lb      Age: 28

Ability	Score	Mod	Saving Throws		
Strength	8	-1		Base	Ability
Dexterity	17	+3	Type	Total = Save + Mod + Misc	
Constitution	15	+2	Reflex	+5 = +2	+3
Intelligence	18	+4	Fortitude	+4 = +2	+2
Wisdom	14	+2	Will	+7 = +5	+2
Charisma	12	+1			

Armor	+Armor	+ Shield	+ Dex	+ Size	+ Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
16 = 10	+ 0	+0	+ 3	+ 0	+3

### Hit Points: 31

Armor Type: None	Shield: None	Dex	
Check Penalty: 0	Speed: 30'	Total = Mod + Misc.	
	<b>Initiative</b>	+7 = +3	+ 4

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+2 =	+3	-1	+0	+6 =	+3	+3	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
+2 <i>q-staff</i>	+4	1d6+1	20/x2	—	4 lb	B
Crossbow, lt	+7	1d8	19-20/x2	80'	6 lb	P

With masterwork bolts

Skill Total	=	Ranks	Ability
			+ Mod + Misc
Concentration (Con)	+10	= 8	+2
Craft-wood (Int)	+6	= 2	+4
Knowledge (Int)	+12	= 8	+4
Arcana			
Knowledge (Int)	+9	= 5	+4
City of Greyhawk			
Knowledge (Int)	+9	= 5	+4
Architecture			
Search (Int)	+6	= 2	+4
Sense Motive (Wis)	+5	= 3	+2
Spellcraft (Int)	+12	= 8	+4
Spot (Wis)	+4	= 2	+2

**Languages:** Common, Draconic, Elven

### Feats:

Enlarge Spell — An enlarged spell has its range doubled. You must prepare spells as enlarged, and you have to prepare them at one level higher than they normally would be (so to prepare an enlarged *magic missile*, you prepare it using a 2<sup>nd</sup> level spell slot).

Craft Wand — You know how to make wands. You won't be able to make any on this adventure.

Improved Initiative — +4 to Initiative, included above.

Empower Spell — All variable, numeric effects of an empowered spell are increased by one-half. You must prepare spells as empowered, and you have to prepare them at two levels higher than they normally would be (so to prepare an empowered *magic missile*, you prepare it using a 3<sup>rd</sup> level spell slot).

Scribe Scroll — You can create a scroll of any spell that you know. You won't get to make any in this adventure, however.

### Class Abilities:

Summon Familiar — You can summon and bind a familiar. You do not have a familiar at this time, nor do you really want one.

Arcane Spells — You prepare a number of spells per day from a list and cast them. Your spell list is below. You get one bonus spell per level for levels 1-3, included in the totals below.

Difficulty Class to save vs your spells = 13 + spell level

**Magical Items:** +3 *bracers of armor*, +2 *quarterstaff*, *boots of striding and springing* (double movement, +4 dodge bonus when moving into or out of a threatened area, leap with +10 bonus to checks, leaps not limited by height), *wand of fireballs* (24 chgs, each casts *fireball* at 5<sup>th</sup> level)

**Equipment:** Clothing, spell components for your spells (five castings of each), light crossbow, 2 extra bowstrings, 24 masterwork bolts (non-magical +1 to hit), backpack, two weeks' rations, bedroll, extra clothing, small tent, empty sack, sewing needle and thread, bar soap, waterskin, magnifying glass, 6 caltrops, 75 gp, 18 pp, 1 gem worth 200 gp, 1 gem worth 50 gp, 13 sp.

### Roleplaying Information/Background:

Bigby hails from the Great Kingdom, where you were born in the town of Oldridge. Your features are Oeridian, with light brown hair and dark brown eyes. Your skin is pale, and your exceedingly picky diet has resulted in an almost unhealthy gauntness.

Early in life, your travels found you in the Wild Coast, where you eventually gained the notice of Mordenkainen. Together, the pair of you have adventured along the shores of the Sea of Gearmat, from Hardby to Highport. You are a member of Aerdy's House Cranden, and rumors have long placed Mordenkainen as a distant scion of the same bloodline. Mordenkainen is your mentor in magic as well, and for these reasons you and he have a close friendship.

You have a shy, ascetic nature, and think everything out with great care before acting. "I think we should be very careful about what we're going to do," is your pet phrase. You are also rather puritanical, eschewing all pleasures of the flesh, and can appear carping and nitpicking. Those who know you well see your wry sense of humor and relaxed smile when you feel secure. You covet defensive magic.

Mordenkainen's hands-on approach to training has served you well, and you are a competent wizard. When you are not sure what to think, you follow Mordenkainen's lead, but if his opinion differs from yours you are not afraid to tell him. He listens, and seems to like that you are not just a shadow of himself.

The other members of the group:

**Mordenkainen** (10<sup>th</sup> level human male wizard): Your mentor is very concerned with the state of the world, and after hearing him discuss it for hours you agree that the world needs help. You are not sure how much a single adventuring group can accomplish, but the adventures should teach you a lot, and every little bit helps. Mordenkainen himself seems occasionally to be keeping something back from you, but you know he'll tell you when he has thought out his position. You like your mentor, and are glad to have a close relationship with someone who is teaching you so much about magic.

**Robilar** (8<sup>th</sup> level human male fighter): This grim man is well known as a fighter of skill, but also as a quick-tempered man who you should not cross. Not that you plan to cross him, but you want to watch yourself around him. He seems to love adventure, which is good, and magic.

**Rigby** (7<sup>th</sup> level human male cleric of Boccob): This cleric is like Mordenkainen in many ways. He has strong personal convictions, and believes that others should share them. However, while Mordenkainen will work in the background to accomplish some end, Rigby is more straightforward. He really believes that he is the best spiritual guide that anyone can have, and that the church's power shows the power of the god. But you can put up with his overbearing ways.

**Yrag** (8<sup>th</sup> level human male fighter): You don't know much about Rigby's assistant, Yrag. The man fights well, and is very cautious like you are. Other than that, for all you know the man might be a fiend in disguise. You will watch him carefully.

**Otis** (7<sup>th</sup> level human male ranger): You remember Otis from a couple years ago, when you, he, and Mordenkainen worked to stop an uprising of orcs along the Pomarj/Celene border. Otis is a friendly if reserved man, caring more for the woods than the rest of the Flanaess. You are surprised that Mordenkainen asked him to be part of the group. Maybe there is something hidden in him that you have not seen yet.

## Bigby's Spells

### Spells available:

#### Cantrips (prepare 4)

- Arcane Mark
- Dancing Lights
- Daze
- Detect Magic
- Detect Poison
- Disrupt Undead
- Flare
- Ghost Sound
- Light
- Mage Hand
- Mending
- Open/Close
- Prestidigitation
- Ray of Frost
- Read Magic
- Resistance

#### 1st level (prepare 5)

- Animate Rope
- Alarm
- Color Spray
- Comprehend Languages
- Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Identify
- Jump
- Mage Armor
- Magic Missile
- Message
- Mount
- Protection from Chaos
- Protection from Evil
- Reduce
- Shocking Grasp
- Silent Image
- Shield
- Sleep
- Spider Climb
- Unseen Servant

#### 2nd level (prepare 4)

- Alter Self
- Blindness/Deafness
- Blur
- Darkness
- Darkvision
- Fog Cloud
- Ghoul Touch
- Glitterdust
- Invisibility
- Knock
- Locate Object
- Magic Mouth
- Mirror Image
- Obscure Object
- Protection from Arrows.
- See Invisibility
- Scare
- Shatter
- Spectral Hand
- Web

#### 3rd level (prepare 3)

- Blink
- Clairaudience/Clairvoyance
- Dispel Magic
- Displacement
- Fly
- Gentle Repose
- Gust of Wind
- Haste
- Hold Person
- Lightning Bolt
- Major Image
- Sleet Storm
- Slow
- Stinking Cloud
- Suggestion
- Tongues
- Vampiric Touch

#### 4th level (prepare 2)

- Arcane Eye
- Charm Monster
- Confusion
- Dimension Door
- Emotion
- Fear
- Fire Shield
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Remove Curse
- Solid Fog
- Shout
- Stoneskin

# Rigby the (almost) Patriarch

Race: Human      Size: Medium      Sex: Male  
 Class: Cleric      Level: 7      Align: N  
 Height: 5 ft. 11 in.      Weight: 175 lb      Age: 30  
 Deity: Boccob, God of Magic

Ability	Score	Mod	Saving Throws				
Strength	12	+1	Base Ability				
Dexterity	15	+2	Type	Total =	Save +	Mod +	Misc
Constitution	15	+2	Reflex	+5 =	+2	+1	+2
Intelligence	13	+1	Fortitude	+7 =	+5	+2	
Wisdom	17	+3	Will	+8 =	+5	+3	
Charisma	16	+3					

Armor	+Armor	+ Shield	+ Dex	+ Size	+ Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
21 = 10	+6	+2	+1	+0	+2

### Hit Points: 37

Armor Type: +1 *banded*      Shield: Large steel      Dex  
 Check Penalty: -8      Speed: 20'      Total = Mod + Misc.  
 (max Dex bonus +1 due to armor)      **Initiative** +5 = +1 +4

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+6 =	+5	+1	+0	+6 =	+5	+1	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
<i>Rod Python</i>	+8	1d6+3	20/x2	—	10 lb.	B
Crossbow, lt	+7	1d8	19-20/x2	80'	6 lb	P

with masterwork bolts

Skill Total	=	Ranks	Ability	
			+ Mod	+ Misc
Concentration (Con)	+8	= 6	+2	
Diplomacy (Cha)	+11	= 8	+3	
Heal (Wis)	+9	= 6	+3	
Intimidate (Cha)	+4	= 1	+3	
Knowledge (Int)	+5	= 4	+1	
Religion				
Knowledge (Int)	+5	= 4	+1	
Arcana				
Spellcraft (Int)	+9	= 8	+1	

**Languages:** Common, Celestial, Infernal

### Feats:

Combat Casting — +4 bonus to Concentration checks made to cast a spell while on the defensive  
 Lightning Reflexes — +2 to Ref saves, included above.  
 Improved Initiative — +4 to Initiative, included above.  
 Point Blank Shot — You get a +1 bonus to attack and damage rolls with missile weapons at ranges of up to 30 feet. Not included above.

### Class Abilities:

Turn Undead: You can turn undead 6 times per day total. You turn the closes ones first. When there are undead of multiple HD, you turn all the lowest HD ones first, and work your way up until you have turned all the HD you can for that attempt.

Roll on table below to see if you turn the undead

Check	Max Hit Dice Affected	Check	Max Hit Dice Affected
Up to 0	3	13–15	8
1–3	4	16–18	9
4–6	5	19–21	10
7–9	6	22+	11
10–12	7		

If you turn the HD that the undead are, roll 2d6+10 to see how many HD you actually turn (if there is one undead and you don't roll enough HD to match its HD, it is not turned).

Divine Spells — You prepare a number of spells per day from a list and cast them. Your spell list is below. You get one bonus spell per level for levels 1-3, included in the totals below.

Spell spheres — your spheres are Knowledge and Magic. You get two granted powers and can prepare one sphere spell per level per day in addition to your regular cleric spells.

Knowledge Sphere granted power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Magic Sphere granted power: Use scrolls, wands, and other devices with spell completion or magic word activation as a wizard of one-half your cleric level (at least 1st level).

Difficulty Class to save vs your spells = 13 + spell level

Can convert a spell of any level into a cure wounds spell of the same level at any time.

**Magical Items:** +1 *banded mail*, +1 *large steel shield*, *rod of the python*:

These rods are longer than normal rods—about 4 feet long, weighing 10 pounds. They strike as +2 magical quarterstaves. If the user throws the rod to the ground, it grows from its 6-foot length, becoming a constrictor snake, 25 feet long (See MM). This happens in one round. The python will return to its owner upon command. If it is destroyed while in snake form, the rod returns to its normal form and cannot be used again for 3 days. Though this item normally only works for those of Good alignment, Boccob lets it work in your hands to further his cause. If you were ever to turn from his church, the *rod* would stop working for you.

**Equipment:** Clothing, holy symbol of Boccob, prayerbook, 4 vials holy water, healer's kit (10 uses, add +2 circumstance bonus to healing checks when using the kit), light crossbow, extra bowstring, 24 masterwork bolts (non-magical +1 to hit), masterwork hammer (non-magical +1 to hit), tent, three weeks' rations, backpack, bedroll, waterskin, 12 pitons, book on esoteric magic theory (to pass the time), 89 gp, 24 sp, 4 gems worth 75 gp each, 33 pp.

### Boccob

The god of magic, Boccob (BOCK-obb), is neutral. His titles include the Uncaring, Lord of All Magics, and Archmage of the Deities. Boccob is a distant deity who promotes no special agenda in the world of

mortals. As a god of magic and knowledge, he is worshiped by wizards, sorcerers, and sages. The quarterstaff is his favored weapon.

### **Roleplaying Information/Background:**

Rigby dresses in light brown robes, with armor underneath. Your eyes are nut brown, your hair black, and your opinions are short and to the point (“Convert, or else!”). You don’t waste words with anyone. You are serving in a small church as the assistant high priest, and hope soon to rise to high priest. You do not care what temple Boccob sends you to, provided you are the leader of it. You believe that spirituality should be maintained through temporal power, and you seek temporal power to enforce spirituality. You are accustomed to the diplomacy and force required to hold diverse interests together in one church, especially such diverse interests as follow the god of magic.

You have always aspired to guide the way of others, all for their own benefit, and so where you think your powers will best help others is where you go. You lead by example, and can be overbearing when you think that someone needs guidance, but you carry your weight in battle. No one has complained of your dedication or your reliability.

The others in the group:

**Mordenkainen** (10<sup>th</sup> level human male wizard): The leader of the group, Mordenkainen has the same idea about how things should be that you do; one should impose one’s will on others when it is to their benefit. He is a powerful wizard by reputation, but there is something shifty about him that you don’t quite trust.

**Robilar** (8<sup>th</sup> level human male fighter): Tough in a fight, Robilar is destined to be someone’s chief warrior rather than the master. He has joined because he loves adventure, and that is fine. Too many strong wills in the group would bode ill for continued success.

**Bigby** (7<sup>th</sup> level human male wizard): Mordenkainen’s apprentice, and following him in every way. Bigby is more cautious, and more aesthetic, but he’ll turn into another Mordenkainen in a few years.

**Yrag** (8<sup>th</sup> level human male fighter): Yrag follows you and does what you ask, and does not question your agenda. He is a good friend and reliable in a crisis.

**Otis** (7<sup>th</sup> level human male ranger): This ranger won’t stay in the group long. He is too independent to work in a team consistently. You respect his skills and prowess, and really like him, but don’t spend too much time with him. He is ready to help at all times, but does not care for the more advanced philosophies of Mordenkainen or yourself.



## Rigby's Spells

Prepare one domain spell per level in addition to the standard cleric ones. You have two domains to choose from.

### Spells available:

#### Orisons (memorize 6)

- Create Water
- Cure Minor Wounds
- Detect Magic
- Detect Poison
- Guidance
- Inflict Minor Wounds
- Light
- Mending
- Purify Food and Drink
- Read Magic
- Resistance
- Virtue

#### 1st level (memorize 5)

- Bane
- Bless
- Bless Water
- Cause Fear
- Command
- Comprehend Languages
- Cure Light Wounds
- Curse Water
- Deathwatch
- Detect Chaos
- Detect Evil
- Detect Good
- Detect Law
- Detect Undead
- Divine Favor
- Doom
- Endure Elements
- Entropic Shield
- Inflict Light Wounds
- Invisibility to Undead
- Magic Weapon
- Obscuring Mist
- Protection from Chaos
- Protection from Evil
- Protection from Law
- Random Action
- Remove Fear
- Sanctuary
- Shield of Faith
- Summon Monster I

#### 2nd level (memorize 4)

- Aid
- Animal Messenger
- Augury
- Bull's Strength
- Calm Emotions.
- Consecrate
- Cure Moderate Wounds
- Darkness
- Death Knell
- Desecrate
- Endurance
- Enthral
- Find Traps
- Gentle Repose
- Hold Person
- Inflict Moderate Wounds
- Lesser Restoration
- Make Whole
- Remove Paralysis
- Resist Elements
- Shatter
- Shield Other
- Silence
- Sound Burst
- Speak with Animals
- Spiritual Weapon
- Summon Monster II
- Undetectable Alignment
- Zone of Truth

#### Knowledge Domain Spells

- 1 Detect Secret Doors
- 2 Detect Thoughts
- 3 Clairaudience/Clairvoyance
- 4 Divination

#### Magic Domain Spells

- 1 Undetectable Aura
- 2 Identify
- 3 Dispel Magic
- 4 Imbue with Spell Ability

#### 3rd level (memorize 3)

- Animate Dead
- Bestow Curse
- Blindness/Deafness.
- Contagion
- Continual Flame
- Create Food and Water
- Cure Serious Wounds
- Daylight
- Deeper Darkness
- Dispel Magic
- Glyph of Warding
- Helping Hand
- Inflict Serious Wounds
- Invisibility Purge
- Locate Object
- Magic Circle against Chaos
- Magic Circle against Evil
- Magic Circle against Good
- Magic Circle against Law
- Magic Vestment
- Meld into Stone
- Negative Plane Protection
- Obscure Object
- Prayer
- Protection from Elements
- Remove Blindness/Deafness
- Remove Curse
- Remove Disease
- Searing Light
- Speak with Dead
- Speak with Plants
- Stone Shape
- Summon Monster III
- Water Breathing
- Water Walk
- Wind Wall

#### 4th level (memorize 1)

- Air Walk
- Control Water
- Cure Critical Wounds
- Death Ward
- Dimensional Anchor
- Discern Lies
- Dismissal
- Divination.
- Divine Power
- Freedom of Movement
- Greater Magic Weapon
- Imbue with Spell Ability
- Inflict Critical Wounds
- Lesser Planar Ally
- Neutralize Poison
- Poison
- Repel Vermin
- Restoration
- Sending
- Spell Immunity
- Status
- Summon Monster IV
- Tongues

#### Summon Monster Spells

You only summon these creatures.

- Summon Monster I
  - Celestial badger
- Summon Monster II
  - Formian Worker
  - Fiendish shark
- Summon Monster III
  - Elemental, small
  - Thoqqua
- Summon Monster IV
  - Tojanida, small
  - Xorn, small
  - Arrowhawk, small

# Yrag

Race: Human      Size: Medium      Sex: Male  
 Class: Fighter      Level: 8      Align: LN  
 Height: 6 ft. 1 in.      Weight: 225 lb      Age: 175 (looks 30)

Ability	Score	Mod	Saving Throws		
			Type	Total = Save + Mod + Misc	
Strength	19	+4			Base Ability
Dexterity	17	+3	Reflex	+5 = +2 +3	
Constitution	16	+3	Fortitude	+9 = +6 +3	
Intelligence	14	+2	Will	+4 = +2 +2	
Wisdom	14	+2			
Charisma	17	+3			

Armor Class	+Armor	+ Shield	+ Dex	+ Size	+ Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
21 = 10	+4	+2	+3	+0	+2

### Hit Points: 70

Armor: chain shirt      Shield: +2 *large steel*      Dex  
 Check Penalty: -2      Speed: 30'      Total = Mod + Misc.  
**Initiative** +7 = +3 + 4

Melee Attack	Base	+ Str	+ Size	Ranged Attack	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+12/+7 =	+8/+3	+4	+0	+11/+6 =	+8/+3	+3	

Weapon	Attack	Dmg	Crit	Range	Wt.	Type
+1 <i>longsword</i>	+14/+9	1d8+7	19-20/x2	-	4 lb	S
two-weapon	+12/+7	1d8+7	19-20/x2	-	4 lb	S
M-work dagger	+12/+7	1d4+4	19-20/x2	10'	1 lb	P
Off-hand	+6	1d4+2	19-20/x2	10'	1 lb	P

You fight with two weapons, long sword and short sword. Use the two-weapon and off-hand lines above, which include all the modifications.

Skill Total	=	Ranks	Ability	
			+ Mod	+ Misc
Climb (Str)	+6	= 2	+4	-2
Disable Device (Dex)	+6	= 4	+2	
Hide (Dex)	+7	= 4	+3	
Move Silently (Dex)	+7	= 4	+3	-2
Ride (Dex)	+10	= 7	+3	-2
Search (Int)	+4	= 2	+2	
Spot (Wis)	+4	= 2	+2	

(Apply armor penalties (-2) when doing these things in armor)

**Languages:** Common, Elven

### Feats:

Weapon Focus: Longsword — +1 attack bonus, included above.  
 Weapon Specialization: Longsword — +2 damage, included above.  
 Improved Initiative — +4 initiative, included above.  
 Expertise — When you use the attack action or full attack action in melee, you can take a penalty of up to -5 on your attack and add the same number (up to +5) to your Armor Class. The changes to attack rolls and AC last until your next action. The bonus to your AC is a dodge bonus.

**Dodge** — During your action, you designate an opponent and receive a +1 dodge bonus to AC vs. attacks from that opponent. You can select a new opponent on any action. Note: A condition that makes you lose your positive Dexterity bonus to AC (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other.

**Mobility** — You get a +4 dodge bonus to AC versus attacks of opportunity caused when you move out of or within a threatened area.

**Spring Attack** — When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack.

**Whirlwind Attack** — When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at full base attack bonus against every opponent within 5 feet.

**Two-weapon Fighting** — Your penalties for fighting with two weapons are reduced by 2.

### Class Abilities:

Weapon and Armor Proficiency — You can use all simple and martial weapons, and all armors.

### Magical Items:

+2 *large steel shield*, *potion of strength* (adds 1d4+1 Str for 3 turns), +1 *long sword flame tongue* (does additional 1d6 hp fire damage with each hit, does 3d6 hp fire damage on a crit)

**Equipment:** Clothing, chain shirt, 3 masterwork daggers (non-magical +1 bonus to hit), backpack, bedroll, two weeks' rations, holy symbol of Boccob, cooking pots, 2 waterskins, flint and steel, small lantern, 2 vials lamp oil, 2 flasks acid, spyglass, 12 sheets paper, quill and 1 vial ink, 50 ft. silk rope, 12 pitons, small hammer, empty sack, soap, sewing needle and thread, small tent, 1 set manacles with key, 100 gp, 32 sp, 55 pp.

### Roleplaying Information/Background:

Yrag appears as a stout and hardy man, with flaxen hair. You normally dress in gray and green robes, which cover your chain shirt. The chief trait you are known for is caution; you do not commit yourself to a venture unless people you trust will be accompanying you. You consider things carefully before acting, and like to have a backup plan or three in place. On the other hand, you don't plan your life out very far in advance, and go where the winds take you. Your fighting style is flamboyant and yet graceful; you rely on speed rather than strength when you can.

Even you don't know where you are from, but you believe that you are very old. It is rumored that you are related to Zagig Yagrene, the most famous mayor of Greyhawk City in recent times. You believe that this is true. You have wandered the Flanaess for years, finally settling where your friend Riggby had his post in the church of Boccob. You do not follow gods, though you believe in them, and you do say the occasional prayer to Zagig Yagrene, your relative.

You like the more flamboyant style of fighting, preferring to use movement to your advantage when possible. You are strong enough and

big enough to wade into foes when necessary, but that kind of fighting leaves little room for backup plans and other options.

The others in the group:

**Mordenkainen** (10<sup>th</sup> level human male wizard): The leader of the group, and the reason for its existence. You don't really trust this man, who always looks to be plotting something. You are sure that he would be an effective villainous mastermind if his philosophies lied in that direction. As it is, you are willing to adventure with him and learn about the world from him, but you will try to keep him at arm's length.

**Robilar** (8<sup>th</sup> level human male fighter): This man is large and strong and a little forbidding-looking. His expression is always grim, even when enjoying himself and smiling. You are not sure how he manages this, but he does. He is quick-tempered, and you think that will be his undoing someday. He could use with more forethought. He is a strong fighter in the style you do not prefer; he wades into foes all the time. But better to have him in the group than against the group.

**Bigby** (7<sup>th</sup> level human male wizard): Mordenkainen's apprentice is gaunt and thin, and looks like a monk with his robes. He does not fight like one, though. He is a decent spellslinger, and Mordenkainen is training him well. You are not sure you could get close to him. The only thing you like about him is that he is just as cautious as you are, and so when plans are discussed you know you have an ally when it comes to being thorough and careful.

**Riggby** (7<sup>th</sup> level human male cleric of Boccob): Your closest friend, probably in all the world, is this forthright, overbearing priest. His preoccupation with power in the church distresses you, but otherwise you could not like anyone more. You are not sure why you like him so much, though. Perhaps the attraction of opposites; he is not cautious, he overbears others, he insists on his own way. He and Mordenkainen won't get along, you think.

**Otis** (7<sup>th</sup> level human male ranger): You don't know anything about this young man. He seems capable and friendly, but you have not spent any time with him in the month or two you have been part of the group. He seems remote, too.

# Otis

Race: Human      Size: Medium      Sex: Male  
 Class: Ranger      Level: 7      Align: NG  
 Height: 5 ft. 7 in.      Weight: 170 lb      Age: 26

Ability	Score	Mod	Saving Throws				
			Type	Total =	Save +	Mod +	Misc
Strength	18	+4					
Dexterity	17	+3	Reflex	+6 =	+2	+3	+1
Constitution	18	+4	Fortitude	+9 =	+5	+3	+1
Intelligence	15	+2	Will	+6 =	+2	+3	+1
Wisdom	15	+2					
Charisma	13	+2					

Armor	+Armor	+ Shield	+ Dex	+ Size	+ Magic
Class = 10	Mod	Mod	Mod	Mod	Mod
18 = 10	+2	+0	+3	+0	+3

### Hit Points: 67

Armor: leather armor      Shield: none      Dex  
 Check Penalty: -0      Speed: 30'      Total = Mod + Misc.  
**Initiative** +3 = +3 + 0

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+10/+5 =	+7/+2	+3	+0	+10/+5 =	+7/+2	+3	

Weapon	Attack	Dmg	Crit	Range	Wt.	Type
+1 longsword	+11/+6	1d8+4	19-20/x2	-	4 lb	S
two-weapon	+9/+4	1d8+4	19-20/x2	-	4 lb	S
Short sword	+11/+6	1d4+3	19-20/x2	-	1 lb	P
Off-hand	+9	1d4+1	19-20/x2	-	1 lb	P
+1 mighty longbow+12/+7 with masterwork arrows		1d8+3	20/x3	110 ft.	3 lb.	P

You fight with two weapons, long sword and short sword. Use the two-weapon and off-hand lines above, which include all the modifications.

Skill Total	Ability		
	=	Ranks	+ Mod + Misc
Animal Empathy (Cha)	+7 =	6	+1
Handle Animal (Cha)	+5 =	4	+1
Heal (Wis)	+5 =	2	+3
Hide (Dex)	+5 =	2	+3
Intuit Direction (Wis)	+9 =	6	+3
Knowledge—nature (Int)	+10 =	8	+2
Move Silently (Dex)	+10 =	8	+2
Search (Int)	+6 =	4	+2
Spot (Wis)	+11 =	8	+3
Sense Motive (Wis)	+5 =	2	+3
Use Rope (Dex)	+5 =	2	+3
Wilderness Lore (Wis)	+11 =	8	+3

**Languages:** Common, Elven, Orc

### Feats:

Combat Reflexes — You may make 4 attacks of opportunity per round instead of the 1 that anyone is allowed.

Point Blank Shot — +1 to attack and damage with ranged weapons at ranges up to 30 ft.

Quick Draw— May draw a weapon as a free action rather than as a move-equivalent action.

Rapid Shot — Can make one extra ranged attack per round, but all ranged attacks suffer -2 to attack. This requires a full attack action.

Track — Make Wilderness Lore skill checks to follow tracks. Condition modifiers apply. If you lose the track, you can retry after one hour (outside) or 10 minutes (indoors) of searching.

### Class Abilities:

Weapon and Armor Proficiency — You can use all simple and martial weapons, and light armor.

Two-weapon Fighting — In light armor, you can fight with two weapons as if you had the Ambidexterity and Two-weapon Fighting feats (which you don't actually have). Total penalties are listed under the weapon table.

Favored Enemy — You have two favored enemy types.

Against **magical beasts**, you receive +2 to Bluff, Listen, Sense Motive, and Wilderness Lore skill checks when used against these creatures. You get +2 to damage with melee weapons, and with ranged weapons to range of 30 ft.

Against **giants**, you receive +1 to Bluff, Listen, Sense Motive, and Wilderness Lore skill checks when used against these creatures. You get +1 to damage with melee weapons, and with ranged weapons to range of 30 ft.

Spells — You can cast two 1<sup>st</sup>-level ranger spells. Save DC versus your spells is 13 + spell level, and you cast spells as if a 3<sup>rd</sup> level caster.

### Spell List

— Alarm	— Magic Fang
— Animal Friendship	— Pass Without Trace
— Delay Poison	— Read Magic
— Detect Animals or Plants	— Resist Elements
— Detect Snares and Pits	— Speak with Animals
— Entangle	— Summon Nature's Ally I

Animals you prefer to summon using *summon nature's ally I*:

**Badger:** Tiny Animal; HD 1d8+2; hp 6; Init +4 (Dex); Spd 20 ft, burrow 10 ft.; AC 16 (+2 size, +4 Dex); Atks +4 melee (1d2+2 [x2], claws), -1 melee (1d3+1, bite); Face/Reach 2.5 ft. x 2.5 ft./0 ft.; SA rage; SQ scent; AL N; SV Fort +4, Ref +6, Will +1.

Str 14, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

*Skills:* Escape Artist +8, Listen +4, Spot +4.

SA—Rage: If the badger takes damage, it rages until it or its opponent is dead. Rage grants +2 Str (+1 attack and damage), +2 Con (+1 hit point), -2 AC.

SQ—Scent: Badger can locate creatures by scent. If it takes a round it can pinpoint the location of any creature within 30 ft.

**Hawk:** Tiny Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 10 ft, fly 60 ft.; AC 17 (+2 size, +3 Dex, +2 natural); Atks +5 melee (1d4-2, claws); Face/Reach 2.5 ft. x 2.5 ft./0 ft.; AL N; SV Fort +2, Ref +5, Will +2.

Str 6, Dex 17, Con 10, Int 2, Wis 12, Cha 6.

*Skills:* Listen +6, Spot +6 (+14 in daylight).

### **Magical Items:**

+2 *leather armor*, +1 *longsword*, +1 *mighty* (+3) *shock longbow* (imbues arrows with electrical shock which does +1d6 damage, does not multiply in crits), +1 *amulet of natural armor*, +1 *cloak of resistance* (adds to saves only), *potion of spider climb*, *potion of cure serious wounds*, *potion of cure moderate wounds*

**Equipment:** Clothing, masterwork shortsword (non-magical +1 to attack), 30 masterwork arrows in quiver, backpack, 2 vials antitoxin (+2 competence bonus to saves vs secondary effects of poison if ingested), bedroll, flint and steel, 50 ft. silk rope, whetstone, bell, 50 ft. thin string, three 3 weeks' rations, empty sack, belt pouch, waterskin, knife, small hammer, aluminum pot (very valuable, perhaps 3,000 gp, but very light), small steel mirror, spyglass, sunrod (hit end against a hard surface and it light up at 30-ft. radius for six hours, then burns out).

### **Roleplaying Information/Background:**

Otis hails from the village of Hommlet, in the Kron Hills south of Verbobonc; you grew up the eldest son of simple farming folk, who taught you to respect the land and others. When you were very young, you became lost while camping in the Gnarley Forest. You became fast friends with the elves who rescued you, returning often to learn of the woods and what they had to teach you. Eventually, you learned to be a ranger from those elves, and advanced in the ranks of the Gnarley Rangers faster than any of your peers. The elves solitary, chaotic nature appealed to you, and you still consider more elves your friends than humans. Four years ago, you left Hommlet and the Gnarley to see more of the world, and ran into many adventures in that time.

Reserved in front of humans, you are nonetheless friendly when drawn out. You are not garrulous, but you can maintain a conversation. You like listening, though; the elves taught you that listening was more important than speaking. The motivations of others are revealed in their words, and the person who is sensitive to that goes far.

Though you carry such equipment as you think you need, you are equally ready to rely on your own skills. Others have called you independent, and that is what you are. You like being that way. When you feel a personal quest is necessary, you bravely set off by yourself to accomplish it, not really needing others most of the time. You have run from your share of monsters when alone, but you have survived, and usually prevailed in the end.

A year or two ago, a wizard named Mordenkainen and his apprentice Bigby helped you defeat a band of trolls near Hommlet, and you remember them as good allies. When Mordenkainen asked you to join his adventuring group, you agreed. It will be a chance to practice working with a team.

The others in the group:

**Mordenkainen** (10<sup>th</sup> level human male wizard): This man is fueled by ambition, and you know that he will one day be a great archmage. Though you consider him a friend, that thought troubles you, as you are not sure if he will use his powers to benefit others, or to benefit himself. Mordenkainen, you are certain, operates under a very clear agenda. He has strong beliefs that the Balance of power in the world must be maintained actively, and that this adventuring group was the tool to do it. You don't like being used as a "tool," even if it means ridding the Wild Coast and Gnarley Forest of evil creatures. Your continued support of Mordenkainen

as leader of the group will cease the moment his concept of "Balance" tips to the side of evil.

**Robilar** (8<sup>th</sup> level human male fighter): This brash warrior seems more at home in a tavern, despite his efforts to appear as woods-wise and capable as yourself. He likes his fun, though, and can be very entertaining when he tells of some adventure or other. Usually he figures prominently in these stories. Still, Robilar has a disturbing mean streak that might get the better of him some day.

**Bigby** (7<sup>th</sup> level human male wizard): Gaunt and monk-like, Bigby seems to push himself way beyond what is reasonable. You know that he is not trying to impress Mordenkainen, as the master is well pleased with his student. So you think there is something in his past which drives him. That could be dangerous, and you hope that when his past catches up with him that he is prepared (or the whole group could suffer). He is capable as a wizard, and seems to be more adept at strategic use of magic (especially defensive magic) than other wizards you have met.

**Rigby** (7<sup>th</sup> level human male cleric of Boccob): You stay clear of this priest, though you try to appear not to. He is overbearing and proud and sure that he is right, all the things you find distasteful in civilization. He should go far in his church, and his heart is in the right place.

**Yrag** (8<sup>th</sup> level human male fighter): This cautious man is good to have around, because he always plans for alternate contingencies. The elves taught you that things don't work out according to the first plan more often than not, but you have not mastered the idea of considering backups and consequences the way you should. Watching Yrag, you hope to learn more. He is otherwise friendly, but you don't know much about him. He is a close friend of Rigby, and does not seem to open up to anyone else in the group.