



A **Judges Guild** Wilderlands Adventure

RETURN TO THE LOST TEMPLE

GenCon 2005: Pregenerated Characters

Attached are the full stat block entries for each of the pregenerated characters. Each one a fully optimized PC capable of getting the job done! 100% certified for playing in Necromancer Games adventures. Many of the PCs were taken from or inspired by fan submissions or posts to our message boards. All of them were reviewed, modified, tweaked, twisted and pimped out by v3.5 rules guru, Scott Greene.

FIERNEK THE DEATH BRINGER

12th-Level Human Fighter

LN Medium Humanoid

Init +5

Senses Listen +1, Spot +1

Languages Common, Skandik, Tharbrian

AC 25 (+1 Dex, +12 +4 *glamered full plate*, +2 *ring*), touch 13, flat-footed 24

hp 106 (12 HD)

Saves Fort +13, Ref +7, Will +7

Spd 20 ft. in armor (4 squares); base speed 30 ft.

Melee +2 *shocking adamantine scythe* +22/+17/+12 melee (2d4+14 plus 1d6 electricity, 19–20/x4)

Ranged masterwork composite longbow +14/+9/+4 ranged (1d8+6, crit x3, range 110 ft.)

BAB/Grp +12/+18

Abilities Str 22, Dex 13, Con 16, Int 10, Wis 13, Cha 8

Feats Cleave, Dodge, Great Cleave, Greater Weapon Focus (scythe), Greater Weapon Specialization (scythe), Improved Critical (scythe), Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Balance -5, Climb +7, Escape Artist -5, Hide -5, Intimidate +12, Jump +13, Listen +1, Move Silently -5, Search +5, Speak Language, Spot +1, Survival +11 (+16 when tracking), Swim -6, Tumble -3

Possessions “*Piecemaker*” (+2 *shocking adamantine scythe*), +4 *glamered full plate*, *belt of giant strength* +4, *ring of protection* +2, *boots of striding and springing*, *amulet of health* +2, *cloak of resistance* +2, *lens of detection*, *heward’s handy haversack*, *potion of blur*, *potion of barkskin* +2, *potion of invisibility* [x2], *potion of cure moderate wounds*, *potion of cure light wounds* [x3], masterwork heavy flail, masterwork composite longbow [Str +6], tanglefoot bag [x2], 60 arrows, everburning torch, masterwork manacles, small steel mirror, caltrops [x2], pitons [x5], 50 ft. silk rope [x2], and standard rations, water, 450 gp.

ASGRIM, SON OF DUFNIAL

Human (Skandik) 12th-Level Paladin of Thor

LG Medium Humanoid

Init +4

Senses Listen +2, Spot +2

Languages Common, Skandik

AC 26 (+10 +2 *full plate*, +4 +2 *heavy steel shield*, +2 *ring*), touch 12, flat-footed 24

hp 94 (12 HD)

Saves Fort +14, Ref +8, Will +10

Spd 20 ft. in armor (4 squares); base speed 30 ft.

Atk +2 *cold iron holy warhammer of lesser disruption* +18 melee (1d8+5, 19–20/x3)

Full Atk +2 *cold iron holy warhammer of lesser disruption* +18/+13/+8 melee (1d8+5, 19–20/x3)

BAB/Grp +12/+15

SA smite evil 3/day, turn undead (as 9th-level cleric)

Paladin Spells Prepared (2/2/1; save DC 12 + spell level): 1st—*bless weapon*, *divine favor*; 2nd—*resist energy*, *undetected alignment*, 3rd—*daylight*.

Abilities Str 16, Dex 10, Con 14, Int 10, Wis 14, Cha 18

SQ aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health, special mount 1/day, remove disease 3/week

Feats Cleave, Improved Critical (warhammer), Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Balance -8, Climb -5, Concentration +8, Diplomacy +12, Escape Artist -8, Handle Animal +14, Hide -8, Jump -5, Knowledge (religion) +9, Listen +2, Move Silently -8, Ride +14, Spot +2, Swim -11, Tumble -8

Possessions +2 *full plate armor*, +2 *heavy steel shield*, *ring of protection* +2, +2 *cold iron holy warhammer of lesser disruption** (undead only destroyed on a confirmed crit hit), +2 *cloak of charisma*, *gauntlets of ogre power*, *brooch of shielding*, +2 *amulet of health*, *ring of feather falling*, *boots of striding and springing*.

METHOS HAWKWIND

13th-Level Human (Common Orichalan) Sorcerer

NE Medium Humanoid

Init +6

Senses Listen +1, Spot +2

Languages Common, Orichalan, Draconic, Infernal

AC 24 (+2 Dex, +2 *amulet*, +4 *bracers*, +1 *ioun stone*, +3 *ring*, +2 *ring*), touch 16, flat-footed 22

hp 47 (13 HD)

Saves Fort +7, Ref +6, Will +9

Spd 30 ft. (6 squares)

Melee +1 *shortspear bane vs magical beast* +7 melee (1d6+1)

Ranged +1 *shortspear bane vs magical beast* +7/+2 melee (1d6+1)

BAB/Grp +6/+6

Sorcerer Spells Known (+6 melee touch, +8 ranged touch; Cast per Day 6/8/8/7/7/5; save DC 16 + spell level, 18 + spell level evocation):

0—*acid splash, dancing lights, detect magic, flare, mage hand, open/close, prestidigitation, ray of frost, resistance*;

1st—*burning hands, magic missile, protection from evil, shocking grasp, sleep*;

2nd—*bear's endurance, cat's grace, levitate, scorching ray, web*;

3rd—*dispel magic, fireball, gaseous form, lightning bolt*;

4th—*charm monster, dimension door, polymorph self, shout*;

5th—*cloudkill, cone of cold, teleport*;

6th—*chain lightning, circle of death*.

Abilities Str 10, Dex 14, Con 13, Int 11, Wis 12, Cha 22

SQ -1 racial penalty on reaction rolls

Feats Combat Casting, Great Fortitude, Greater Spell Focus, Improved Initiative, Maximize Spell, Spell Focus

Skills Concentration +14, Craft (alchemy) +1, Knowledge (arcana) +13, Listen +1, Profession (herbalist) +4, Ride +3, Speak Language, Spellcraft +13, (+15 scrolls), Spot +2

Possessions *amulet of natural armor* +2, *bracers of armor* +4, *cloak of charisma* +4, *ioun stone* (dusty rose; +1 insight bonus to armor class), *metamagic rod* (lesser; maximize up to 3 spells of 3rd level or lower each day), *ring of force shield*, *ring of protection* +3, +1 *shortspear bane vs. magical beasts* (engraved with carvings of hawks), stone (*continual flame*), shirt, cloak, pants, boots, belt, pouch, dagger, flint and steel, 1 flask of oil, bone scroll case, empty flask, 2 waterskins (1 full of water, 1 full of wine), 1 week's worth of food, traveling pack, silver cloak clasp chased in mithril in the shape of a hawk's head (85 gold), 105 gp.

WENDIG

12th-Level Human (Dunael) Ranger

CG Medium Humanoid

Init +5

Senses Listen +12, Spot +12

Languages Common, Dunael

AC 24 (+5 Dex, +5 +3 *leather*, +2 *amulet*, +2 *ring*), touch 17, flat-footed 19

hp 69 (12 HD)

Saves Fort +10, Ref +16, Will +7

Spd 20 ft. in armor (4 squares); base speed 30 ft.

Melee +1 *keen longsword* +19/+14/+9 melee (1d8+6, 19-20/x2)

Ranged +1 *ghost-touch composite longbow* +19/+14/+9 ranged (1d8+6, crit x3, range 110 ft.)

BAB/Grp +12/+17

SA favored enemies (magical beast +6, undead +4, outsiders [evil] +2)

Ranger Spells 1st—*entangle*, *longstrider*; 2nd—*hold animal*, *spike growth*; 3rd—*command plants*

Abilities Str 20, Dex 20, Con 12, Int 10, Wis 14, Cha 8

SQ combat style (archery), improved combat style, woodland stride, swift tracker, evasion, combat style mastery

Feats Combat Reflexes, Endurance (b), Foe Hatred for Orcs (b), (Improved Precise Shot), Lightning Reflexes, (Manyslot), Point Blank Shot, Precise Shot, (Rapid Shot), Track (b), Weapon Focus (longsword), Weapon Focus (composite longbow)

Skills Climb +15, Handle Animal +9, Heal +12, Hide +17, Knowledge (nature) +13, Listen +12, Move Silently +18, Ride +7, Spot +12, Survival +16 (+18 aboveground), Swim +12

Possessions +3 *leather*, +1 *composite ghost-touched bow*, +1 *keen longsword*, *amulet of natural armor* +2, *belt of giant strength* +4, *cloak of resistance* +1, *gloves of dexterity* +4, *horn of fog*, *ring of protection* +2, *potion of cure light wounds* (x2), *potion of hide from undead*, *potion of invisibility*, 25 gp.

SHERTHES

Male Human (Common Viridian) Cleric 3 (Thoth) / Wizard 3 / Mystic Theurge 6

N Medium Humanoid (Human)

Init +1

Senses Listen +5, Spot +5

Languages Common, Celestial, Draconic, Goblin, Viridian, Skandik

AC 23 (+4 *amulet*, +2 *ring*, +6 *bracers*, +1 Dex), touch 13, flat-footed 22

hp 43 (12 HD)

Saves Fort +9, Ref +7, Will +18

Speed 30 ft. (6 squares)

Melee *Staff of abjuration* +5 melee (1d6)

Ranged masterwork light crossbow +7 ranged (1d8, range 80 ft.)

BAB/Grp +6/+5

SA spells, turn undead

Divine Spells Prepared (+5 melee touch, +7 ranged touch; 6/6/5/4/3/2; save DC 15 + spell level):

0—*create water, detect magic, guidance, light, purify food and drink, read magic*;

1st—*bless, comprehend languages, doom, hide from undead, obscuring mist, sanctuary*;

2nd—*augury, calm emotions, lesser restoration, remove paralysis, resist energy*;

3rd—*dispel magic, locate object, remove curse, remove disease*;

4th—*dimensional anchor, sending, tongues*;

5th—*break enchantment, disrupting weapon*.

Domain Spells (Knowledge, Magic): 1st—*detect secret doors*; 2nd—*identify*; 3rd—*dispel magic*; 4th—*imbue with spell ability*; 5th—*spell resistance*.

Wizard Spells Prepared (+5 melee touch, +7 ranged touch; 4/6/5/4/3/2; save DC 15 + spell level):

0—*detect magic, disrupt undead, light, read magic*;

1st—*comprehend languages (x2), erase, expeditious retreat, magic missile (x2)*;

2nd—*flaming sphere (x2), rope trick, shatter (x2)*;

3rd—*fly, haste, leomand's tiny hut, slow*;

4th—*arcane eye, dimension door, wall of fire*;

5th—*baleful polymorph, rarey's telepathic bond*.

Abilities Str 8, Dex 12, Con 12, Int 20, Wis 20, Cha 13

Feats Combat Casting, Eschew Materials, Extra Turning, Improved Turning, Literate, Scribe Scroll (b), Toughness (x2)

Skills Concentration +20, Craft (bookmaking) +14, Decipher Script +17, Heal +11, Knowledge (arcana) +17, Knowledge (religion) +17, Spellcraft +20

Possessions *staff of abjuration* (40 charges), +6 *bracers of armor*, *amulet of natural armor* +4, *ring of protection* +2, *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +4, *holy symbol*, *masterwork light crossbow*, *periapt of wisdom* +4, *ring of protection* +2, *wand of cure light wounds* (50 charges), *potion of cure light wounds*, 5 gp.

Wizard's Spellbook: 0—all; 1st—*comprehend languages*, *hold portal*, *erase*, *expeditious retreat*, *identify*, *magic missile*, *mount*; 2nd—*flaming sphere*, *knock*, *rope trick*, *shatter*; 3rd—*fly*, *haste*, *leomand's tiny hut*, *slow*; 4th—*arcane eye*, *dimension door*, *locate creature*, *wall of fire*; 5th—*baleful polymorph*, *rarey's telepathic bond*.

MAR

12th-Level Halfling Rogue

N Small Humanoid

Init +9

Senses Listen +11, Spot +9

Languages Common, Halfling, Elven, Orc

AC 24 (+1 size, +5 Dex, +4 +2 *leather*, +2 *amulet*, +2 *ring*), touch 18, flat-footed 19

hp 56 (12 HD)

Saves Fort +5, Ref +13, Will +3

Spd 20 ft. (4 squares)

Melee +1 *keen rapier* +17/+12 melee (1d4+1, 15-20/x2)

Ranged +1 *flaming shortbow* +16/+11 ranged (1d4+1 plus 1d6 fire, crit x3, range 60 ft.)

BAB/Grp +9/+5

SA sneak attack +6d6

Abilities Str 10, Dex 21, Con 12, Int 14, Wis 8, Cha 14

SQ trapfinding, evasion, improved uncanny dodge, trap sense +4, improved evasion

Feats Blind-Fight, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Appraise +14, Balance +17, Climb +10, Disable Device +17, Escape Artist +15 (+17 ropes), Hide +24, Jump -2, Listen +11, Open Lock +10, Move Silently +22, Search +12, Sleight of Hand +20, Spot +9, Survival -1 (+1 following tracks), Tumble +15, Use Magic Device +7 (+7 scrolls)

Possessions +2 *leather*, +1 *keen rapier*, +1 *flaming shortbow*, *amulet of natural armor* +2, *cloak of resistance* +2, *gloves of dexterity* +4, *handy haversack*, *ring of protection* +2, masterwork thieves' tools, potion of cure light wounds, 15 gp, 40 arrows

GRANNIS

Male Human (Alryan) Cleric 12 (Morg)

LN Medium Humanoid

Init -1

Senses Listen +5, Spot +11

Languages Common, Elven, Dwarf

AC 29 (+11 +3 *full plate armor*, +5 +3 *heavy steel shield*, +2 *amulet*, -1 Dex, +2 *ring*), touch 11, flat-footed 29

hp 78 (12 HD)

Saves Fort +10, Ref +5, Will +13

Spd 20 ft. (4 squares) in armor; base speed 30 ft.

Melee +1 *axiomatic longsword* +14/+9 melee (1d8+4, 19-20/x2) or +1 *heavy mace* +14/+9 melee (1d8+4)

BAB/Grp +9/+12

SA spells, turn undead

Divine Spells Prepared (+12 melee touch, +8 ranged touch, Cast per Day 6/7/5/5/4/4/2; save DC 15 + spell level):

0—*create water, detect magic, guidance, light, read magic, resistance*;

1st—*bless, comprehend languages, divine favor, doom, obscuring mist, remove fear, sanctuary*;

2nd—*calm emotions, hold person, lesser restoration, remove paralysis, shield other*;

3rd—*daylight, dispel magic, magic circle against evil, prayer, searing light*;

4th—*air walk, death ward, dismissal, freedom of movement*;

5th—*disrupting weapon, righteous might, spell resistance, wall of stone*;

6th—*harm, heal*.

Domain Spells (Knowledge, War): 1st—*detect secret doors*; 2nd—*spiritual weapon*; 3rd—*clairaudience/clairvoyance*; 4th—*divine power*; 5th—*flame strike*; 6th—*blade barrier*.

Abilities Str 17, Dex 8, Con 14, Int 12, Wis 20, Cha 10

Feats Cleave, Combat Casting, Extra Turning, Improved Turning, Lightning Reflexes, Literate, Power Attack, Weapon Focus (Longsword) (b).

Skills Balance -6, Climb -2, Concentration +14, Diplomacy +10, Escape Artist -6, Heal +13, Hide -6, Jump -2, Knowledge (religion) +11, Listen +5, Move Silently -6, Spellcraft +11, Spot +11, Swim -7, Tumble -6

Possessions +1 *axiomatic longsword*, +3 *full plate*, +1 *heavy mace*, +3 *heavy steel shield*, *amulet of natural armor* +2, *gauntlets of ogre power*, *periapt of wisdom* +4, *ring of protection* +2, *wand of cure serious wounds* (3d8+5, 30 charges), holy symbol, *potion of cure serious wounds*, 3 gp.

AZEEZ

Human (Gishmesh) 5th-Level Rogue/2nd-Level Sorcerer/5th-Level Assassin

NE Medium Humanoid

Init +9

Senses Listen +9, Spot +9

Languages Common, Gishmesh, Dunael, Tharbrian

AC 21 (+5 Dex, +6 +4 *leather*), touch 15, flat-footed 16

hp 42 (12 HD)

Saves Fort +5, Ref +16, Will +8; +2 save against poison

Spd 30 ft. (6 squares)

Melee +2 *keen adamantine sylvan rapier* +14/+9 melee (1d6+1, 18-20/x2)

Ranged masterwork hand crossbow +13/+8 ranged (1d4, 19-20/x2, range 30 ft.)

BAB/Grp +7/+6

SA sneak attack +6d6, poison use, death attack

Sorcerer Spells Known (spell failure 10%) (+6 melee touch, +12 ranged touch; Cast per Day 6/5; save DC 13 + spell level): 0—*acid splash, detect magic, flare, read magic, daze*; 1st—*silent image, shocking grasp*

Assassin Spells Known (+6 melee touch, +12 ranged touch; Cast per Day 3/2; save DC 12 + spell level): 1st—*feather fall, obscuring mist, sleep, true strike*; 2nd—*alter self, spider climb, undetectable alignment*

Abilities Str 8, Dex 20, Con 10, Int 15, Wis 10, Cha 16

SQ trapfinding, evasion, improved uncanny dodge, trap sense +1

Feats Combat Expertise, Deceitful, Improved Feint, Improved Initiative, Persuasive, Weapon Finesse

Skills Appraise +7, Balance +10, Bluff +15, Concentration +6, Decipher Script +6, Diplomacy +5, Disable Device +9, Disguise +9 (+11 acting), Forgery +8, Gather Information +11, Hide +21, Intimidate +7, Jump +5, Knowledge (arcana) +10, Listen +9, Move Silently +17, Open Lock +14, Sleight of Hand +16, Spellcraft +10 (+12 scrolls), Spot +9, Tumble +7

Possessions +4 *shadow leather armor*, +2 *keen adamantine sylvan rapier, immovable rod, gloves of dexterity* +4, *medallion of thoughts, cloak of resistance* +3, *heward's handy haversack, dust of illusion* (2 doses), *arcane scroll of 4 spells (invisibility, nondetection, darkvision, undetectable alignment)*, caltrops, crowbar, 50-ft. silk rope, signal whistle, 3 flask of oil, bullseye lantern, scroll case with ink, quill, and 5 sheets paper, explorer's outfit, bedroll, peasant's outfit, healer's kit, water skin, soap, chicken, masterwork thieves' tools.

RAMSCH

12th-Level Human (Altanian) Barbarian

N Medium Humanoid

Init +4

Senses Listen +7, Spot +1

Languages Altanian

AC 27 (+4 Dex, +9 +4 mithril breastplate, +2 amulet, +2 ring), touch 16, flat-footed 23

hp 119 (12 HD)

Immunities DR 2/—

Saves Fort +12, Ref +9, Will +6

Spd 20 ft. in armor (4 squares); base speed 40 ft.

Melee +1 keen thundering cold iron greataxe +19/+14/+9 melee (1d12+10, crit x3)

Ranged +1 composite longbow +17/+12/+7 ranged (1d8+7, crit x3, range 110 ft.)

BAB/Grp +12/+18

SA rage 4/day, greater rage

Abilities Str 22, Dex 19, Con 16, Int 6, Wis 12, Cha 8

SQ damage reduction 2/—, fast movement, improved uncanny dodge, trap sense +4

Feats Blind-Fight, Cleave, Diehard, Endurance, Great Cleave, Power Attack, Track, (b)

Skills Balance +3, Climb +11, Escape Artist +3, Hide +3, Jump +11, Listen +5, Move Silently +3, Spot +1, Survival +10, Swim +11, Tumble +5

Possessions +1 keen thundering cold iron great axe, +4 mithril breastplate, +1 composite longbow (Str +6), belt of giant strength +4, cloak of resistance +1, gloves of dexterity +4, ring of protection +2, amulet of natural armor +2, potion of cure moderate wounds, 40 arrows, 25 gp.

RAYNA

Female Amazon Warrior 12th Level

LN Medium Humanoid (Amazon)

Init +4

Senses Listen +1, Spot +1

Languages Amazon

AC 31 (+4 +3 *armor*, +4 *shield*, +4 Dex, +1 psionic, +2 *ring*, +6 competence), touch 23, flat-footed 20

hp 90 (12 HD)

Saves Fort +14, Ref +16, Will +9

Spd 40 ft. (8 squares)

Melee +1 *longsword* +19/+14/+9 melee (1d8+5, 19-20/x2) or +1 *heavy mace* +18/+13/+8 melee (1d8+5, crit x3)

Ranged +1 *composite longbow* +17/+12/+7 ranged (1d8+4, crit x3, range 110 ft.)

BAB/Grp +12/+17

Abilities Str 21, Dex 18, Con 14, Int 8, Wis 12, Cha 14

SQ animal companion, battle dancer, combat precognition, combat prescience, fast movement, fight in unison, gender interaction, improved uncanny dodge, lesser mindlink, speak with animals, uncanny dodge, woman warrior

Feats Dodge, Mobility, Point Black Shot, Precise Shot, Shot on the Run, Spring Attack, Weapon Focus (*longsword*)

Skills Climb +18, Handle Animal +15, Jump +18, Swim +18

Possessions +1 composite longbow (Str +5), +1 heavy mace, +1 longsword, +3 mithril torc and rings (amazonian armor), +4 buckler, belt of giant strength +4, cloak of resistance +4, gloves of dexterity +4, helm of comprehend languages and read magic, ring of protection +2, potion of cure light wounds, 8 gp.

Battle Dancer (Ex): An amazon warrior may add 1/2 of her amazon warrior level as a competence bonus to her AC whenever she is wearing light amazon armor or no armor and not carrying a medium or heavy load. The total of the amazon warrior's Dexterity bonus and the competence bonus from this ability cannot exceed the maximum Dexterity bonus to armor class, as determined by the armor the amazon warrior is wearing. This bonus is against all attackers, not against a single attacker as with the Dodge feat. An amazon warrior suffers a penalty to this ability while wielding a shield. A shield lowers the battle dancer bonus by an amount equal to its armor check penalty. An amazon warrior loses her battle dancer bonus whenever she is in a situation where she would lose her Dexterity bonus to AC.

Combat Precognition (Su): All Amazons wearing no armor or Amazon Armor gain the supernatural psionic ability of combat precognition, giving them a +1 psionic bonus

to AC. This bonus does not apply if the character is flat-footed, has lost her Dexterity bonus or is unconscious.

Combat Prescience (Su): An amazon warrior can activate the psionic ability combat prescience as a standard action (though requiring no expenditure of power points) a number of times per day equal to her Wisdom bonus, though never less than 1. She gains a +2 insight bonus on her attack rolls for the duration of her prescience, which lasts 1 minute per amazon warrior level.

Fight in Unison (Su): Amazon warriors wearing amazon armor or no armor and fighting as a group (2 or more) gain the Supernatural ability to use the “Aid Another” special attack as a free action. An amazon warrior may use this ability a number of times per day equal to her Wisdom bonus, though never less than 1, and never more than once per round.

Gender Interaction (Ex): Default “unfriendly” attitude towards males of all races. Males suffer a +2 racial modifier to the DC of any social- or Charisma-based skills they attempt against you due to your natural dislike of them (but not including magical effects).

Lesser Mindlink (Su): An amazon warrior can activate the psionic ability lesser mindlink as a standard action (though requiring no expenditure of power points) once per day. This allows the amazon warrior to forge a telepathic bond with any intelligent creature (Int 6+) that is a willing subject within 30 ft. of her when the ability is activated. The two do not have to share a common language. The bond lasts for 10 minutes/amazon warrior level and can extend up to 25 ft. + 5 ft./2 levels. Any powers, items, objects, or substances that interfere with psionics or magic disrupt the mindlink. It is also broken if either party falls unconscious or travels to another plane.

Speak with Animals (Su): An amazon warrior can speak with animals as per the spell with the effects as if cast by a druid of the same level as the amazon has amazon warrior levels. An amazon warrior can use this ability a number of times per day equal to her Wisdom bonus, though never less than 1.

Woman Warrior (Ex): Any humanoid male that has not previously fought an amazon warrior suffers a –2 circumstance modifier to Initiative if the amazon warrior is wearing light amazon armor other than torc and rings and a –4 circumstance modifier to Initiative if the amazon warrior is wearing no armor or torc and ring armor.

DALESHJ OF THE SHINING LIGHT

12th-Level Human (Dorin) Cleric [Seker]

LG Medium Humanoid

Init +1

Senses Listen +5, Spot +9

Languages Common, Dorin, Celestial, Draconic

AC 23 (+2 Dex, +8 +2 *banded mail*, +3 +2 *light steel shield*), touch 12, flat-footed 21

hp 80 (12 HD + 2d8)

Immunities Resistance to fire 10

Saves Fort +9, Ref +5, Will +13

Weaknesses Saves vs Cold -2

Spd 20 ft. in armor (4 squares); base speed 30 ft.

Melee +2 *heavy mace of disruption* +13/+8 melee (1d8+4)

Ranged +1 *light crossbow* +11/+6 ranged (1d8, 19-20/x2, range 80 ft.)

BAB/Grp +9/+11

SA spells, turn undead (note Sun domain allows 1/day greater turning, turned = destroyed)

Cleric Spells Prepared (+11 melee touch, +10 ranged touch; 6/6/5/5/3/3/2; save DC 13 + spell level):

0—*detect magic, guidance (x2), light, purify food and drink, resistance;*

1st—*bles, cause fear, detect evil, detect undead, divine favor, protection from evil;*

2nd—*aid, align weapon, cure moderate wounds, spiritual weapon, silence;*

3rd—*continual flame, daylight, magic circle against evil, dispel magic, wind wall;*

4th—*cure critical wounds, divine power, lesser planar ally;*

5th—*dispel evil, greater command, insect plague;*

6th—*blade barrier, heal.*

Domain Spells (Sun, Protection): 1st—*endure elements;* 2nd—*shield other;* 3rd—*protection from energy;* 4th—*fire shield;* 5th—*flame strike;* 6th—*antimagic field.*

Abilities Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 14

Feats Blind-Fight, Extend Spell, Iron Will, Maximize Spell, Power Attack, Self-Sufficient

Skills Balance -4, Climb -3, Concentration +11, Escape Artist -4, Heal +12, Hide -4, Jump -3, Knowledge (religion) +10, Listen +5, Move Silently -4, Spellcraft +10, Spot +5, Survival +5, Swim -8, Tumble -4

Possessions +2 *heavy mace*, +2 *banded mail*, +2 *light steel shield*, *staff of defense* (36 charges), *wand of cure moderate wounds* (21 charges), *ioun stone* (pale lavender, absorb spells of 4th level or lower, 20 charges), *cloak of charisma* +4, *golembane scarab*, *silversheen* (5 doses), *ring of the ram* (30 charges), *divine scroll of 3 spells* (*prayer*, *searing light*, *dispel magic*), *divine scroll of 2 spells* (*ice storm*, *raise dead*), holy symbol, +1 *light crossbow*, 20 bolts, 20 silver-tipped bolts, 500 gp.

Spell-like Abilities (Sp): Can cast *daze*, *flare* and *light* each 1/day as a 1st level sorcerer.

JARREN

12th-Level Half-Elf Druid

N Medium Humanoid

Init +1

Senses Listen +5, Spot +5

Languages Common, Druidic, Sylvan

AC 19 (+1 Dex, +6 +4 *leather*, +2 heavy wooden shield), touch 11, flat-footed 18

hp 69 (12 HD)

Saves Fort +12, Ref +10, Will +15

Spd 30 ft. (6 squares)

Melee +1 *frost scimitar* +9/+4 melee (1d6 plus 1d6 cold, 18-20/x2) or masterwork shortspear +9/+4 melee (1d6-1)

Ranged masterwork shortspear +9/+4 ranged (1d6-1, range 20 ft.)

BAB/Grp +9/+8

SA spells

Druid Spells Prepared (+8 melee touch, +10 ranged touch; 6/6/5/5/4/3/2; save DC 14 + spell level, DC 15 + spell level conjuration):

0—*cure minor wounds*, *flare* (x2), *know direction*, *light*, *read magic*;

1st—*charm animal*, *detect snares and pits*, *entangle* (x2), *magic fang*, *summon nature's ally I*;

2nd—*barkskin*, *chill metal*, *delay poison*, *flame blade*, *fog cloud*;

3rd—*daylight*, *greater magic fang*, *poison*, *protection from energy*, *sleet storm*;

4th—*blight*, *flame strike* (x2), *summon nature's ally IV*;

5th—*baleful polymorph*, *insect plague*, *wall of thorns*;

6th—*greater dispel magic*, *summon nature's ally VI*.

Abilities Str 9, Dex 12, Con 13, Int 10, Wis 19, Cha 14

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (4/day, plant), venom immunity

Feats Augment Summoning, Lightning Reflexes, Maximize Spell, Natural Spell, Spell Focus (conjuration)

Skills Balance +0, Climb -2, Concentration +16, Diplomacy +4, Escape Artist +0, Gather Information +4, Handle Animal +17, Hide +0, Jump -2, Knowledge (nature) +12, Listen +5, Move Silently +0, Ride +3, Search +1, Spot +5, Survival +19, (+21 aboveground), Swim +2, Tumble +0

Possessions +1 *frost scimitar*, +4 *leather*, *cloak of resistance* +3, *bag of tricks (tan)*, *wand of summon nature's ally III* (27 charges, CL 10th), *robe of useful items*, *ring of water walking*, *periapt of wisdom* +2, *potion of darkvision*, backpack, bedroll, peasant's outfit, healer's kit, waterskin (full), soap, chicken, holy symbol, heavy wooden shield, masterwork shortspear.

THURBARD

8th-Level Barbarian/4th-Level Dwarven Defender

LN Medium Humanoid (Dwarf)

Init +1

Senses Listen +6, Spot +6

AC 27 (+0 Dex [armor], +10 +3 *half-plate*, +3 +2 *light steel shield*, +2 *amulet*, +2 class), touch 12, flat-footed 25

Hp 122 (12 HD); **DR** 1/—

Resists Fire 10 (from *minor ring of energy resistance*)

Saves Fort +13, Ref +4, Will +6

Spd 20 ft. in armor (4 squares)

Melee +1 *mighty cleaving vicious dwarven waraxe* +17/+12/+7 melee (1d10+5, crit x3) or +1 *cold iron short sword* +17/+12/+7 melee (1d6+5, 19-20/x2)

Ranged masterwork composite shortbow +14/+9/+4 ranged (1d6+4, crit x3, range 60 ft.)

BAB/Grp +12/+16

SA rage 3/day

Abilities Str 19, Dex 13, Con 16, Int 9, Wis 10, Cha 8

SQ darkvision 60 ft., dwarf traits, fast movement, trap sense +3, damage reduction 1/—, improved uncanny dodge, defensive stance 2/day

Feats Cleave, Dodge, Endurance, Power Attack, Toughness

Skills Balance -5, Climb +11, Diplomacy +1, Escape Artist -5, Hide -5, Jump +3, Listen +6, Move Silently -5, Sense Motive +6, Spot +6, Survival +5, Swim -3, Tumble -3

Possessions +1 *mighty cleaving vicious dwarven waraxe*, *ring of jumping*, +3 *half plate*, +2 *light steel shield*, *gloves of swimming and climbing*, +1 *cold iron short sword*, *ring of minor energy resistance (fire 10)*, *amulet of natural armor* +2, *stone salve* (2 doses), *bottle of air*, 3 *potions of cure moderate wounds*, masterwork shortbow (Str +4), 30 arrows.

VAROLEN

Gray Elf 2nd-Level Fighter/5th-Level Wizard/5th-Level Eldritch Knight

CN Medium Humanoid

Init +5

Senses Listen +4, Spot +4

Languages Common, Elven, Celestial, Goblin, Halfling

AC 23 (+1 Dex, +8 +3 *chainmail*, +2 +1 *light steel shield*, +2 *ring*), touch 13, flat-footed 22

hp 44 (12 HD)

Saves Fort +8, Ref +3, Will +5

Spd 20 ft. in armor (4 squares); base speed 30 ft.

Melee +1 *ghost-touch longsword* +12/+7 melee (1d8+2, 19-20/x2)

Ranged masterwork composite longbow +11/+6 ranged (1d8+1, crit x3, range 110 ft.)

BAB/Grp +9/+10

SA spells

Wizard Spells Prepared (spell failure 35%) (+8 melee touch, +8 ranged touch; 4/5/5/4/4/2; save DC 14 + spell level): 0—*daze*, *dancing lights*, *flare* (x2);

1st—*chill touch*, *enlarge person*, *shield*, *true strike* (x2);

2nd—*protection from arrows*, *daze monster*, *gust of wind*, *see invisibility*, *web*;

3rd—*blink*, *dispel magic*, *fireball*, *flame arrow*;

4th—*charm monster*, *enervation*, *ice storm*, *mass enlarge person*;

5th—*feblemind*, *transmute rock to mud*.

Abilities Str 13, Dex 13, Con 11, Int 18, Wis 10, Cha 10

Feats Blind-Fight, Cleave, Great Cleave (b), Combat Casting, Dodge, Empower Spell, Extend Spell, Improved Initiative, Power Attack, Scribe Scroll (b), Weapon Focus (longsword)

Skills Balance -3, Climb +5, Concentration +10, Craft (weaponsmithing) +12, Escape Artist -3, Hide -3, Intimidate +8, Jump +5, Knowledge (arcana) +16, Listen +4, Move Silently +2, Search +6, Spellcraft +18 (+20 scrolls), Spot +4, Swim -7, Tumble -1

Possessions +1 *ghost-touch longsword*, +3 *chain mail*, +1 *light shield*, *scroll of 3 arcane spells* (*fireball*, *lightning bolt* [x2]), *scroll of 2 arcane spells* (*magic missile* [x2]), *wand of magic missile* (CL 5th, 27 charges), *staff of fire* (33 charges), *potion of cure moderate wounds*, *oil of bless weapon* (2 doses), *dust of disappearance*, *bag of holding* (type II), *peript of health*, *potion of protection from energy* (cold), *potion of remove paralysis*, *boots of elvenkind*, *ring of protection* +2, flint and steel, 3 torches, bedroll, rations, waterskin, 150 gp.

JORHEIM GANDHAFT

12th-Level Human (Common Avalonian) Wizard

NG Medium Humanoid

Init +6

Senses Listen +5, Spot +5

Languages Common, Avalonian, Elven, Dwarf, Draconic

AC 17 (+2 Dex, +3 *bracers*, +2 *ring of protection*), touch 14, flat-footed 15

hp 31 (12 HD)

Saves Fort +4, Ref +6, Will +10

Spd 30 ft. (6 squares)

Melee +1 *quarterstaff* +6/+1 melee (1d6+1)

Ranged masterwork light crossbow +9/+4 ranged (1d8, 19-20/x2, range 80 ft.)

BAB/Grp +6/+5

SA spells

Wizard Spells Prepared (+5 melee touch, +8 ranged touch; 4/5/5/5/3/3/2; save DC 13 + spell level, DC 15 + spell level evocation, illusion, enchantment):

0—*acid splash*, *detect magic*, *flare*, *ray of frost*;

1st—*protection from evil*, *magic missile* (x3), *ray of enfeeblement*;

2nd—*blur*, *bull's strength*, *cat's grace*, *Mel's acid arrow*, *touch of idiocy*;

3rd—*deep slumber*, *fireball* (x2), *lightning bolt* (x2);

4th—*enervation*, *ice storm*, *phantasmal killer*;

5th—*break enchantment*, *cone of cold*, *passwall*;

6th—*acid fog*, *disintegrate*.

Abilities Str 9, Dex 14, Con 10, Int 17, Wis 14, Cha 11

Feats Craft Wand, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Scribe Scroll (b), Spell Focus (evocation), Spell Focus (illusion), Spell Focus (enchantment), Spell Penetration

Skills Concentration +14, Craft (alchemy) +18, Knowledge (arcana) +18, Knowledge (dungeoneering) +6, Knowledge (history) +18, Listen +5, Spellcraft +20 (+22 scrolls), Spot +5

Possessions +1 *quarterstaff*, *staff of frost* (19 charges), *ring of protection* +2, *ring of wizardry I*, *bracers of armor* +3, *elixir of love*, spellbook, clothes (scholar's robes), 2 belt pouches, steel mirror, thunderstone, tindertwig, alchemist's fire (x3), tangle foot bag (x3), spell components, backpack, bedroll, leather sack, flint and steel, silk rope (50 ft.), 3 gems (100gp each), emerald (80gp), 3gp, 2sp, masterwork light crossbow, 30 bolts.

Spellbook: 0—all; 1st—all; 2nd—*blur, bull's strength, cat's grace, Mel's acid arrow, touch of idiocy, scorching ray*; 3rd—*deep slumber, dispel magic, fireball, invisibility sphere, lightning bolt, tongues, daylight, fly, gaseous form, haste*; 4th—*globe of invulnerability(lesser), charm monster, dimensional anchor, enervation, ice storm, phantasmal killer*; 5th—*break enchantment, wall of force, cone of cold, passwall, transmute rock to mud*; 6th—*acid fog, antimagic field, disintegrate, stone to flesh*.