

**DUNGEON CRAWL CLASSICS  
THIRD ANNUAL OPEN TOURNAMENT**

**THE PALACE IN THE WASTES**

**Gen Con Indy 2006**

**PLAYER PACK**



## Player Guidelines

**Scoring System:** This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points.

**Earning Points:** Points are earned by overcoming obstacles, solving puzzles, defeating (though not necessarily slaying) opponents, advancing through the dungeon, and learning the secrets of the Palace in the Wastes.

In a bit of a departure from previous tournaments, points are weighted so there's an emphasis on exploration, accomplishing plot-related tasks, and uncovering some of the mysteries of this dungeon.

**Losing Points:** Points are lost by being killed, unleashing traps or dangers that could have been avoided, and using resources (such as charges on magic items). The penalty for using magic items is small, but the scoring system awards efficiency.

Similarly, teams will be penalized points for taking 20 on skill checks. Although entirely legal in the system, the rule runs counter to the spirit of adventure and exploration that the game should be about. Players are advised to treat the penalty for taking 20 like the penalty for using potions; a small penalty may offset a large one if it means life or death.

**Individual Scoring:** There is no scoring for individuals.

**Time is of the Essence:** Remember, there is a four-hour time limit per round of the tournament.

**Games that Start Late:** A game that starts late because of player delay is allowed a 10-minute grace period. If there are less than three players after that time, that team forfeits and the alternate team will advance. If there are three or more characters after that time, each minute lost is counted against the four-hour time limit.

For example, a game is scheduled to start at 12:00. Assuming it starts by 12:10, that game can go to 4:10 and the team is not penalized. If player delay kept the game from starting until 12:25, that game's time limit is over at 4:10 (four hours past the expiration of the grace period at 12:10).

**Starting Without a Player:** After 10 minutes of waiting for a missing player, a judge may declare him or her a no-show and start the game without him (assuming there are three or more players present). That character is considered to have gone home, and is removed from the tournament.

**Learn Your Character:** Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

**Returning from the Dead:** During tournament play, any PC who is dead at the end of a particular round is raised at the end of the round, so that PC can partake in the next round. PCs raised from the dead mid-game are treated as having one negative level for the remainder of the round (reconstructing the PC to reflect actual level loss would take too much time from the tournament). There is a **substantial** points penalty for dying...and yes, if you die twice you incur the penalty twice.

**Items that Replenish:** During tournament play, items listed on character sheets or referenced as shared equipment will replenish, refill, or otherwise be able to be re-used for each round of the tournament.

While in the Palace, you may find other potions, scrolls, and consumable goods. Although you can carry these items over to subsequent rounds, once used they are gone.

## Frequently Asked Questions

### **I didn't get in a game! Will you add more slots?**

It depends on judge availability. If we are able to add more slots, we will fill them on a first-come, first-served basis with signup sheets at our booth. Come by Thursday morning to sign up.

### **How many PCs are there in each game?**

Four

### **Then why are there six characters?**

Each team chooses four of the six characters to make up their party. The two not picked never met up with the others in the Waste.

### **How do I advance to round two?**

Advancement is determined based on points scored in round one. The highest-ranked teams will advance: the top eight to round two, and the top three to round three.

### **How do I score points?**

Points are scored for exploring the dungeon, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and for learning the secrets of the Palace.

### **Do I need to preregister for rounds two and three?**

No. Rounds two and three appear in preregistration strictly for scheduling purposes. You do not need to preregister.

### **Do I need a generic event ticket for round two or three?**

Yes. If you advance, you will need a generic event ticket for the round.

### **If I advance, which slot will I be in?**

We can't guarantee any particular slot ahead of time. In general, if you played an earlier slot in round one we'll try to give you an earlier slot in round two, and vice versa.

### **Can I request a specific time slot for round two?**

We will take note of requests for specific times, but we cannot guarantee that we will be able to honor them.

### **What if I have a time conflict with the round two slot?**

This is a team tournament, and advancement occurs as a team. The minimum number of players for a team to advance is three, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

### **Can someone take my place on the team?**

No. No substitutions are allowed.

### **What happens to my character, then?**

One character per player. If you're absent, your character goes home. You won't lose points for his or her death, but the character is out of the game.

### **What if I miss round two but I can make round three?**

When you missed round two, your character went home, and is not available for subsequent rounds.

### **What if I'm late?**

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present or is forfeited and passed on to the alternate team if insufficient players are present.

### **How do I know if my team is an alternate team?**

We will announce alternate teams with the advancement information.

### **When do results get announced?**

Advancement will be posted at the Goodman Games booth and in the public areas of the gaming hall near where the sessions were held. Round one advancement will be announced Friday night after the last session is scored (around 9pm). Round two advancement will be announced Saturday evening after the last session has been scored (around 5pm).

## Module Introduction

*The Achsfel Waste is an unforgiving land. Bubbling acid rains from the sky, scouring most animal and plant life from its rocky surface. Its foul water clouds the mind, and its cracked earth vents choking fumes without warning. The verminous creatures that live there are twisted and unclean for eating.*

*Few are ambitious or desperate enough to cross the Waste, but trade routes that hop from shelter to shelter, usually a cave or large overhang of rock, are known to exist. These hardy or foolish souls carry back to civilization not only exotic goods, but also outlandish tales.*

*The most enduring of these concerns the mythic Palace in the Wastes. Ask any merchant in Arvale City or any street vendor in Punjar and they'll tell you of a family member or business associate who actually saw the Palace. It is always described the same: a low, white stone structure that straddles a great ravine, larger than any tavern but smaller than a castle. There are even those who claim to have approached it, catching glimpses of its bizarre architecture before their nerve broke.*

*Stories and theories of the Palace abound. There are those who claim it is the last stronghold of the legendary Dragon Kings, others who believe it to be home to a great queen of fey-kind, and still more who whisper that a diabolical rakshasa wizard uses the Palace to travel between this world and others.*

*No major, coordinated effort has ever been undertaken to locate and explore the Palace. For years it was a traveler's tale told to titillate and entertain, nothing more, but recent events have caused some to reconsider. Achsfel Waste has expanded, devouring miles of once-tillable land, blighting the face of Áereth, and threatening villages along its border. Its acid storms have grown more frequent and more intense, and the few that have survived the crossing in recent months speak in shudders of new horrors that stalk the Wastes.*

*Concerned about the spread of the cancerous Waste, the druids of the east have tasked one of their own, a human girl fostered by elves, to investigate. The paladins of the Order of the Purifying Flame have dispatched a champion selected by Justicia herself. A cabal of merchants in Punjar has hired a professional treasure-seeker to put an end to the burning rain. Meanwhile, a supplicant to the secretive Mystic Theurges crosses the Waste to prove herself worthy of admission into their ranks, a blooded elven warrior from the east sets off on his own search for the cause of the Waste's spread, and a loyal retainer follows a trail of rumor to find his master's missing brother, heir to an esteemed noble house.*

*Four of these heroes have met in the Waste and struck an alliance of necessity. Pooling scraps of information and their resources, they located the Palace just as stormclouds began to gather overhead. As the first sizzling drops fell, they reached the covered portico at the entrance.*

*The Palace in the Wastes has held its secrets for ages. It will take an inquisitive nature, boundless courage, and considerable luck to wrest them free and end the threat of the Waste...*

Now give the players **Handout A**, which is their view of the Palace as they race toward it.

## Some Shared Equipment

Regardless of which four characters the players decide to use, there are some items each party will have: six torches, flint and steel, 50 feet of silk rope, a grappling hook, a wand of *identify* (CL 5), and an *oil of resurrection*.

The wand will cast the spell as a standard action with immediate results (allowing characters to use what they find in the dungeon). This circumvents normal rules for wands. It has five (5) charges at the beginning of each round.

The oil acts like the spell *resurrection*, but it differs in the following manner: instead of the resurrected PC losing two points of Constitution or losing a level, the PC instead gains a negative level. This level cannot be regained through a *restoration* spell or the like.

When a spell caster gains a negative level, they lose a spell or slot of their highest level; this spell or slot must be from those currently available to the spell caster (you can't "lose" a spell or slot you already cast for the day).





Physicist Handout A  
A. T. ... 06/16/06

# Ulfsek of the Purifying Flame

Mountain Dwarf

Fighter 2/Paladin 4



| CHARACTER   |          |      | RACE   |            | CLASS              |             |
|-------------|----------|------|--------|------------|--------------------|-------------|
| Lawful Good | Justicia | 6    | N/A    | 0          |                    |             |
| ALIGNMENT   |          |      | LEVEL  | EXPERIENCE | PENALTY            |             |
| Male        | 120      | M    | 4'1    | 154 lbs    | Pasty and Sunburnt | Sandy Brown |
| GENDER      | AGE      | SIZE | HEIGHT | WEIGHT     | COMPLEXION         | HAIR        |

| Blue | Right      |
|------|------------|
| EYES | HANDEDNESS |

## ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 16    | +3  |            |          |
| DEX | 10    | 0   |            |          |
| CON | 14    | +2  |            |          |
| INT | 13    | +1  |            |          |
| WIS | 12    | +1  |            |          |
| CHA | 12    | +1  |            |          |

## SAVING THROWS

|            | TOTAL | BASE SAVE | ABI MOD | MAGIC MOD | MISC MOD | TEMP MOD |
|------------|-------|-----------|---------|-----------|----------|----------|
| FORT (CON) | +10   | 7         | 2       |           | 1        |          |
| REF (DEX)  | +2    | 1         | 0       |           | 1        |          |
| WILL (WIS) | +5    | 1         | 1       |           | 3        |          |

## SAVING THROW MODIFIERS

|   |
|---|
| Divine grace (+1 to all saves), Iron Will feat  |
| +2 vs. poison, spells, and spell-like abilities |

## HIT POINTS

| TOTAL          | CURRENT         | SUBDUAL      |
|----------------|-----------------|--------------|
| 53             |                 |              |
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH / DRAG  |
| 230            | 460             | 1150         |
| 1 x MAX LOAD   | 2 x MAX LOAD    | 5 x MAX LOAD |

## LOAD

|        | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|--------|-------|----------|---------|---------|------|
| 88     | L 20  | 76       | NORM    | NORM    | NORM |
| SPEED  | M 20  | 153      | +3      | -3      | x4   |
| 20 ft. | H 20  | 230      | +1      | -6      | x3   |

|             |        |   |    |   |             |   |              |   |         |   |          |   |           |
|-------------|--------|---|----|---|-------------|---|--------------|---|---------|---|----------|---|-----------|
| ARMOR CLASS | 23     | = | 10 | + | 10          | + | 3            | + |         | + |          | + |           |
|             | NORMAL |   |    |   | ARMOR BONUS |   | SHIELD BONUS |   | DEX MOD |   | SIZE MOD |   | Magic Mod |

|                   |                  |
|-------------------|------------------|
| -                 | 23               |
| ARCANE SPELL FAIL | FLAT FOOTED      |
| -6                | 10               |
| ARMOR CHECK PEN   | VS TOUCH ATTACKS |

|                                 |
|---------------------------------|
| AC MODIFIERS                    |
| Combat Expertise may improve AC |
| +4 dodge bonus vs. giants       |

## ARMOR & PROTECTION

|                       | TYPE   | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|-----------------------|--------|-------------|---------|-----------|------------|-------|---------|
| +2 full plate         | Heavy  | 10          | +1      | -5        | 15         | 20    | 50      |
| +1 heavy steel shield | Shield | 4           | -       | -1        | 35         | 20    | 15      |

PROFICIENT WITH ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

|            |    |   |         |   |          |
|------------|----|---|---------|---|----------|
| INITIATIVE | +0 | = | 0       | + |          |
|            |    |   | DEX MOD |   | MISC MOD |

|                      |
|----------------------|
| INITIATIVE MODIFIERS |
|                      |
|                      |
|                      |

## ATTACK BONUSES

|               | TOTAL ATTACK BONUS |
|---------------|--------------------|
| MELEE (STR)   | +9/+4              |
| RANGED (DEX)  | +6/+1              |
| GRAPPLE (STR) | +9                 |

## BASE ATTACK BONUS

|  | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|--|-------------------|---------|----------|----------|----------|
|  | +6/+1             | 3       | 0        | 0        |          |
|  | +6/+1             | 0       | 0        | 0        |          |
|  | +6                | 3       | 0        | 0        |          |

## ATTACK BONUS MODIFIERS

|                         |
|-------------------------|
| Weapon Focus (flail)    |
| +1 bonus vs. orcs       |
| +1 bonus vs. goblinoids |

| WEAPONS  | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS                                 |
|----------|--------------|--------|----------|-------|------|------|---|
| +1 flail | +11/+6       | 1d8+4  | x2       | -     | M    | M    | +2 to disarm, may trip and drop to avoid counter-trip |
| dagger   | +9/+4        | 1d4+3  | 19-20/x2 | 10 ft | M    | S    |   |
|          |              |        |          |       |      |      |   |
|          |              |        |          |       |      |      |   |
|          |              |        |          |       |      |      |   |

| COMBAT PROFICIENCIES                                    | <input checked="" type="checkbox"/> ALL SIMPLE <input checked="" type="checkbox"/> ALL MARTIAL |
|---|--|
| simple, martial, dwarven waraxe, dwarven ugrosh         |  |
| light, medium, heavy armor, shields (and tower shields) |  |

|                                 |
|---------------------------------|
| COMBAT FEATS & BENEFITS / NOTES |
|                                 |
|                                 |

|  |
|--|
| SKILL MODIFIERS                                  |
| +2 racial bonus to Appraise metal or stone       |
| +2 racial bonus to Craft goods of metal or stone |
| +2 racial bonus to Search for unusual stone      |

|  |
|--|
| RACIAL TRAITS  |
| Darkvision 60 ft., +4 dodge bonus vs. giants                 |
| Stonecunning (+2 Search stone, intuit depth)                 |
| +1 racial bonus to attack vs. goblinoids and orc             |
| +2 racial bonus to saves vs. poisons, spells, and spell-like |
| Stability (+4 to resist bull rush or trip attempts)          |
| Languages: Common, Dwarven, Orc                              |

|                                      |
|--------------------------------------|
| CLASS FEATURES                       |
| Aura of good                         |
| Detect evil                          |
| Smite evil 1/day                     |
| Aura of courage                      |
| Divine health                        |
| Divine grace                         |
| Lay on hands (4 points/day)          |
| Turn Undead (as 1st level cleric) x4 |

|                      |
|----------------------|
| FEATS                |
| Combat Expertise     |
| Improved Disarm      |
| Improved Trip        |
| Iron Will            |
| Weapon Focus (flail) |

## SKILLS

27

27 + INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

|                           | SKILL MOD | RANKS | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |     | SKILL MOD | RANKS | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |
|---------------------------|-----------|-------|---------|----------|-------------|--------|-----|-----------|-------|---------|----------|-------------|--------|
| Appraise ■                | 1         | =     | +       | 1        | +           |        | INT |           | =     | +       | 1        | +           | INT    |
| Balance ■†                | -6        | =     | +       | 0        | +           |        | DEX |           | =     | +       | 1        | +           | INT    |
| Bluff ■                   | 1         | =     | +       | 1        | +           |        | CHA |           | =     | +       | 1        | +           | INT    |
| Climb ■†                  | 2         | =     | 5       | +        | 3           | +      | STR |           | =     | +       | 1        | +           | INT    |
| Concentration ■           | 2         | =     | +       | 2        | +           |        | CON | Y         | 10    | =       | 9        | +           | INT    |
| Craft ■ ( )               | 1         | =     | +       | 1        | +           |        | INT | Y         |       | =       | +        | 1           | +      |
| Craft ■ ( )               | 1         | =     | +       | 1        | +           |        | INT | Y         |       | =       | +        | 1           | +      |
| Decipher Script           |           | =     | +       | 1        | +           |        | INT |           | 1     | =       | +        | 1           | +      |
| Diplomacy ■               | 1         | =     | +       | 1        | +           |        | CHA | Y         | -6    | =       | +        | 0           | +      |
| Disable Device            |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 0           | +      |
| Disguise ■                | 1         | =     | +       | 1        | +           |        | CHA |           | 1     | =       | +        | 1           | +      |
| Escape Artist ■†          | -6        | =     | +       | 0        | +           |        | DEX |           | 0     | =       | +        | 0           | +      |
| Forgery ■                 | 1         | =     | +       | 1        | +           |        | INT |           | 1     | =       | +        | 1           | +      |
| Gather Information ■      | 1         | =     | +       | 1        | +           |        | CHA |           | 4     | =       | 3        | +           | WIS    |
| Handle Animal             |           | =     | +       | 1        | +           |        | CHA | Y         |       | =       | +        | 0           | +      |
| Heal ■                    | 1         | =     | +       | 1        | +           |        | WIS | Y         |       | =       | +        | 1           | +      |
| Hide ■†                   | -6        | =     | +       | 0        | +           |        | DEX |           |       | =       | +        | 1           | +      |
| Intimidate ■              | 1         | =     | +       | 1        | +           |        | CHA |           | 1     | =       | +        | 1           | +      |
| Jump ■†                   | -2        | =     | 5       | +        | 3           | +      | STR |           | 1     | =       | +        | 1           | +      |
| Knowledge (Arcana)        |           | =     | +       | 1        | +           |        | INT |           | -4    | =       | 5        | +           | STR    |
| Knowledge (Architecture)  |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 0           | +      |
| Knowledge (Dungeoneering) |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Knowledge (Geography)     |           | =     | +       | 1        | +           |        | INT |           | 0     | =       | +        | 0           | +      |
| Knowledge (History)       |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Knowledge (Local)         |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Knowledge (Nature)        |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Knowledge (Nobility)      |           | =     | +       | 1        | +           |        | INT | Y         |       | =       | +        | 1           | +      |
| Knowledge (Religion)      | 10        | =     | 9       | +        | 1           | +      | INT | Y         |       | =       | +        | 1           | +      |
| Knowledge (the Planes)    |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Listen ■                  | 1         | =     | +       | 1        | +           |        | WIS |           |       | =       | +        | 1           | +      |
| Move Silently ■†          | -6        | =     | +       | 0        | +           |        | DEX |           |       | =       | +        | 0           | +      |
| Open Lock                 |           | =     | +       | 0        | +           |        | DEX |           | 1     | =       | +        | 1           | +      |
| Perform ■                 | 1         | =     | +       | 1        | +           |        | CHA |           |       | =       | +        | 1           | +      |
| Profession                |           | =     | +       | 1        | +           |        | WIS | Y         |       | =       | +        | 1           | +      |
| Ride ■                    | 0         | =     | +       | 0        | +           |        | DEX | Y         |       | =       | +        | 0           | +      |
| Search ■                  | 1         | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Sense Motive ■            | 4         | =     | 3       | +        | 1           | +      | WIS | Y         |       | =       | +        | 0           | +      |
| Sleight of Hand †         |           | =     | +       | 0        | +           |        | DEX |           |       | =       | +        | 1           | +      |
| Speak Language            |           | =     | +       | 1        | +           |        | INT |           |       | =       | +        | 1           | +      |
| Spellcraft                |           | =     | +       | 1        | +           |        | INT |           | 1     | =       | +        | 1           | +      |
| Spot ■                    | 1         | =     | +       | 1        | +           |        | WIS |           | 1     | =       | +        | 1           | +      |
| Survival ■                | 1         | =     | +       | 1        | +           |        | WIS |           | -4    | =       | 5        | +           | STR    |
| Swim ■ ††                 | -4        | =     | 5       | +        | 3           | +      | STR |           |       | =       | +        | 0           | +      |
| Tumble †                  |           | =     | +       | 0        | +           |        | DEX |           |       | =       | +        | 1           | +      |
| Use Magic Device          |           | =     | +       | 1        | +           |        | CHA |           | 0     | =       | +        | 0           | +      |
| Use Rope ■                | 0         | =     | +       | 0        | +           |        | DEX |           |       | =       | +        | 1           | +      |

[illegible]

| ITEM SLOTS            |  | LOCATION       | WGT LBS |
|-----------------------|--|----------------|---------|
|                       |  | <b>Head</b>    |         |
|                       |  | <b>Eyes</b>    |         |
| amulet of health +2   |  | <b>Amulet</b>  |         |
|                       |  | <b>Ring 1</b>  |         |
|                       |  | <b>Ring 2</b>  |         |
|                       |  | <b>Bracers</b> |         |
|                       |  | <b>Cloak</b>   |         |
|                       |  | <b>Robe</b>    |         |
|                       |  | <b>Vest</b>    |         |
|                       |  | <b>Gloves</b>  |         |
|                       |  | <b>Belt</b>    |         |
|                       |  | <b>Boots</b>   |         |
| +2 heavy steel shield |  | <b>Shield</b>  |         |
|                       |  | <b>Misc 1</b>  |         |
|                       |  | <b>Misc 2</b>  |         |
|                       |  | <b>Misc 3</b>  |         |
|                       |  | <b>Misc 4</b>  |         |

[illegible][illegible]

## Ulfsek of the Purifying Flame, dwarven fighter/paladin

Ulfsek, once known as Ulfsek Steelboot, has chosen a difficult path in life. He once marched at the vanguard of the dwarven clans of Helmspike, a proud warrior with honor to his name. Then he left behind the halls of his ancestors and walked alone into Arvale City in the Theocracy of the Lance. There, at the fane of Justicia, the Helmless Vigil, he threw himself prostrate on their steps and begged for admittance. To his kinsmen, Ulfsek has abandoned dwarven life to follow the way of a “human god.” Ulfsek has not discussed with them, or anyone, what prompted him to make this decision, but when he doesn’t think he’s being watched his eyes sadly trace the sky until they gaze in the direction of Helmspike.

The going for Ulfsek has been hard among the paladins of the Order of the Purifying Flame as well. Although resourceful in battle and unquestioned in dedication, he retains an infantryman’s mentality, which grates on the sensibilities of the aristocratic, mounted gentry that comprises the upper echelons of his order. Some of the other non-human paladins jokingly suggest that there’s a “height limit” on power within the Order, but Ulfsek, who wants nothing more than to serve Justicia, knows that such humor is only half in jest.

The histories of the Order of the Purifying Flame contain cryptic references to an unclean perversion of Chaos that slumbers in Achsfel Waste, and rumors have reached the Order’s chapterhouse in Arvale City that the Waste is spreading somehow. It was decided to launch an investigation, and Ulfsek volunteered for this honor. When he was passed over, he appealed, demanding that Justicia herself should choose who would brave the Wastes. Although the Knight-Paladins scoffed at such bravado, their laughter turned to astonished cries of alarm as their statue of Justicia suddenly cracked. The statue’s upraised arm, holding aloft the burning sword of their god, crashed to the ground, the sword’s tip pointing straight at Ulfsek. The dwarven paladin left at dawn the next day with the apologies of his embarrassed superiors ringing in his ears.

*Description:* Ulfsek wears his beard in one long braid, which he tucks into his belt before going into battle. His knobbed knuckles bear scars from countless engagements. From under his open-faced helm blaze piercing cerulean eyes, weighing the rightness of all he sees. Ulfsek is not humorless, in fact enjoying a grand jest, but he does not like jokes made at the expense of others.

*Comments:* Ulfsek is the best character to take because of his high AC and his combat flexibility. He fills both the roles of “tank” and tactical fighter. He is the worst character to take because, as a dwarf, he is slow and because he can’t do as much damage per round as some of his companions.



## Master Lerenev

CHARACTER

Human

RACE

Fighter 6

CLASS



Lawful Neutral

ALIGNMENT

House Oronsgoth

DEITY

6

LEVEL

N/A

EXPERIENCE

0

PENALTY

Male  
GENDER28  
AGEM  
SIZE6'3  
HEIGHT171 lbs  
WEIGHTTanned  
COMPLEXIONBlack with Grey Streaks  
HAIRBrown  
EYESRight  
HANDEDNESS

## ABILITY SCORES

## SAVING THROWS

## HIT POINTS

TOTAL 46  
CURRENT  
SUBDUAL

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 13    | +1  |            |          |
| DEX | 18    | +4  |            |          |
| CON | 12    | +1  |            |          |
| INT | 10    | 0   |            |          |
| WIS | 10    | 0   |            |          |
| CHA | 8     | -1  |            |          |

|      |       | TOTAL | BASE SAVE | ABI MOD | MAGIC MOD | MISC MOD | TEMP MOD |
|------|-------|-------|-----------|---------|-----------|----------|----------|
| FORT | (CON) | +6    | = 5       | + 1     | +         | +        | +        |
| REF  | (DEX) | +6    | = 2       | + 4     | +         | +        | +        |
| WILL | (WIS) | +2    | = 2       | + 0     | +         | +        | +        |

## SAVING THROW MODIFIERS

| LIFT OVER HEAD      | LIFT OFF GROUND     | PUSH / DRAG         |
|---------------------|---------------------|---------------------|
| 150<br>1 x MAX LOAD | 300<br>2 x MAX LOAD | 750<br>5 x MAX LOAD |

## LOAD

|      | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|------|-------|----------|---------|---------|------|
| 49.5 | L 30  | 50       | NORM    | NORM    | NORM |

## SPEED

|        | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN |
|--------|-------|----------|---------|---------|-----|
| 30 ft. | M 20  | 100      | +3      | -3      | x4  |
|        | H 20  | 150      | +1      | -6      | x3  |

## ARMOR CLASS

20

= 10

+ 5

+ 1

+ 4

+

+

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-  
ARCANE  
SPELL FAIL16  
FLAT  
FOOTED-1  
ARMOR  
CHECK PEN14  
VS TOUCH  
ATTACKS

## AC MODIFIERS

## ARMOR &amp; PROTECTION

|                    | TYPE   | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|--------------------|--------|-------------|---------|-----------|------------|-------|---------|
| +1 chain shirt     | Light  | 5           | +4      | -1        | 20         | 30    | 25      |
| masterwork buckler | Shield | 1           | -       | 0         | 5          | 30    | 5       |

PROFICIENT WITH ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

## INITIATIVE

+4

= 4

+

DEX MOD

MISC MOD

## INITIATIVE MODIFIERS

## ATTACK BONUSES

## BASE ATTACK BONUS

+6/+1

## ATTACK BONUS MODIFIERS

## Weapon Focus

(repeating crossbow)

Point Blank Shot

|  |
|--|
|  |
|  |
|  |

|         |       | TOTAL ATTACK BONUS | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|---------|-------|--------------------|-------------------|---------|----------|----------|----------|
| MELEE   | (STR) | +7/+2              | = +6/+1           | + 1     | + 0      | + 0      | +        |
| RANGED  | (DEX) | +10/+5             | = +6/+1           | + 4     | + 0      | + 0      | +        |
| GRAPPLE | (STR) | +7                 | = +6              | + 1     | + 0      | + 0      | +        |
|         |       |                    | =                 | +       | +        | +        | +        |

## WEAPONS

|                             | ATTACK BONUS | DAMAGE | CRITICAL | RANGE  | SIZE | TYPE | NOTES & RELATED FEATS  |
|-----------------------------|--------------|--------|----------|--------|------|------|--|
| +2 heavy repeating crossbow | +13/+8       | 1d10+4 | 19-20/x2 | 120 ft | M    | E    | each case holds 5 bolts; move action to load case provokes AOO |
| - with Rapid Shot           | +11/+11/+6   | 1d10+4 | 19-20/x2 | 120 ft | M    | E    | each case holds 5 bolts; move action to load case provokes AOO |
| dagger                      | +7/+2        | 1d4+1  | 19-20/x2 | 10 ft  | M    | S    |  |
|                             |              |        |          |        |      |      |  |
|                             |              |        |          |        |      |      |  |
|                             |              |        |          |        |      |      |  |

## COMBAT PROFICIENCIES

☐ ALL SIMPLE ☐ ALL MARTIAL

simple and martial weapons, repeating crossbow (feat)

light, medium, heavy armor, shields (and tower shields)

## COMBAT FEATS &amp; BENEFITS / NOTES

**Point Blank Shot:** +1 to attack and damage if firing at enemies within 30 ft.**Rapid Shot:** may make extra attack with ranged weapon; all attacks that round are at -2

## SKILL MODIFIERS

## RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

## CLASS FEATURES

## FEATS

Exotic Weapon Prof.  
Point Blank Shot  
Precise Shot  
Rapid Reload  
Rapid Shot  
Ranged Cleave\*  
Weapon Focus  
Weapon Specialization

Languages: Common

## SKILLS

27

27 + INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

|                           | SKILL MOD | RANKS | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |       | SKILL MOD              | RANKS      | ABI MOD | MISC MOD | KEY ABILITY | CLASS ? |     |       |       |
|---------------------------|-----------|-------|---------|----------|-------------|--------|-------|------------------------|------------|---------|----------|-------------|---------|-----|-------|-------|
| Appraise ■                | 0         | =     | +       | 0        | +           | INT    | _____ | Knowledge (History)    |            | =       | +        | 0           | +       | INT | _____ |       |
| Balance ■†                | 3         | =     | +       | 3        | +           | DEX    | _____ | Knowledge (Local)      |            | =       | +        | 0           | +       | INT | _____ |       |
| Bluff ■                   | -1        | =     | +       | -1       | +           | CHA    | _____ | Knowledge (Nature)     |            | =       | +        | 0           | +       | INT | _____ |       |
| Climb ■†                  | 0         | =     | +       | 1        | +           | STR    | Y     | Knowledge (Nobility)   |            | =       | +        | 0           | +       | INT | _____ |       |
| Concentration ■           | 1         | =     | +       | 1        | +           | CON    | _____ | Knowledge (Religion)   |            | =       | +        | 0           | +       | INT | _____ |       |
| Craft ■ ( )               | 0         | =     | +       | 0        | +           | INT    | Y     | Knowledge (the Planes) |            | =       | +        | 0           | +       | INT | _____ |       |
| Craft ■ ( )               | 0         | =     | +       | 0        | +           | INT    | Y     | Listen ■               | 0          | =       | +        | 0           | +       | WIS | _____ |       |
| Decipher Script           |           | =     | +       | 0        | +           | INT    | _____ | Move Silently ■†       | 3          | =       | +        | 4           | +       | DEX | _____ |       |
| Diplomacy ■               | -1        | =     | +       | -1       | +           | CHA    | _____ | Open Lock              |            | =       | +        | 4           | +       | DEX | _____ |       |
| Disable Device            |           | =     | +       | 0        | +           | INT    | _____ | Perform ■              | -1         | =       | +        | -1          | +       | CHA | _____ |       |
| Disguise ■                | -1        | =     | +       | -1       | +           | CHA    | _____ | Profession             |            | =       | +        | 0           | +       | WIS | _____ |       |
| Escape Artist ■†          | 3         | =     | +       | 4        | +           | DEX    | _____ | Ride ■                 | 4          | =       | +        | 4           | +       | DEX | Y     |       |
| Forgery ■                 | 0         | =     | +       | 0        | +           | INT    | _____ | Search ■               | 0          | =       | +        | 0           | +       | INT | _____ |       |
| Gather Information ■      | -1        | =     | +       | -1       | +           | CHA    | _____ | Sense Motive ■         | 0          | =       | +        | 0           | +       | WIS | _____ |       |
| Handle Animal             |           | =     | +       | -1       | +           | CHA    | Y     | Sleight of Hand †      |            | =       | +        | 4           | +       | DEX | _____ |       |
| Heal ■                    | 0         | =     | +       | 0        | +           | WIS    | _____ | Speak Language         |            | =       | +        | 0           | +       | INT | _____ |       |
| Hide ■†                   | 3         | =     | +       | 4        | +           | DEX    | _____ | Spellcraft             |            | =       | +        | 0           | +       | INT | _____ |       |
| Intimidate ■              | 8         | =     | 9       | +        | -1          | +      | CHA   | Y                      | Spot ■     | 0       | =        | +           | 0       | +   | WIS   | _____ |
| Jump ■†                   | 9         | =     | 9       | +        | 1           | +      | STR   | Y                      | Survival ■ | 0       | =        | +           | 0       | +   | WIS   | _____ |
| Knowledge (Arcana)        |           | =     | +       | 0        | +           | INT    | _____ | Swim ■ ††              | 8          | =       | 9        | +           | 1       | +   | STR   | Y     |
| Knowledge (Architecture)  |           | =     | +       | 0        | +           | INT    | _____ | Tumble †               |            | =       | +        | 4           | +       | DEX | _____ |       |
| Knowledge (Dungeoneering) |           | =     | +       | 0        | +           | INT    | _____ | Use Magic Device       |            | =       | +        | -1          | +       | CHA | _____ |       |
| Knowledge (Geography)     |           | =     | +       | 0        | +           | INT    | _____ | Use Rope ■             | 4          | =       | +        | 4           | +       | DEX | _____ |       |

| <b>EQUIPMENT</b>                  | <b>LOCATION</b> | <b>WGT<br/>LBS</b> |
|-----------------------------------|-----------------|--------------------|
| +1 chain shirt                    | body            | 25                 |
| masterwork buckler                | l. arm          | 5                  |
| dagger                            | belt            | 1                  |
| +2 heavy repeating crossbow       | held            | 12                 |
| cold iron bolt case x3            | pockets         | 3                  |
| adamantine bolt case x3           | pockets         | 3                  |
| chalk x2                          | pouch           | -                  |
| tindertwigs x3                    | pouch           | -                  |
| candles x2                        | pouch           | -                  |
| explorer's outfit                 | clothes         | -                  |
| vial of antitoxin                 | sling           | -                  |
| belt pouch                        | belt            | 0.5                |
| potion of cat's grace             | sling           | -                  |
| potion of cure moderate wounds x2 | sling           | -                  |
|                                   |                 |                    |
|                                   | <b>TOTAL</b>    | <b>49.5</b>        |

| ITEM SLOTS | LOCATION | WGT LBS |
|------------|----------|---------|
|            | Head     |         |
|            | Eyes     |         |
|            | Amulet   |         |
|            | Ring 1   |         |
|            | Ring 2   |         |
|            | Bracers  |         |
|            | Cloak    |         |
|            | Robe     |         |
|            | Vest     |         |
|            | Gloves   |         |
|            | Belt     |         |
|            | Boots    |         |
|            | Shield   |         |
|            | Misc 1   |         |
|            | Misc 2   |         |
|            | Misc 3   |         |
|            | Misc 4   |         |

[illegible]

| Magic Items and Spells | Description   |
|------------------------|---|
| Ammunition:            |   |
|                        | cold iron case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
|                        | cold iron case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
|                        | cold iron case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
|                        | adamantine case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                        | adamantine case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                        | adamantine case: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                        |   |
|                        |   |
|                        |   |
|                        |   |

## Master Lerenev, human fighter

Lerenev Rudarkyin is not a complicated man. Brought up in a poor family, he learned early that the less-fortunate survive by cleaving to those who can protect them. Lerenev joined the city watch of Arvale City at an idealistic age. He promptly left it, disgusted with the widespread corruption and graft he saw in the city guard, although he learned an important lesson: although organizations can become wicked, strong individuals will not.

His leaving the city watch did not go unnoticed; rather, it drew the right kind of attention from Councilman Darius Oronsgoth. Lerenev became the leader of his household guard, where he is known as Master Lerenev.

Lerenev has earned his title; his lord courts powerful enemies by speaking as a compassionate but influential voice on the City Council, and Lerenev has thwarted four attempts on his lord's life. The most recent blow, however, came from an unseen direction, and Darius's kindly father was murdered as a "warning" to the Councilman.

The Oronsgoth family was thrown into turmoil by this act since the heir, Darius' older brother Duran, was away on a mission for the Order of the Purifying Flame. The Councilman's inquiries into his brother's whereabouts met with unsatisfactory answers, so Master Lerenev was ordered to find Duran, inform him of his father's death, and bid him return to Arvale City. If he found Duran's remains, Lerenev was to recover the *Eye of Oronsgoth*, a family heirloom.

Lerenev doubted the wisdom of leaving his lord so vulnerable, especially with blood so recently spilt, but he obeyed. Taking four men with him, he followed the scarce information given by the Order west, toward Achsfel Waste. Unfortunately, that information made no mention of the recent changes there, and Lerenev lost his companions. At no point, however, did he consider turning back. If Duran Oronsgoth is in the Waste, Master Lerenev will find him.

*Description:* Master Lerenev is a lean, muscular man. A drooping, full mustache frames his perpetually dour mouth and his eyebrows tend to arch over his disbelieving, grey eyes. He favors tight-fitting, functional clothing with several pockets and straps for his weaponry and ammunition. His high boots are covered in mud from the road and pitted with the Waste's acid rain.

*Comments:* Master Lerenev is the best character to take because he can deal great damage from range and his special bolts may help overcome the DR of some creatures. He fills the role of fire support in the party. He is the worst character to take because once he runs out of bolts his usefulness drops considerably.

### *Ranged Cleave* [General]

You can use ranged weapons to take immediate follow-ups to successful attacks.

**Benefit:** If you deal enough damage with a ranged weapon to make a creature drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra ranged attack against another creature in the same range increment that was in your line of sight at the time of the first attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You may use this ability once/round.

**Special:** A fighter may select Ranged Cleave as one of his fighter bonus feats.

**Source:** Warcraft Alliance and Horde Compendium

**Some notes on repeating crossbows:** The ammunition for a repeating crossbow is fed through a case that holds five bolts. As long as the repeating crossbow's case holds bolts, it can be reloaded by pulling the lever (a free action), allowing it to be fired at your full attack bonus (including iterative attacks). Loading a new case of bolts is a full-round action that provokes an attack of opportunity. Master Lerenev, however, has a feat that allows him to reload as a move action.

Although a repeating crossbow can be fired in one hand, it must be fired in two hands to use the lever. It takes two hands to load a new case of bolts into a repeating crossbow.

Issele Filiátha

Grey Elf

Cleric 3/Wizard (evoker) 3

CHARACTER

RACE

CLASS

Neutral

The Flame of Knowledge

6

N/A

0

ALIGNMENT

DEITY

LEVEL

EXPERIENCE

PENALTY



|        |     |      |        |        |            |               |        |            |
|--------|-----|------|--------|--------|------------|---------------|--------|------------|
| Female | 103 | M    | 5'1    | 95 lbs | Pale       | Golden Blonde | Violet | Right      |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT | COMPLEXION | HAIR          | EYES   | HANDEDNESS |

## ABILITY SCORES

## SAVING THROWS

## HIT POINTS

|       |         |         |
|-------|---------|---------|
| TOTAL | CURRENT | SUBDUAL |
| 28    |         |         |

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 8     | -1  |            |          |
| DEX | 12    | +1  |            |          |
| CON | 10    | 0   |            |          |
| INT | 17    | +3  |            |          |
| WIS | 16    | +3  |            |          |
| CHA | 12    | +1  |            |          |

|      |       | TOTAL | BASE SAVE | ABI MOD | MAGIC MOD | MISC MOD | TEMP MOD |
|------|-------|-------|-----------|---------|-----------|----------|----------|
| FORT | (CON) | +6    | 4         | 0       |           | 2        |          |
| REF  | (DEX) | +3    | 2         | 1       |           |          |          |
| WILL | (WIS) | +9    | 6         | 3       |           |          |          |

|                |                 |              |
|----------------|-----------------|--------------|
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH / DRAG  |
| 80             | 160             | 400          |
| 1 x MAX LOAD   | 2 x MAX LOAD    | 5 x MAX LOAD |

## LOAD

|        |   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|--------|---|-------|----------|---------|---------|------|
| 18     | L | 30    | 26       | NORM    | NORM    | NORM |
| SPEED  | M | 20    | 53       | +3      | -3      | x4   |
| 30 ft. | H | 20    | 80       | +1      | -6      | x3   |

## SAVING THROW MODIFIERS

Great Fortitude feat; immune to sleep effects; +2 racial bonus  
vs. enchantment spells or effects

## ARMOR CLASS

16

NORMAL

$$16 = 10 + 4 + 1 + 1 + 1 + 1$$

ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

10%

ARCANE  
SPELL FAIL

0

ARMOR  
CHECK PEN

15

FLAT  
FOOTED

12

VS TOUCH  
ATTACKS

## AC MODIFIERS

ring of protection +1

## ARMOR &amp; PROTECTION

|               | TYPE  | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|---------------|-------|-------------|---------|-----------|------------|-------|---------|
| mithral shirt | Light | 5           | +6      | 0         | 10         | 30    | 10      |
|               |       |             |         |           |            |       |         |
|               |       |             |         |           |            |       |         |
|               |       |             |         |           |            |       |         |
|               |       |             |         |           |            |       |         |

PROFICIENT WITH ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

## INITIATIVE

+1

= 1

DEX MOD

+

MISC MOD

## ATTACK BONUSES

## BASE ATTACK BONUS

+3

## ATTACK BONUS MODIFIERS

| INITIATIVE MODIFIERS |
|----------------------|
|                      |
|                      |
|                      |
|                      |

|         |       | TOTAL ATTACK BONUS | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|---------|-------|--------------------|-------------------|---------|----------|----------|----------|
| MELEE   | (STR) | +2                 | +3                | -1      | 0        | 0        |          |
| RANGED  | (DEX) | +4                 | +3                | +1      | 0        | 0        |          |
| GRAPPLE | (STR) | +2                 | +3                | -1      | 0        | 0        |          |
|         |       |                    |                   |         |          |          |          |

| ATTACK BONUS MODIFIERS |
|------------------------|
|                        |
|                        |
|                        |
|                        |

## WEAPONS

|            | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS |
|------------|--------------|--------|----------|-------|------|------|-----------------------|
| shortspear | +2           | 1d6-1  | x2       | 20 ft | M    | S    |                       |
|            |              |        |          |       |      |      |                       |
|            |              |        |          |       |      |      |                       |
|            |              |        |          |       |      |      |                       |
|            |              |        |          |       |      |      |                       |

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☐ ALL MARTIAL

simple weapons, also longsword, rapier, longbow, shortbow,  
composite longbow, composite shortbow  
light, medium, heavy armor, shield (not tower shields)

## COMBAT FEATS &amp; BENEFITS / NOTES

**Spell Focus** (evocation): +1 to DC of evocation spells  
+2 on Turning checks

## SKILL MODIFIERS

## RACIAL TRAITS

Low-light vision; entitled to a Search check of a secret or  
concealed door merely by passing within 5 ft. of it  
Immune to paralyzing attack of ghouls

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

## CLASS FEATURES

Evoker (Illusion, Necromancy)  
Spontaneous cure spells  
Turn undead 4/day  
Fire Domain: may Turn or destroy  
water creatures, or rebuke or  
command fire creatures, 4x/day  
Knowledge Domain: +1 caster level  
to divination spells

## FEATS

Great Fortitude  
Skill Focus  
(Concentration)  
Spell Focus  
(Evocation)

| SKILLS                    |           | TOTAL SKILL POINTS | 45      | + INT MOD (+1 HUMAN) | CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3<br>CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2 |        | ■ CAN BE USED UNTRAINED | † ARMOR CHECK PENALTY APPLIES |
|---------------------------|-----------|--------------------|---------|----------------------|--|--------|-------------------------|-------------------------------|
|                           | SKILL MOD | RANKS              | ABI MOD | MISC MOD             | KEY ABILITY  | CLASS? |                         |                               |
| Appraise ■                | 3         | =                  | +       | 3                    | +  | INT    |                         |                               |
| Balance ■†                | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Bluff ■                   | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Climb ■†                  | -1        | =                  | +       | -1                   | +  | STR    |                         |                               |
| Concentration ■           | 12        | =                  | 9       | +                    | 0  | +      | 3                       | CON                           |
| Craft ■ ( )               | 3         | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Craft ■ ( )               | 3         | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Decipher Script           | 12        | =                  | 9       | +                    | 3  | +      | INT                     | Y                             |
| Diplomacy ■               | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Disable Device            |           | =                  | +       | 3                    | +  | INT    |                         |                               |
| Disguise ■                | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Escape Artist ■†          | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Forgery ■                 | 3         | =                  | +       | 3                    | +  | INT    |                         |                               |
| Gather Information ■      | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Handle Animal             |           | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Heal ■                    | 3         | =                  | +       | 3                    | +  | WIS    |                         |                               |
| Hide ■†                   | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Intimidate ■              | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Jump ■†                   | -1        | =                  | +       | -1                   | +  | STR    |                         |                               |
| Knowledge (Arcana)        | 9         | =                  | 6       | +                    | 3  | +      | INT                     | Y                             |
| Knowledge (Architecture)  |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (Dungeoneering) |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (Geography)     |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (History)       | 6         | =                  | 3       | +                    | 3  | +      | INT                     | Y                             |
| Knowledge (Local)         |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (Nature)        |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (Nobility)      |           | =                  | +       | 3                    | +  | INT    | Y                       |                               |
| Knowledge (Religion)      | 9         | =                  | 6       | +                    | 3  | +      | INT                     | Y                             |
| Knowledge (the Planes)    | 6         | =                  | 3       | +                    | 3  | +      | INT                     | Y                             |
| Listen ■                  | 5         | =                  | +       | 3                    | +  | 2      | WIS                     |                               |
| Move Silently ■†          | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Open Lock                 |           | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Perform ■                 | 1         | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Profession                |           | =                  | +       | 3                    | +  | WIS    | Y                       |                               |
| Ride ■                    | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Search ■                  | 5         | =                  | +       | 3                    | +  | 2      | INT                     |                               |
| Sense Motive ■            | 3         | =                  | +       | 3                    | +  | WIS    |                         |                               |
| Sleight of Hand †         |           | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Speak Language            |           | =                  | +       | 3                    | +  | INT    |                         |                               |
| Spellcraft                | 12        | =                  | 9       | +                    | 3  | +      | INT                     | Y                             |
| Spot ■                    | 5         | =                  | +       | 3                    | +  | 2      | WIS                     |                               |
| Survival ■                | 3         | =                  | +       | 3                    | +  | WIS    |                         |                               |
| Swim ■††                  | -1        | =                  | +       | -1                   | +  | STR    |                         |                               |
| Tumble †                  |           | =                  | +       | 1                    | +  | DEX    |                         |                               |
| Use Magic Device          |           | =                  | +       | 1                    | +  | CHA    |                         |                               |
| Use Rope ■                | 1         | =                  | +       | 1                    | +  | DEX    |                         |                               |

| EQUIPMENT                        |  | LOCATION | WGT LBS | ITEM SLOTS            |  | LOCATION | WGT LBS | CONSUMABLES |  | AMOUNT |
|----------------------------------|--|----------|---------|-----------------------|--|----------|---------|-------------|--|--------|
| mithral shirt                    |  | body     | 10      |                       |  | Head     |         | Potions     |  |        |
| shortspear                       |  | r. hand  | 3       |                       |  | Eyes     |         | aid         |  | 1      |
| bell                             |  | sack     | -       |                       |  | Amulet   |         |             |  |        |
| handy haversack                  |  | belt     | 5       | ring of protection +1 |  | Ring 1   |         |             |  |        |
| pear of power (2nd)              |  | circlet  | -       | ring of the ram       |  | Ring 2   |         |             |  |        |
| wand (cure moderate wounds) (10) |  | sack     | -       |                       |  | Bracers  |         |             |  |        |
| ring of the ram (10)             |  | l. hand  | -       |                       |  | Cloak    |         |             |  |        |
| hand of the mage                 |  | sack     | -       |                       |  | Robe     |         |             |  |        |
| potion of aid                    |  | sack     | -       |                       |  | Vest     |         |             |  |        |
| ring of protection +1            |  | r. hand  | -       |                       |  | Gloves   |         |             |  |        |
| noble's outfit                   |  | clothes  | -       |                       |  | Belt     |         |             |  |        |
|                                  |  |          |         |                       |  | Boots    |         |             |  |        |
|                                  |  |          |         |                       |  | Shield   |         |             |  |        |
|                                  |  |          |         |                       |  | Misc 1   |         |             |  |        |
|                                  |  |          |         |                       |  | Misc 2   |         |             |  |        |
|                                  |  |          |         |                       |  | Misc 3   |         |             |  |        |
|                                  |  |          |         |                       |  | Misc 4   |         |             |  |        |
|                                  |  | TOTAL    | 18      |                       |  |          |         |             |  |        |

| Magic Items and Spells        | Description   |
|-------------------------------|---|
| wand of cure moderate wounds  | 10 charges: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (CL 3rd; 2d8+5) |
| ring of the ram               | 10 charges: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                 |
|                               | Attack Mode: force damage, 1-3 charges per use, 1d6 damage per charge, 50 ft. range, will bull rush targets within 30 ft. (force is Large with Str 25), gain +1 on bull rush if 2 charges were used or +2 if 3 charges were used  |
|                               | Door Mode: 1-3 charges per use, can open doors as character with 25 Str, +2 Str per charge after the first  |
| Turn Undead                   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Issele has +2 to Turning checks from her ranks in Knowledge (religion)  |
| Wizard Spells 0-level (DC 13) | Detect magic (CL 4), detect magic (CL 4), ray of frost, read magic (CL 4)   |
| 1st level (DC 14)             | Burning hands (DC 15), detect secret doors (CL 4), protection from chaos, shield  |
| 2nd level (DC 15)             | Flaming sphere (DC 16), hideous laughter, scorching ray   |
| Cleric Spells 0-level (DC 13) | Create water, detect poison (CL 4), guidance, resistance (D indicates domain spell)   |
| 1st level (DC 14)             | Burning hands (D) (DC 15), cause fear, doom, sanctuary  |
| 2nd level (DC 15)             | Align weapon, produce flame (D), sound burst (DC 16)  |



## Issele Filiátha, grey elven wizard/cleric

Issele Filiátha was brought up in one of the most privileged grey elven houses. Rather than fill her with a sense of contentment, however, her high station only whetted her ambitions. Issele acknowledges that she lacks the courtly graces and refined sense of humor characteristic of her kinfolk; she has instead striven to excel in her education. In time, she came to revere the pursuit of intellectual perfection as a god unto itself, something she privately refers to as the Flame of Knowledge (Domains: Fire and Knowledge).

Positioning herself to be poised between the divine and the arcane, Issele set out to carve her mark in grey elven society as a member of the Mystic Theurges, a difficult, and therefore quite prestigious, society to join. Many elves, some even more potent and learned than herself, have submitted themselves before the society's Council of Petition and received only rejection as their reward. Issele has sworn that this will not be her fate.

Issele decided that she would accomplish something so singularly notable and worthwhile that the Mystic Theurges could not fail to accept her. She began sifting through ancient records and moldy codices to find inspiration for what that feat would be, and while so doing, she found a strange reference in one of their oldest books. It was about a mighty palace constructed, and then abandoned, at the dawn of the reign of the Dragon Kings. The ground surrounding this palace, so it was written, soured with this abandonment, and quickly became known as the *néira-oc-asfel*, or “memories wasted in loss”.

It took Issele two decades, but she eventually found out that the *néira-oc-asfel* is now called “Achsfel Waste.” Cursing the pre-eminence of such an ineloquent language as Common, she gathered together her belongings and set off within the hour. Whatever forgotten secrets she finds in such an ancient place as this “Palace in the Wastes” will surely hold her in greater stead than the fools who have been rejected by the Council of Petition!

*Description:* If “ambition” could be a person, it would be Issele Filiátha. Although beautiful to behold, there is neither warmth nor joy in her mien. Her shining golden hair, bound by a thin circlet of platinum, washes cleanly over her slim shoulders. Her frosty violet eyes clearly hold those she perceives to be her intellectual inferiors (pretty much the entire world) with one degree of contempt or another. Her gleaming mithral shirt is tastefully half-concealed by the powder-blue traveling robes she wears when abroad. With one slender hand cradling her spear, Issele often uses the other to trace strange symbols in the air, musing to herself in Draconic.

*Comments:* Issele Filiátha is the best character to take because of her versatility and her education. Her spells and items let her fill the roles of fire support or primary healer, and her skills include several knowledges and disciplines. She is the worst character to take because she can't cast high-level spells and she has so few hit points.

## CHARACTER

## RACE

CLASS

## ALIGNMENT

DEITY

LEVEL

## EXPERIENCE

PENALTY

Right  
HANDEDNESS

| TOTAL | CURRENT | SUBDUAL |
|-------|---------|---------|
|       |         |         |

|              |   |    |      |      |      |      |
|--------------|---|----|------|------|------|------|
| 19.5         | L | 20 | 22.5 | NORM | NORM | NORM |
| <b>SPEED</b> | M | 10 | 45   | +3   | -3   | x4   |
| 20 ft.       | H | 10 | 67.5 | +1   | -6   | x3   |

---

1

Magic

## AC MODIFIERS

ring of protection +1, size modifier,  
uncanny dodge, +1 to AC vs traps

SPEED W  
L

| +1 studded leather (Small) | Light | 4 | +5 | 0 | 15 | 20 | 10 |
|----------------------------|-------|---|----|---|----|----|----|
|                            |       |   |    |   |    |    |    |
|                            |       |   |    |   |    |    |    |
|                            |       |   |    |   |    |    |    |
|                            |       |   |    |   |    |    |    |
|                            |       |   |    |   |    |    |    |

PROFICIENT WITH ☒ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## +

MISC

TOTAL  
ATTACK BONUS

|                |       |    |   |    |   |    |   |    |   |   |   |  |
|----------------|-------|----|---|----|---|----|---|----|---|---|---|--|
| <b>MELEE</b>   | (STR) | +4 | = | +4 | + | -1 | + | 1  | + | 0 | + |  |
| <b>RANGED</b>  | (DEX) | +8 | = | +4 | + | 3  | + | 1  | + | 0 | + |  |
| <b>GRAPPLE</b> | (STR) | -1 | = | +4 | + | -1 | + | -4 | + | 0 | + |  |
|                |       |    | = |    | + |    | + |    | + |   | + |  |

### ATTACK BONUS MODIFIERS

+1 to attack rolls with  
thrown weapons, slings

## CO FEATS

|                            |    |       |          |       |   |   |                  |
|----------------------------|----|-------|----------|-------|---|---|------------------|
| +1 dagger of frost (Small) | +9 | 1d3   | 19-20/x2 | 10 ft | S | S | +1d6 cold damage |
| dagger (Small)             | +8 | 1d3-1 | 19-20/x2 | 10 ft | S | S |                  |
| dagger (thrown) (Small)    | +9 | 1d3-1 | 19-20/x2 | 10 ft | S | S |                  |
| sling bullets              | +9 | 1d3-1 | x2       | 50 ft | S | S |                  |
|                            |    |       |          |       |   |   |                  |
|                            |    |       |          |       |   |   |                  |

☒ ALL SIMPLE ☐ ALL MARTIAL

simple weapons, plus rapier, short sword, whip, longsword,  
hand crossbow, sap, short bow  
light armor and shields (not tower shields)

**Weapon Finesse:** may use Dex in place of Str when making attack rolls with light weapons  
**Sneak Attack:** +2d6 damage

## FEATS

## +2 to Search for secret doors or compartments

Entitled to automatic Search check by merely passing within  
5 ft. of a secret or concealed door

sneak attack +2d6, trapfinding,  
evasion, uncanny dodge,  
trap sense +1  
spontaneous casting, fascinate,  
bardic knowledge (+6), ignore spell  
failure in light armor, bardic music  
(2/day): countersong, fascinate,  
inspire courage +1

# Agile Nimble Fingers Weapon Finesse

**Languages:** Common, Halfling, Dwarven, Gnome, Orc

| SKILLS                    |  | TOTAL SKILL POINTS | 86          | INT MOD (+1 HUMAN) |          | CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3<br>CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2 |        | ■ CAN BE USED UNTRAINED | † ARMOR CHECK PENALTY APPLIES |           |             |         |          |             |        |
|---------------------------|--|--------------------|-------------|--------------------|----------|--|--------|-------------------------|-------------------------------|-----------|-------------|---------|----------|-------------|--------|
|                           |  | SKILL MOD          | RANKS       | ABI MOD            | MISC MOD | KEY ABILITY  | CLASS? |                         |                               | SKILL MOD | RANKS       | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |
| Appraise ■                |  | 9                  | = 7 + 2 +   |                    |          | INT  | Y      | Knowledge (History)     |                               | 7         | = 5 + 2 +   |         |          | INT         |        |
| Balance ■†                |  | 8                  | = 5 + 3 + 4 |                    |          | DEX  | Y      | Knowledge (Local)       |                               |           | = + 2 +     |         |          | INT         | Y      |
| Bluff ■                   |  | 3                  | = + 3 +     |                    |          | CHA  | Y      | Knowledge (Nature)      |                               |           | = + 2 +     |         |          | INT         |        |
| Climb ■†                  |  | -1                 | = + -1 +    |                    |          | STR  | Y      | Knowledge (Nobility)    |                               |           | = + 2 +     |         |          | INT         |        |
| Concentration ■           |  | 0                  | = + 0 +     |                    |          | CON  |        | Knowledge (Religion)    |                               |           | = + 2 +     |         |          | INT         |        |
| Craft ■ ( )               |  | 2                  | = + 2 +     |                    |          | INT  | Y      | Knowledge (the Planes)  |                               |           | = + 2 +     |         |          | INT         |        |
| Craft ■ ( )               |  | 2                  | = + 2 +     |                    |          | INT  | Y      | Listen ■                |                               | 2         | = + 0 + 2   |         |          | WIS         | Y      |
| Decipher Script           |  |                    | = + 2 +     |                    |          | INT  | Y      | Move Silently ■†        |                               | 3         | = + 3 +     |         |          | DEX         | Y      |
| Diplomacy ■               |  | 3                  | = + 3 +     |                    |          | CHA  | Y      | Open Lock               |                               | 16        | = 9 + 3 + 4 |         |          | DEX         | Y      |
| Disable Device            |  | 15                 | = 9 + 2 + 4 |                    |          | INT  | Y      | Perform ■               |                               | 6         | = 3 + 3 +   |         |          | CHA         | Y      |
| Disguise ■                |  | 3                  | = + 3 +     |                    |          | CHA  | Y      | Profession              |                               |           | = + 0 +     |         |          | WIS         | Y      |
| Escape Artist ■†          |  | 14                 | = 9 + 3 + 2 |                    |          | DEX  | Y      | Ride ■                  |                               | 3         | = + 3 +     |         |          | DEX         |        |
| Forgery ■                 |  | 0                  | = + 2 +     |                    |          | INT  | Y      | Search ■                |                               | 13        | = 9 + 2 + 2 |         |          | INT         | Y      |
| Gather Information ■      |  | 3                  | = + 3 +     |                    |          | CHA  | Y      | Sense Motive ■          |                               | 0         | = + 0 +     |         |          | WIS         | Y      |
| Handle Animal             |  |                    | = + 3 +     |                    |          | CHA  |        | Sleight of Hand †       |                               | 8         | = 5 + 3 +   |         |          | DEX         | Y      |
| Heal ■                    |  | 0                  | = + 0 +     |                    |          | WIS  |        | Speak Language          |                               | 3         | = 1 + 2 +   |         |          | INT         |        |
| Hide ■†                   |  | 7                  | = + 3 + 4   |                    |          | DEX  | Y      | Spellcraft              |                               |           | = + 2 +     |         |          | INT         |        |
| Intimidate ■              |  | 3                  | = + 3 +     |                    |          | CHA  | Y      | Spot ■                  |                               | 2         | = + 0 + 2   |         |          | WIS         | Y      |
| Jump ■†                   |  | -5                 | = + -1 + -4 |                    |          | STR  | Y      | Survival ■              |                               | 0         | = + 0 +     |         |          | WIS         |        |
| Knowledge (Arcana)        |  |                    | = + 2 +     |                    |          | INT  |        | Swim ■ ††               |                               | -1        | = + -1 +    |         |          | STR         | Y      |
| Knowledge (Architecture)  |  | 7                  | = 5 + 2 +   |                    |          | INT  |        | Tumble †                |                               | 14        | = 9 + 3 + 2 |         |          | DEX         | Y      |
| Knowledge (Dungeoneering) |  |                    | = + 2 +     |                    |          | INT  |        | Use Magic Device        |                               | 12        | = 9 + 3 +   |         |          | CHA         | Y      |
| Knowledge (Geography)     |  |                    | = + 2 +     |                    |          | INT  |        | Use Rope ■              |                               | 3         | = + 3 +     |         |          | DEX         | Y      |

| EQUIPMENT                               |  | LOCATION | WGT LBS | ITEM SLOTS            |  | LOCATION | WGT LBS | CONSUMABLES             |  | AMOUNT |
|---|--|----------|---------|-----------------------|--|----------|---------|-------------------------|--|--------|
| +1 studded leather (Small)              |  | body     | 10      |                       |  | Head     |         | Potions                 |  |        |
| ring of protection +1                   |  | r. hand  | -       |                       |  | Eyes     |         | cure light wounds       |  | 2      |
| +1 dagger of frost (Small)              |  | r. hand  | 0.5     |                       |  | Amulet   |         | blur                    |  | 1      |
| daggers x3 (Small)                      |  | sling    | 1.5     | ring of protection +1 |  | Ring 1   |         | lesser restoration      |  | 1      |
| elixir of vision                        |  | pockets  | -       |                       |  | Ring 2   |         | Alchemical              |  |        |
| scroll of protection from energy (CL 5) |  | pockets  | -       |                       |  | Bracers  |         | smokesticks             |  | 2      |
| wand of expeditious retreat (5 charges) |  | belt     | -       |                       |  | Cloak    |         | Scrolls                 |  |        |
| potion of cure light wounds x2          |  | pockets  | -       |                       |  | Robe     |         | pro. from energy (CL 5) |  | 1      |
| potion of lesser restoration            |  | pockets  | -       |                       |  | Vest     |         | Arcana                  |  |        |
| potion of blur                          |  | pockets  | -       |                       |  | Gloves   |         | elixir of vision        |  | 1      |
| silversheen                             |  | pockets  | -       |                       |  | Belt     |         | silversheen             |  | 1      |
| masterwork thieves tools                |  | hidden   | 2       |                       |  | Boots    |         |                         |  |        |
| smokesticks x2                          |  | belt     | 1       |                       |  | Shield   |         |                         |  |        |
| empty flask                             |  | belt     | -       |                       |  | Misc 1   |         |                         |  |        |
| explorer's outfit                       |  | clothes  | -       |                       |  | Misc 2   |         |                         |  |        |
| sling and bullets (20)                  |  | pockets  | 2.5     |                       |  | Misc 3   |         |                         |  |        |
| TOTAL                                   |  |          | 17      |                       |  | Misc 4   |         |                         |  |        |

| Magic Items and Spells           |             | Description   |
|----------------------------------|-------------|---|
| wand of exp. retreat (5 charges) | □□□□ (CL 1) |   |
| Bard Spells (3/1)                |             |   |
| 0-level (DC 13)                  |             | detect magic, ghost sound, prestidigitation, read magic   |
| 1st-level (DC 14)                |             | comprehend languages, cure light wounds   |
| scroll: protection from energy   |             | Requires DC 25 Use Magic Device check, absorbs up to 50 points of chosen energy type for a maximum of 50 mins |
|                                  |             |   |
|                                  |             |   |
|                                  |             |   |
|                                  |             |   |
|                                  |             |   |

## **Rella Rubyhair, tallfoot halfling bard/rogue**

Given other choices and different circumstances, the ne'er-do-well adventurer Rella Rubyhair could have been a talented entertainer. She was born and raised in a traveling halfling sideshow that performed a variety of acts for the applause (or jeers) of rural folk. By the time Rella could walk, she was doing pratfalls. By the time she could talk, she was cajoling the dirt-farmers and swineherds to part with their meager wealth for a bit of quality distraction from their crushingly boring lives. When she was merely 10 she awed yokels with legerdemain, and when she was 20 she astounded audiences by escaping from a sealed tank filled with water.

It all came to an end for Rella when a village rube on his first drunk accidentally set fire to the tent where she and her family were performing. When the survivors buried their family members and friends, they asked Rella to headline their new show. She refused, stating that there was no way she was going to continue to sweat and strain for greasy coppers from unwashed, uneducated, murdering, backwater, knuckle-dragging...and so on.

Rella left the sideshow and never looked back. She soon found that her training as a performer suited her well for her new career as a specialist in extralegal home entry. When she was caught red-handed in a powerful dwarven merchant's home in Punjar, she impressed him so much that he hired her on the spot to be his personal acquisitions department. He's sent her all over the continent to seize the treasures of his rivals. For the first time in her life, Rella has been well-funded and happy.

The change in Achsfel Wastes, however, has put a damper on her fun. Her employer and his business partners have lost several caravans, and they need someone to put an end to whatever is causing the trouble. Rella resents this job, but is eager to return to her life of carefree plunder as soon as possible, and so is giving it her best.

*Description:* Rella takes her colorful last name not only from her bright red hair but also from her habit of weaving strands of silk into her braids from which hang small ruby flakes. Laughter lines crease her face, but that laughter does not always reach her cunning blue eyes. Rella typically wears fine traveling clothing, but the environment of the Waste is causing it to tear and look threadbare...just one more reason for her to hate this job.

*Comments:* Rella Rubyhair is the best character to take because she is adept at finding traps, secret doors, and bypassing locks, and she has a fair degree of acrobatic ability. She fills the role of the skilled character, and her bard levels allow her limited ability for character support. She is the worst character to take because she does very little damage in combat.





## SKILLS

37

37 + INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

|                           | SKILL MOD | RANKS | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |     | SKILL MOD              | RANKS            | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |     |     |     |   |
|---------------------------|-----------|-------|---------|----------|-------------|--------|-----|------------------------|------------------|---------|----------|-------------|--------|-----|-----|-----|---|
| Appraise ■                | -1        | =     | +       | -1       | +           | INT    |     | Knowledge (History)    |                  | =       | +        | -1          | +      | INT |     |     |   |
| Balance ■†                | 2         | =     | +       | 2        | +           | DEX    |     | Knowledge (Local)      |                  | =       | +        | -1          | +      | INT |     |     |   |
| Bluff ■                   | -1        | =     | +       | -1       | +           | CHA    |     | Knowledge (Nature)     |                  | =       | +        | -1          | +      | INT | Y   |     |   |
| Climb ■†                  | 3         | =     | +       | 4        | +           | STR    | Y   | Knowledge (Nobility)   |                  | =       | +        | -1          | +      | INT |     |     |   |
| Concentration ■           | 2         | =     | +       | 2        | +           | CON    | Y   | Knowledge (Religion)   |                  | =       | +        | -1          | +      | INT |     |     |   |
| Craft ■ ( )               | -1        | =     | +       | -1       | +           | INT    | Y   | Knowledge (the Planes) |                  | =       | +        | -1          | +      | INT |     |     |   |
| Craft ■ ( )               | -1        | =     | +       | -1       | +           | INT    | Y   | Listen ■               | 15               | =       | 9        | +           | 2      | +   | 4   | WIS | Y |
| Decipher Script           |           | =     | +       | -1       | +           | INT    |     | Move Silently ■†       | 1                | =       | +        | 2           | +      | DEX | Y   |     |   |
| Diplomacy ■               | -1        | =     | +       | -1       | +           | CHA    |     | Open Lock              |                  | =       | +        | 2           | +      | DEX |     |     |   |
| Disable Device            |           | =     | +       | -1       | +           | INT    |     | Perform ■              | -1               | =       | +        | -1          | +      | CHA |     |     |   |
| Disguise ■                | -1        | =     | +       | -1       | +           | CHA    |     | Profession             |                  | =       | +        | 2           | +      | WIS | Y   |     |   |
| Escape Artist ■†          | 1         | =     | +       | 2        | +           | DEX    |     | Ride ■                 | 2                | =       | +        | 2           | +      | DEX | Y   |     |   |
| Forgery ■                 | -1        | =     | +       | -1       | +           | INT    |     | Search ■               | 6                | =       | 5        | +           | -1     | +   | 2   | INT | Y |
| Gather Information ■      | -1        | =     | +       | -1       | +           | CHA    |     | Sense Motive ■         | 2                | =       | +        | 2           | +      | WIS |     |     |   |
| Handle Animal             |           | =     | +       | -1       | +           | CHA    | Y   | Sleight of Hand †      |                  | =       | +        | 2           | +      | DEX |     |     |   |
| Heal ■                    | 2         | =     | +       | 2        | +           | WIS    | Y   | Speak Language         |                  | =       | +        | -1          | +      | INT |     |     |   |
| Hide ■†                   | 2         | =     | +       | 2        | +           | DEX    | Y   | Spellcraft             |                  | =       | +        | -1          | +      | INT |     |     |   |
| Intimidate ■              | -1        | =     | +       | -1       | +           | CHA    |     | Spot ■                 | 15               | =       | 9        | +           | 2      | +   | 4   | WIS | Y |
| Jump ■†                   | 7         | =     | +       | 4        | +           | 4      | STR | Y                      | Survival ■       | 11      | =        | 9           | +      | 2   | +   | WIS | Y |
| Knowledge (Arcana)        |           | =     | +       | -1       | +           | INT    |     | Swim ■ ††              | 2                | =       | +        | 4           | +      | STR | Y   |     |   |
| Knowledge (Architecture)  |           | =     | +       | -1       | +           | INT    |     | Tumble †               |                  | =       | +        | 2           | +      | DEX |     |     |   |
| Knowledge (Dungeoneering) | 4         | =     | 5       | +        | -1          | +      | INT | Y                      | Use Magic Device |         | =        | +           | -1     | +   | CHA |     |   |
| Knowledge (Geography)     |           | =     | +       | -1       | +           | INT    | Y   | Use Rope ■             | 2                | =       | +        | 2           | +      | DEX | Y   |     |   |

[illegible]

| ITEM SLOTS              | LOCATION | WGT LBS |
|-------------------------|----------|---------|
|                         | Head     |         |
|                         | Eyes     |         |
|                         | Amulet   |         |
| ring of protection +1   | Ring 1   |         |
|                         | Ring 2   |         |
|                         | Bracers  |         |
|                         | Cloak    |         |
|                         | Robe     |         |
|                         | Vest     |         |
| gauntlets of ogre power | Gloves   |         |
|                         | Belt     |         |
|                         | Boots    |         |
|                         | Shield   |         |
|                         | Misc 1   |         |
|                         | Misc 2   |         |
|                         | Misc 3   |         |
|                         | Misc 4   |         |

[illegible][illegible]

## **Lánderon Heart-of-Storm, wood elf barbarian/ranger**

Lánderon Heart-of-Storm was born to the wood elves that make their home in the forgotten forest east of the Waste. Those elves eke out a sparse existence, but they maintain a kindly demeanor and good hearts despite their trials. When their woodcraft and trickery cannot turn aside their enemies, however, elves like Lánderon step to the forefront.

For over 110 season-cycles Lánderon has fought his people's battles against all that threaten them. Giants of snow and frost from the north, cruel fey-kind from the forest's dark heart, and subterranean intruders into daylit lands have all fallen to his axe-stroke. In recent years, however, the greatest threats have come from the Waste to the west.

Lánderon has petitioned his tribe's elders to allow him to journey into the Waste to see if he can determine what is happening, and they have permitted it. His hatred of the unnatural aberrations brimming, Lánderon has journeyed all the way to the Palace in the Wastes to uncover this hidden threat to his people. Although they come from the same tribe, Lánderon does not know Kaila well. She is unaware that, when she was found, he initially argued that the girl-child should be put to death lest she carry some secret taint from the Waste into the forest.

Rather than risk his animal companion on the dangerous trek through the Waste, Lánderon chose to have her stay at home.

*Description:* This elf is a being of raw physical power. His corded thews propel his weapons into the flesh of his enemies with tireless strength. Lánderon bears more sacred feathers, cracked tusks, and bear paws than all but the most seasoned warriors of his tribe. He proudly wears on his otyugh-hide belt the skull of a long-dead ettercap he slew in single combat. His long brown hair, braided by leather cords, reaches almost to the middle of his back. His brow bears a tattoo of a thundercloud, and a fork of lightning is tattooed down the bridge of his hawklike nose. Blood-red warpaint adorns his high elven cheekbones, warning his foes that to bring battle to Heart-of-Storm is a fatal mistake.

*Comments:* Lánderon Heart-of-Storm is the best character to take because no other character has his melee damage potential and because he has the most finely-tuned senses. He fills the role of melee combatant, and it will be hard to surprise him. He is the worst character to take because his AC is so low and because he has no real ranged-combat options.

Kaila

CHARACTER

Human

RACE

Druid 6

CLASS

Neutral Good

ALIGNMENT

The Beauty of Nature

DEITY

6

LEVEL

N/A

EXPERIENCE

0

PENALTY

Female

GENDER

16

AGE

M

SIZE

5'10

HEIGHT

118 lbs

WEIGHT

Lightly Tanned

COMPLEXION

Black

HAIR

Brown

EYES

Right

HANDEDNESS



| ABILITY SCORES |       |     |          |
|----------------|-------|-----|----------|
|                | SCORE | MOD | TEMP MOD |
| STR            | 14    | +2  |          |
| DEX            | 12    | +1  |          |
| CON            | 13    | +1  |          |
| INT            | 10    | 0   |          |
| WIS            | 16    | +3  |          |
| CHA            | 10    | 0   |          |

| SAVING THROWS |       |           |         |           |          |          |  |
|---------------|-------|-----------|---------|-----------|----------|----------|--|
|               | TOTAL | BASE SAVE | ABI MOD | MAGIC MOD | MISC MOD | TEMP MOD |  |
| FORT (CON)    | +8    | 5         | 1       |           | 2        |          |  |
| REF (DEX)     | +5    | 2         | 1       |           | 2        |          |  |
| WILL (WIS)    | +10   | 5         | 3       |           | 2        |          |  |

SAVING THROW MODIFIERS

cloak of resistance +2, +4 to saves vs. spell-like abilities of fey

| HIT POINTS |  |  | TOTAL | CURRENT | SUBDUAL |
|------------|--|--|-------|---------|---------|
|            |  |  | 40    |         |         |

LIFT OVER HEAD

175

1 x MAX LOAD

LIFT OFF GROUND

350

2 x MAX LOAD

PUSH / DRAG

875

5 x MAX LOAD

LOAD

41

SPEED

30 ft.

|   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|---|-------|----------|---------|---------|------|
| L | 30    | 58       | NORM    | NORM    | NORM |
| M | 20    | 116      | +3      | -3      | x4   |
| H | 20    | 175      | +1      | -6      | x3   |

ARMOR CLASS 15 = 10 + 3 + 1 + 1 + 1

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-

ARCANE SPELL FAIL

-3

ARMOR CHECK PEN

14

FLAT FOOTED

11

VS TOUCH ATTACKS

AC MODIFIERS

amulet of natural armor

| ARMOR & PROTECTION |  | TYPE   | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|--------------------|--|--------|-------------|---------|-----------|------------|-------|---------|
| hide armor         |  | Medium | 3           | +4      | -3        | 20         | 20    | 25      |
|                    |  |        |             |         |           |            |       |         |
|                    |  |        |             |         |           |            |       |         |
|                    |  |        |             |         |           |            |       |         |

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

INITIATIVE +1 = 1 + 1

DEX MOD

MISC MOD

INITIATIVE MODIFIERS

| ATTACK BONUSES |    |
|----------------|----|
| MELEE (STR)    | +6 |
| RANGED (DEX)   | +5 |
| GRAPPLE (STR)  | +6 |
|                |    |

| BASE ATTACK BONUS |                   |         |          |          |          |
|-------------------|-------------------|---------|----------|----------|----------|
|                   | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|                   | +4                | 2       | 0        | 0        |          |
|                   | +4                | 1       | 0        | 0        |          |
|                   | +4                | 2       | 0        | 0        |          |
|                   |                   |         |          |          |          |

ATTACK BONUS MODIFIERS

| WEAPONS             |  | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS                                  |
|---------------------|--|--------------|--------|----------|-------|------|------|--|
| +1 cold iron scythe |  | +7           | 2d4+4  | x4       |       | M    | M    | may use Power Attack, adding double the attack penalty |
| sling               |  | +5           | 1d4    | x2       | 50 ft | M    | S    |  |
|                     |  |              |        |          |       |      |      |  |
|                     |  |              |        |          |       |      |      |  |
|                     |  |              |        |          |       |      |      |  |

COMBAT PROFICIENCIES ☐ ALL SIMPLE ☐ ALL MARTIAL

club, dagger, dart, quarterstaff, sickle, scimitar, shortspear, sling, spear

light armor and shields (not tower shields)

COMBAT FEATS & BENEFITS / NOTES

SKILL MODIFIERS

+2 to Survival in natural aboveground environs

RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

Languages: Common, Druidic, Elven, Aquan

CLASS FEATURES

animal companion (at home), wild empathy, nature sense, woodland stride, trackless step, resist nature's lure, wild shape 2/day, spontaneous caster (summon nature's ally)

Tournament Wild Shape Forms: dire rat, wolverine

FEATS

Augment Summoning

Power Attack

Spell Focus (Conjuration)

Martial Weapon Prof. (scythe)

## SKILLS

45

45 + INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED

✝ ARMOR CHECK PENALTY APPLIES

|                           | SKILL MOD | RANKS | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |       | SKILL MOD              | RANKS                | ABI MOD | MISC MOD | KEY ABILITY | CLASS? |     |       |       |   |
|---------------------------|-----------|-------|---------|----------|-------------|--------|-------|------------------------|----------------------|---------|----------|-------------|--------|-----|-------|-------|---|
| Appraise ■                | 0         | =     | +       | 0        | +           | INT    | _____ | Knowledge (History)    |                      | =       | +        | 0           | +      | INT | _____ |       |   |
| Balance ■†                | 1         | =     | +       | 1        | +           | DEX    | _____ | Knowledge (Local)      |                      | =       | +        | 0           | +      | INT | _____ |       |   |
| Bluff ■                   | 0         | =     | +       | 0        | +           | CHA    | _____ | Knowledge (Nature)     | 13                   | =       | 9        | +           | 0      | +   | 4     | INT   | Y |
| Climb ■†                  | -1        | =     | +       | 2        | +           | STR    | _____ | Knowledge (Nobility)   |                      | =       | +        | 0           | +      | INT | _____ |       |   |
| Concentration ■           | 11        | =     | 9       | +        | 2           | +      | CON   | Y                      | Knowledge (Religion) |         | =        | +           | 0      | +   | INT   | _____ |   |
| Craft ■ ( )               | 0         | =     | +       | 0        | +           | INT    | Y     | Knowledge (the Planes) |                      | =       | +        | 0           | +      | INT | _____ |       |   |
| Craft ■ ( )               | 0         | =     | +       | 0        | +           | INT    | Y     | Listen ■               | 3                    | =       | +        | 3           | +      | WIS | Y     |       |   |
| Decipher Script           |           | =     | +       | 0        | +           | INT    | _____ | Move Silently ■†       | -2                   | =       | +        | 1           | +      | DEX | _____ |       |   |
| Diplomacy ■               | 0         | =     | +       | 0        | +           | CHA    | Y     | Open Lock              |                      | =       | +        | 1           | +      | DEX | _____ |       |   |
| Disable Device            |           | =     | +       | 0        | +           | INT    | _____ | Perform ■              | 0                    | =       | +        | 0           | +      | CHA | _____ |       |   |
| Disguise ■                | 0         | =     | +       | 0        | +           | CHA    | _____ | Profession             |                      | =       | +        | 3           | +      | WIS | Y     |       |   |
| Escape Artist ■†          | 1         | =     | +       | 1        | +           | DEX    | _____ | Ride ■                 | 1                    | =       | +        | 1           | +      | DEX | Y     |       |   |
| Forgery ■                 | 0         | =     | +       | 0        | +           | INT    | _____ | Search ■               | 0                    | =       | +        | 0           | +      | INT | _____ |       |   |
| Gather Information ■      | 0         | =     | +       | 0        | +           | CHA    | _____ | Sense Motive ■         | 3                    | =       | +        | 3           | +      | WIS | _____ |       |   |
| Handle Animal             | 0         | =     | +       | 0        | +           | CHA    | Y     | Sleight of Hand †      |                      | =       | +        | 1           | +      | DEX | _____ |       |   |
| Heal ■                    | 3         | =     | +       | 3        | +           | WIS    | Y     | Speak Language         | 2                    | =       | 2        | +           | 0      | +   | INT   | _____ |   |
| Hide ■†                   | -2        | =     | +       | 1        | +           | DEX    | _____ | Spellcraft             |                      | =       | +        | 0           | +      | INT | Y     |       |   |
| Intimidate ■              | 0         | =     | +       | 0        | +           | CHA    | _____ | Spot ■                 | 8                    | =       | 5        | +           | 3      | +   | WIS   | Y     |   |
| Jump ■†                   | -1        | =     | +       | 2        | +           | STR    | _____ | Survival ■             | 14                   | =       | 9        | +           | 3      | +   | 2     | WIS   | Y |
| Knowledge (Arcana)        |           | =     | +       | 0        | +           | INT    | _____ | Swim ■ ††              | 5                    | =       | 9        | +           | 2      | +   | STR   | Y     |   |
| Knowledge (Architecture)  |           | =     | +       | 0        | +           | INT    | _____ | Tumble †               |                      | =       | +        | 1           | +      | DEX | _____ |       |   |
| Knowledge (Dungeoneering) |           | =     | +       | 0        | +           | INT    | _____ | Use Magic Device       |                      | =       | +        | 0           | +      | CHA | _____ |       |   |
| Knowledge (Geography)     |           | =     | +       | 0        | +           | INT    | _____ | Use Rope ■             | 1                    | =       | +        | 1           | +      | DEX | _____ |       |   |

[illegible]

| ITEM SLOTS                 | LOCATION | WGT LBS |
|----------------------------|----------|---------|
|                            | Head     |         |
|                            | Eyes     |         |
| amulet of natural armor +1 | Amulet   |         |
|                            | Ring 1   |         |
|                            | Ring 2   |         |
|                            | Bracers  |         |
| cloak of resistance +2     | Cloak    |         |
|                            | Robe     |         |
|                            | Vest     |         |
|                            | Gloves   |         |
|                            | Belt     |         |
|                            | Boots    |         |
|                            | Shield   |         |
|                            | Misc 1   |         |
|                            | Misc 2   |         |
|                            | Misc 3   |         |
|                            | Misc 4   |         |

[illegible]

| Magic Items and Spells       | Description   |
|------------------------------|---|
| elemental gem (clear)        | summons a Large air elemental (11 rounds)   |
|                              |   |
|                              |   |
|                              |   |
|                              |   |
|                              |   |
|                              |   |
| Druid Spells 0-level (DC 13) | create water, cure minor wounds, cure minor wounds, purify food and drink, read magic |
| 1st level (DC 14)            | cure light wounds, cure light wounds, produce flame, speak with animals               |
| 2nd level (DC 15)            | bear's endurance, chill metal, lesser restoration, resist energy                      |
| 3rd level (DC 16)            | cure moderate wounds, neutralize poison, poison                                       |

## Kaila, human druid

The human girl Kaila is a person divorced from her own history. Wood elves found her as a very young girl wandering alone in the forest's outskirts. The best they could determine was that she had been part of some caravan that tried to cross the Waste and been destroyed. The girl was taken in by the kindly elves and taught the language of nature. In time, she matured and joined them as a druid. Kaila recalls nothing of her life before being found in the woods, and in truth it is the only world she has ever known or wanted to know. She considers the elves to be her true family and the creatures of the woods to be her only friends, especially Runamok, her dire rat animal companion.

Kaila and Runamok had several adventures together, but when her druidic superiors ordered her to investigate the spread of the Waste to the eastern eaves of the home-forest, she knew it would be her greatest challenge and a measure of her order's faith in her abilities. Sadly, Kaila discovered too late the effect of the Waste on lesser creatures. Her best friend and companion, Runamok, turned on her in rabid madness, and she was forced to put him down. Her fury brimming, Kaila has sworn to not return home or call another companion until she has avenged her friend.

Kaila is shy around other humans, having no memory of being around them. She is much more comfortable with elves and fey-kind, whom she counts as her friends. She does not know Lánderon well, as he has always been mysteriously aloof toward her.

*Description:* Kaila's shy brown eyes are typically cast down unless something has stirred her ire, when they flash with fury unmatched by a civilized being. Her untamed black hair is no stranger to snarls or the odd twig and her flawless skin is bronzed by hours in the sun. The picture of youthful feminine beauty, Kaila nevertheless is unsure of her place in the world, especially so far from home. That being said, she wields her scythe in defense of her friends and her wards fearlessly and with abandon.

*Comments:* Kaila is the best character to take because she can bring allies to the fight and she has some healing/defensive magic. She can fill the role of back-up healer or melee fighter. She is the worst character to take because of her low AC and the limitations on her druidic abilities.

### **A note on *summon nature's ally* and *wild shape*:**

This is the first appearance of a druid PC in the Dungeon Crawl Classics Open Tournament.

Druids are versatile. The ability to wild shape and to spontaneously cast the *summon nature's ally* spells are potent features of the class. With this versatility, however, comes a drawback: the time spent thumbing through books to find just the right animal to summon, or the time spent recalculating your character as a dire lion, or the time spent arguing about about what *wild shape* does and does not do (see the recent official errata for an example: wild shape now functions like alternate form, not *polymorph*).

The designers wanted to include a druid in this module (since the premise involves the spread of the Waste), but didn't want to bog down tournament rounds with any of the above drawbacks. Therefore, Kaila, young and untraveled, has only a limited range of animals she can summon and a limited number of forms she can assume, as presented below:

*Summon nature's ally I:* (snow) monkey or owl

*Summon nature's ally II:* black bear or wolverine

*Summon nature's ally III:* (snow) ape or giant owl

*Wild shape:* dire rat or wolverine

The pages that follow have the statistics of her animal friends (modified by her Augment Summoning feat) and various forms (according to the official errata), as well as statistics on the elemental summoned by her gem.



Kaila's *summon nature's ally* friends (modified by the Augment Summoning feat):

(SNOW) APE

|                             |  |
|-----------------------------|--|
|                             | Large Animal   |
| <b>Hit Dice:</b>            | 4d8+19 (37 hp)   |
| <b>Initiative:</b>          | +2   |
| <b>Speed:</b>               | 30 ft. (6 squares), climb 30 ft.                           |
| <b>Armor Class:</b>         | 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12 |
| <b>Base Attack/Grapple:</b> | +3/+14   |
| <b>Attack:</b>              | Claws +9 melee (1d6+7)                                     |
| <b>Full Attack:</b>         | 2 claws +9 melee (1d6+7) and bite +4 melee (1d6+3)         |
| <b>Space/Reach:</b>         | 10 ft./10 ft.  |
| <b>Special Attacks:</b>     | —  |
| <b>Special Qualities:</b>   | Low-light vision, scent                                    |
| <b>Saves:</b>               | Fort +8, Ref +6, Will +2                                   |
| <b>Abilities:</b>           | Str 25, Dex 15, Con 18, Int 2, Wis 12, Cha 7               |
| <b>Skills:</b>              | Climb +16, Listen +6, Spot +6                              |
| <b>Feats:</b>               | Alertness, Toughness                                       |

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

**Skills:** Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BEAR, BLACK

|                             |  |
|-----------------------------|--|
|                             | Medium Animal                                      |
| <b>Hit Dice:</b>            | 3d8+12 (25 hp)                                     |
| <b>Initiative:</b>          | +1   |
| <b>Speed:</b>               | 40 ft. (8 squares)                                 |
| <b>Armor Class:</b>         | 13 (+1 Dex, +2 natural), touch 11, flat-footed 12  |
| <b>Base Attack/Grapple:</b> | +2/+8  |
| <b>Attack:</b>              | Claw +8 melee (1d4+6)                              |
| <b>Full Attack:</b>         | 2 claws +8 melee (1d4+6) and bite +3 melee (1d6+3) |
| <b>Space/Reach:</b>         | 5 ft./5 ft.  |
| <b>Special Attacks:</b>     | —  |
| <b>Special Qualities:</b>   | Low-light vision, scent                            |
| <b>Saves:</b>               | Fort +7, Ref +4, Will +2                           |
| <b>Abilities:</b>           | Str 23, Dex 13, Con 19, Int 2, Wis 12, Cha 6       |
| <b>Skills:</b>              | Climb +4, Listen +4, Spot +4, Swim +8              |
| <b>Feats:</b>               | Endurance, Run                                     |

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

## Combat

Black bears rip prey with their claws and teeth.

**Skills:** A black bear has a +4 racial bonus on Swim checks.

## (SNOW) MONKEY

### Tiny Animal

|                             |  |
|-----------------------------|--|
| <b>Hit Dice:</b>            | 1d8+2 (6 hp)   |
| <b>Initiative:</b>          | +2   |
| <b>Speed:</b>               | 30 ft. (6 squares), climb 30 ft.                     |
| <b>Armor Class:</b>         | 14 (+2 size, +2 Dex), touch 14, flat-footed 12       |
| <b>Base Attack/Grapple:</b> | +0/−10   |
| <b>Attack:</b>              | Bite +4 melee (1d3−2)                                |
| <b>Full Attack:</b>         | Bite +4 melee (1d3−2)                                |
| <b>Space/Reach:</b>         | 2-1/2 ft./0 ft.                                      |
| <b>Special Attacks:</b>     | —  |
| <b>Special Qualities:</b>   | Low-light vision                                     |
| <b>Saves:</b>               | Fort +4, Ref +4, Will +1                             |
| <b>Abilities:</b>           | Str 7, Dex 15, Con 14, Int 2, Wis 12, Cha 5          |
| <b>Skills:</b>              | Balance +10, Climb +10, Hide +10, Listen +3, Spot +3 |
| <b>Feats:</b>               | Weapon Finesse                                       |

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

## Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

**Skills:** Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

## OWL

### Tiny Animal

|                             |  |
|-----------------------------|--|
| <b>Hit Dice:</b>            | 1d8+2 (6 hp)   |
| <b>Initiative:</b>          | +3   |
| <b>Speed:</b>               | 10 ft. (2 squares), fly 40 ft. (average)                   |
| <b>Armor Class:</b>         | 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14 |
| <b>Base Attack/Grapple:</b> | +0/−9  |
| <b>Attack:</b>              | Talons +5 melee (1d4−1)                                    |
| <b>Full Attack:</b>         | Talons +5 melee (1d4−1)                                    |
| <b>Space/Reach:</b>         | 2-1/2 ft./0 ft.  |
| <b>Special Attacks:</b>     | —  |
| <b>Special Qualities:</b>   | Low-light vision   |
| <b>Saves:</b>               | Fort +4, Ref +5, Will +2                                   |
| <b>Abilities:</b>           | Str 6, Dex 17, Con 14, Int 2, Wis 14, Cha 4                |
| <b>Skills:</b>              | Listen +14, Move Silently +17, Spot +6*                    |

|               |                |
|---------------|----------------|
| <b>Feats:</b> | Weapon Finesse |
|---------------|----------------|

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

#### Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

**Skills:** Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. \*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

#### OWL, GIANT

|                             |  |
|-----------------------------|--|
|                             | Large Magical Beast  |
| <b>Hit Dice:</b>            | 4d10+12 (38 hp)  |
| <b>Initiative:</b>          | +3   |
| <b>Speed:</b>               | 10 ft. (2 squares), fly 70 ft. (average)                       |
| <b>Armor Class:</b>         | 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12     |
| <b>Base Attack/Grapple:</b> | +4/+14   |
| <b>Attack:</b>              | Claw +9 melee (1d6+6)  |
| <b>Full Attack:</b>         | 2 claws +9 melee (1d6+6) and bite +4 melee (1d8+3)             |
| <b>Space/Reach:</b>         | 10 ft./5 ft.   |
| <b>Special Attacks:</b>     | —  |
| <b>Special Qualities:</b>   | Superior lowlight vision                                       |
| <b>Saves:</b>               | Fort +7, Ref +7, Will +3                                       |
| <b>Abilities:</b>           | Str 22, Dex 17, Con 14, Int 10, Wis 14, Cha 10                 |
| <b>Skills:</b>              | Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10 |
| <b>Feats:</b>               | Alertness, Wingover  |

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Giant owls speak Common and Sylvan.

#### COMBAT

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

**Superior Low-Light Vision (Ex):** A giant owl can see five times as far as a human can in dim light.

**Skills:** Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

\*When in flight, giant owls gain a +8 bonus on Move Silently checks.

**Carrying Capacity:** A light load for a giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

#### WOLVERINE

|                     |   |
|---------------------|---|
|                     | Medium Animal                                     |
| <b>Hit Dice:</b>    | 3d8+21 (34 hp)                                    |
| <b>Initiative:</b>  | +2  |
| <b>Speed:</b>       | 30 ft. (6 squares), burrow 10 ft., climb 10 ft.   |
| <b>Armor Class:</b> | 14 (+2 Dex, +2 natural), touch 12, flat-footed 12 |

|                             |  |
|-----------------------------|--|
| <b>Base Attack/Grapple:</b> | +2/+4  |
| <b>Attack:</b>              | Claw +6 melee (1d4+4)                              |
| <b>Full Attack:</b>         | 2 claws +6 melee (1d4+4) and bite +3 melee (1d6+2) |
| <b>Space/Reach:</b>         | 5 ft./5 ft.  |
| <b>Special Attacks:</b>     | Rage   |
| <b>Special Qualities:</b>   | Low-light vision, scent                            |
| <b>Saves:</b>               | Fort +9, Ref +5, Will +2                           |
| <b>Abilities:</b>           | Str 18, Dex 15, Con 25, Int 2, Wis 12, Cha 10      |
| <b>Skills:</b>              | Climb +10, Listen +6, Spot +6                      |
| <b>Feats:</b>               | Alertness, Toughness, Track <sup>B</sup>           |

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

#### COMBAT

**Rage (Ex):** A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

**Skills:** Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Kaila's *elemental gem* summons an:

Air Elemental, Large Elemental (Air, Extraplanar)

|                             |  |
|-----------------------------|--|
| <b>Hit Dice:</b>            | 8d8+24 (60 hp)   |
| <b>Initiative:</b>          | +11  |
| <b>Speed:</b>               | Fly 100 ft. (perfect) (20 squares)   |
| <b>Armor Class:</b>         | 20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13   |
| <b>Base Attack/Grapple:</b> | +6/+12   |
| <b>Attack:</b>              | Slam +12 melee (2d6+2)   |
| <b>Full Attack:</b>         | 2 slams +12 melee (2d6+2)  |
| <b>Space/Reach:</b>         | 10 ft./10 ft.  |
| <b>Special Attacks:</b>     | Air mastery, whirlwind   |
| <b>Special Qualities:</b>   | Damage reduction 5/–, darkvision 60 ft., elemental traits  |
| <b>Saves:</b>               | Fort +5, Ref +13, Will +2  |
| <b>Abilities:</b>           | Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11  |
| <b>Skills:</b>              | Listen +5, Spot +6   |
| <b>Feats:</b>               | Combat Reflexes, Dodge, Flyby Attack, Improved Initiative <sup>B</sup> , Weapon Finesse <sup>B</sup> |
| <b>Alignment:</b>           | Neutral  |

A Large air elemental is 16 ft. tall and weighs 4 lbs.

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. In this form, the elemental can move through the air or along a surface at its fly speed. The elemental controls the exact height of the whirlwind, but it must be from 10-40 ft.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take 2d6 damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a DC 16 Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.



# Kaila the Dire Rat

CHARACTER

# Human

RACE

# Druid 6

CLASS



## ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 10    | 0   |            |          |
| DEX | 17    | +3  |            |          |
| CON | 12    | +1  |            |          |
| INT | 10    | 0   |            |          |
| WIS | 16    | +3  |            |          |
| CHA | 10    | 0   |            |          |

## SAVING THROWS

|      |       | TOTAL | BASE SAVE | ABI MOD | MAGIC MOD | MISC MOD | TEMP MOD |
|------|-------|-------|-----------|---------|-----------|----------|----------|
| FORT | (CON) | +6    | 5         | 1       |           |          |          |
| REF  | (DEX) | +5    | 2         | 3       |           |          |          |
| WILL | (WIS) | +8    | 5         | 3       |           |          |          |

## SAVING THROW MODIFIERS

+4 to saves vs. spell-like abilities of fey

## HIT POINTS

40

## LIFT OVER HEAD

100

1 x MAX LOAD

## LIFT OFF GROUND

200

2 x MAX LOAD

## PUSH / DRAG

500

5 x MAX LOAD

## LOAD

0

## SPEED

40 ft.

|   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|---|-------|----------|---------|---------|------|
| L | 30    | 33       | NORM    | NORM    | NORM |
| M | 20    | 66       | +3      | -3      | x4   |
| H | 20    | 100      | +1      | -6      | x3   |

## ARMOR CLASS

15

NORMAL

= 10

+ 1

+ 3

+ 1

+ 0

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

## AC MODIFIERS

natural armor, size bonus

## ARMOR & PROTECTION

|  | TYPE | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|--|------|-------------|---------|-----------|------------|-------|---------|
|  |      |             |         |           |            |       |         |
|  |      |             |         |           |            |       |         |
|  |      |             |         |           |            |       |         |
|  |      |             |         |           |            |       |         |

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+3

= 3

DEX MOD

+ 0

MISC MOD

## INITIATIVE MODIFIERS

|  |
|--|
|  |
|  |
|  |
|  |

## ATTACK BONUSES

|         |
|---------|
| MELEE   |
| RANGED  |
| GRAPPLE |
|         |

## TOTAL ATTACK BONUS

|    |   |    |   |   |   |   |   |   |   |  |
|----|---|----|---|---|---|---|---|---|---|--|
| +5 | = | +4 | + | 0 | + | 1 | + | 0 | + |  |
|    |   |    |   |   |   |   |   |   |   |  |
|    |   |    |   |   |   |   |   |   |   |  |
|    |   |    |   |   |   |   |   |   |   |  |

## BASE ATTACK BONUS

+4

|  | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|--|-------------------|---------|----------|----------|----------|
|  | +4                | 0       | 1        | 0        |          |
|  |                   |         |          |          |          |
|  | +4                | 0       | -4       | 0        |          |
|  |                   |         |          |          |          |

## ATTACK BONUS MODIFIERS

|  |
|--|
|  |
|  |
|  |
|  |
|  |

## WEAPONS

|      | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS |
|------|--------------|--------|----------|-------|------|------|-----------------------|
| Bite | +5           | 1d4    | x2       |       | S    | N    |                       |
|      |              |        |          |       |      |      |                       |
|      |              |        |          |       |      |      |                       |

## COMBAT PROFICIENCIES

☐ ALL SIMPLE ☐ ALL MARTIAL

|  |
|--|
|  |
|  |
|  |
|  |

## COMBAT FEATS & BENEFITS / NOTES

|  |
|--|
|  |
|  |
|  |
|  |

## SKILL MODIFIERS

+2 to Survival in natural aboveground environs  
+4 to Hide

## RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level  
gain a climb speed (10 ft.)  
Kaila is Small

Languages: Common, Druidic, Elven, Orc

## CLASS FEATURES

animal companion (at home), wild empathy, nature sense, woodland stride, trackless step, resist nature's lure, wild shape 2/day, spontaneous caster (summon nature's ally)  
Tournament Wild Shape Forms:  
dire rat, wolverine

## FEATS

Augment Summoning  
MWP (scythe)  
Power Attack  
Spell Focus (Conjuration)

# Kaila the Wolverine

CHARACTER

Human

RACE

Druid 6

CLASS



## ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 14    | +2  |            |          |
| DEX | 15    | +2  |            |          |
| CON | 19    | +4  |            |          |
| INT | 10    | 0   |            |          |
| WIS | 16    | +3  |            |          |
| CHA | 10    | 0   |            |          |

## SAVING THROWS

|      | CON                      | DEX | WIS |
|------|--------------------------|-----|-----|
| FORT | (CON) +9 = 5 + 4 + + + + |     |     |
| REF  | (DEX) +4 = 2 + 2 + + + + |     |     |
| WILL | (WIS) +8 = 5 + 3 + + + + |     |     |

## SAVING THROW MODIFIERS

+4 to saves vs. spell-like abilities of fey

## HIT POINTS

40

| LIFT OVER HEAD | LIFT OFF GROUND | PUSH / DRAG  |
|----------------|-----------------|--------------|
| 175            | 350             | 875          |
| 1 x MAX LOAD   | 2 x MAX LOAD    | 5 x MAX LOAD |

## LOAD

0

## SPEED

30 ft.

|   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|---|-------|----------|---------|---------|------|
| L | 30    | 58       | NORM    | NORM    | NORM |
| M | 20    | 116      | +3      | -3      | x4   |
| H | 20    | 175      | +1      | -6      | x3   |

## ARMOR CLASS

14

= 10

+ 2

+ 2

+ 2

+ 2

+ 2

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-  
ARCANE  
SPELL FAIL

12  
FLAT  
FOOTED

0  
ARMOR  
CHECK PEN

12  
VS TOUCH  
ATTACKS

## AC MODIFIERS

natural armor

## ARMOR & PROTECTION

| TYPE | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|------|-------------|---------|-----------|------------|-------|---------|
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |
|      |             |         |           |            |       |         |

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+2

= 2

+ 2

DEX MOD

MISC MOD

## ATTACK BONUS

## BASE ATTACK BONUS

+4

## ATTACK BONUS MODIFIERS

| INITIATIVE MODIFIERS |
|----------------------|
|                      |
|                      |
|                      |

|         | STR                         | DEX | STR |
|---------|-----------------------------|-----|-----|
| MELEE   | (STR) +6 = +4 + 2 + 0 + 0 + |     |     |
| RANGED  | (DEX) +6 = +4 + 2 + 0 + 0 + |     |     |
| GRAPPLE | (STR) +6 = +4 + 2 + 0 + 0 + |     |     |

## WEAPONS

|             | ATTACK BONUS | DAMAGE  | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS             |
|-------------|--------------|---------|----------|-------|------|------|-----------------------------------|
| Claw        | +6           | 1d4+2   | x2       |       | M    | N    |                                   |
| Full attack | +6/+6/+1     | special | x2       |       | M    | N    | 2 claw attacks and a bite (1d6+1) |

## COMBAT PROFICIENCIES

☐ ALL SIMPLE ☐ ALL MARTIAL

## COMBAT FEATS & BENEFITS / NOTES

## SKILL MODIFIERS

+2 to Survival in natural aboveground environs

## RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

gain a climb speed (10 ft.)

gain a burrow speed (10 ft.) (not rock)

Languages: Common, Druidic, Elven, Orc

## CLASS FEATURES

animal companion (at home), wild empathy, nature sense, woodland stride, trackless step, resist nature's lure, wild shape 2/day, spontaneous caster (summon nature's ally)  
Tournament Wild Shape Forms:  
dire rat, wolverine

## FEATS

Augment Summoning  
MWP (scythe)  
Power Attack  
Spell Focus  
(Conjuration)