

**DUNGEON CRAWL CLASSICS**  
**FOURTH ANNUAL OPEN TOURNAMENT**  
**CHRONICLE OF THE FIEND**

**Gen Con Indy 2007**

**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 Chronicle of the Fiend.

**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.

You will be penalized for using consumable magic or alchemical items you discover in the dungeon as well as those you begin each round with.

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 an 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 retired, 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.

**Resting Mid-Round:** You will not be able to rest in the dungeon during a tournament round. This is not entirely an arbitrary rule; an in-game rationale exists for being unable to take an 8-hour break. Regardless, no resting allowed.

**Other Entrances:** There are multiple possible entry points for certain rounds. The entry point your team is assigned is the only one you can use for the round.

**Dice Advisory:** Your Judge will have a d20 that will be used for all rolls using that die. This has been an informal request in the past, but this year is being made official.

In addition, for rolls with other dice, the tournament Judge has to be able to read your dice. If you are using dice that your Judge cannot read, he or she may ask you to use a different set.

**Hit Point Tracking:** You will be asked by your Judge to keep track of your character's hit point total in a visible area, most likely the edge of the battle mat. This has been an informal request in the past, but this year is being made official.

**Word to the Wise:** It is **highly recommended** that you visit the Goodman Games booth (#2615) to verify the start time and location of your round before it begins.

**No Replenishing Items:** In a departure from previous years, no items will replenish between rounds of the tournament. Each character has a unique list of equipment for every round.

## 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 went their separate ways after Teomon's tower burned.

### **How do I advance to in the tournament?**

Advancement is determined based on points scored in the round. 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 dungeons, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and for learning the secrets of the Chronicle of the Fiend.

### **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 can't make it?**

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. Sorry.

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

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

### **What if I miss a round but I can make a later round?**

When you missed a round, your character retired from adventuring, 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 (minimum three) or is forfeited and passed on to an alternate team.

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

We will announce alternate teams with the advancement information. Two alternate teams are announced for both rounds two and three.

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

Advancement will be posted at the Goodman Games booth and at the gaming hall captain's booth. Round one advancement will be announced Friday night after the last session is scored (around 9pm). Round two advancement will be announced Saturday after the last session has been scored (around 5pm). Round three will start at 6pm on Saturday. This means rounds 2 and 3 both take place on Saturday, so schedule accordingly.

Winners will be announced at noon at the Goodman Games booth on Sunday.

### **What if I spot an error on the character sheet?**

Any errors are unintentional, and we work to make sure there are as few as possible, but in such an instance the pregenerated characters are to be played as they are in this Player's Pack.

## **Player Beginning**

*The four of you, apprentices, servants, and foundlings of the venerable hedge mage Teomon of the Ocek, have returned from running errands to discover that your master's tower has been burned to the ground! There was no sign of your master's body, so you can only conclude he was abducted. Arming yourselves with the meager equipment undamaged in the fire, you have followed a trail of blood through the woods. The track leads to a crumbling keep you never knew existed in darksome forest.*

*Teomon is an old, old man...if he's gravely wounded, odds are he won't last long. Your master always said you had great promise, and today is the day you prove him right or die trying.*

## **Some Shared Equipment**

Regardless of which four characters the players decide to use, there are some items each party will have and their weight: 10 torches (1 lb. each), 2 sets of flint and tinder (no weight), a smokestick (1/2 lb.), a 10-foot pole (8 lbs.), 2 backpacks (2 lbs. each), a hammer (2 lbs.), and 10 iron spikes (1/2 lb. each).

Thoromir

CHARACTER

Dwarf

RACE

Expert 1

CLASS

Neutral

ALIGNMENT

None

DEITY

0

LEVEL

N/A

EXPERIENCE

0

PENALTY

Male

GENDER

48

AGE

M

SIZE

4'2

HEIGHT

155

WEIGHT

Weathered

COMPLEXION

Black, oily

HAIR

Brown

EYES

Right

HANDEDNESS

Chronicle of the Fiend

Round 1

ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 10    | 0   |            |          |
| DEX | 14    | +2  |            |          |
| CON | 15    | +2  |            |          |
| INT | 16    | +3  |            |          |
| WIS | 8     | -1  |            |          |
| CHA | 8     | -1  |            |          |

SAVING THROWS

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

SAVING THROW MODIFIERS

+2 vs. poison, spells, and spell-like abilities

HIT POINTS

| LIFT OVER HEAD | LIFT OFF GROUND | PUSH / DRAG  |
|----------------|-----------------|--------------|
| 100            | 200             | 500          |
| 1 x MAX LOAD   | 2 x MAX LOAD    | 5 x MAX LOAD |

LOAD

22

SPEED

20 ft.

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

ARMOR CLASS

15

=

10

+

3

+

+

2

+

+

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-

ARCANE SPELL FAIL

-1

ARMOR CHECK PEN

13

FLAT FOOTED

12

VS TOUCH ATTACKS

AC MODIFIERS

+4 dodge bonus vs. giants

ARMOR & PROTECTION

|                 | TYPE  | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|-----------------|-------|-------------|---------|-----------|------------|-------|---------|
| studded leather | Light | +3          | +5      | -1        | 15         | 20    | 20      |
|                 |       |             |         |           |            |       |         |
|                 |       |             |         |           |            |       |         |
|                 |       |             |         |           |            |       |         |

PROFICIENT WITH

☒ LIGHT ARMOR

☐ MEDIUM ARMOR

☐ HEAVY ARMOR

☐ SHIELDS

INITIATIVE

+6

=

2

+

4

DEX MOD

MISC MOD

INITIATIVE MODIFIERS

+4 feat modifier

ATTACK BONEUSES

|               | TOTAL ATTACK BONUS |
|---------------|--------------------|
| MELEE (STR)   | +0                 |
| RANGED (DEX)  | +2                 |
| GRAPPLE (STR) | +0                 |
|               |                    |

BASE ATTACK BONUS

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

ATTACK BONUS MODIFIERS

+1 bonus vs. orcs

+1 bonus vs. goblinoids

| WEAPONS         | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS |
|-----------------|--------------|--------|----------|-------|------|------|-----------------------|
| dagger (melee)  | +0           | 1d4    | 19-20/x2 | -     | M    | S    |                       |
| dagger (ranged) | +2           | 1d4    | 19-20/x2 | 10 ft | M    | P    |                       |
|                 |              |        |          |       |      |      |                       |
|                 |              |        |          |       |      |      |                       |
|                 |              |        |          |       |      |      |                       |
|                 |              |        |          |       |      |      |                       |

COMBAT PROFICIENCIES

☒ ALL SIMPLE

☐ ALL MARTIAL

simple weapons

light armor

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 orcs

+2 racial bonus to saves vs. poisons, spells, and spell-like abilities

Stability (+4 to resist bull rush or trip attempts)

Languages: Common, Dwarven, Giant, Gnome, Goblin

CLASS FEATURES

FEATS

Improved Initiative

## SKILLS

+ INT MOD  
(+1 HUMAN)

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

[illegible]

## Thoromir's story

Born a slave in the mines of the Mountain King, Thoromir spent his childhood slaving beneath the watchful eyes of cruel orc taskmasters far beneath the halls of forbidden Risinox. Forced to steal for his survival, Thoromir developed a sharp eye and fast hands, quickly learning to distrust anyone – be they dwarf or orc.

On the eve of his fortieth year, Thoromir was caught stealing mutton from an overseer; for his punishment, Thoromir's right hand was branded, and the dwarf was assigned to scout particularly unstable fissures. When a cave-in opened a series of hitherto undiscovered natural caves, young Thoromir seized his chance and escaped into the wilds of the Underdeep.

Sustaining himself on pools of stagnant water and the occasional cave lizard or blind fish, Thoromir slowly worked his way towards the surface. He emerged, 3 weeks later, half starved and dying of thirst. His body was discovered by Teomon of the Ocek, who ordered his apprentices to carry the dwarf back to his tower. There, the aging hedge mage nursed the dwarf back to health.

Since that time, Thoromir has served Teomon loyally. He tolerates the presence of the mage's other servants, though oftentimes he can still slip into his old distrustful ways. Like a back alley dog that has been kicked once too often, the façade of the young, stoic dwarf conceals a feral creature, accustomed to solving his problems with a shiv.

*Description:* A quiet, sullen dwarf, with a dark beard woven into a complex series of knots used by dwarves to signify having sworn off any clan allegiance. His quick, nimble hands seldom stop moving. Thoromir has the distasteful nervous habit of playing with his daggers, sliding them in and out of their sheaths, rolling them over in his hands, and testing their edges.

*Comments:* "Ngh."

Corebrin

CHARACTER

Human

RACE

Warrior 1

CLASS

Chaotic Good

ALIGNMENT

None

DEITY

0

LEVEL

N/A

EXPERIENCE

0

PENALTY

Male

GENDER

17

AGE

M

SIZE

5'11

HEIGHT

159

WEIGHT

Bronzed

COMPLEXION

Brown

HAIR

Brown

EYES

Right

HANDEDNESS

Chronicle of the Fiend

Round 1

ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 16    | +3  |            |          |
| DEX | 13    | +1  |            |          |
| CON | 14    | +2  |            |          |
| INT | 10    | 0   |            |          |
| WIS | 8     | -1  |            |          |
| CHA | 10    | 0   |            |          |

SAVING THROWS

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

SAVING THROW MODIFIERS

HIT POINTS

| TOTAL | CURRENT | SUBDUAL |
|-------|---------|---------|
| 10    |         |         |

LIFT OVER HEAD

230

1 x MAX LOAD

LIFT OFF GROUND

460

2 x MAX LOAD

PUSH / DRAG

1150

5 x MAX LOAD

LOAD

36

SPEED

30 ft.

|   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|---|-------|----------|---------|---------|------|
| L | 30    | 76       | NORM    | NORM    | NORM |
| M | 20    | 153      | +3      | -3      | x4   |
| H | 20    | 230      | +1      | -6      | x3   |

ARMOR CLASS

16

=

10

+

3

+

2

+

1

+

+

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-

ARCANE SPELL FAIL

-3

ARMOR CHECK PEN

15

FLAT FOOTED

11

VS TOUCH ATTACKS

AC MODIFIERS

ARMOR & PROTECTION

|                     | TYPE   | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|---------------------|--------|-------------|---------|-----------|------------|-------|---------|
| studded leather     | Light  | +3          | +5      | -1        | 15         | 30    | 20      |
| heavy wooden shield | Shield | +2          | -       | -2        | 15         | -     | 10      |

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

INITIATIVE

+1

=

1

+

DEX MOD

MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

|               | TOTAL ATTACK BONUS |
|---------------|--------------------|
| MELEE (STR)   | +4                 |
| RANGED (DEX)  | +2                 |
| GRAPPLE (STR) | +4                 |

BASE ATTACK BONUS

+1

|         | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|---------|-------------------|---------|----------|----------|----------|
| MELEE   | +1                | 3       | 0        | 0        |          |
| RANGED  | +1                | 1       | 0        | 0        |          |
| GRAPPLE | +1                | 3       | 0        | 0        |          |

ATTACK BONUS MODIFIERS

WEAPONS

|                     | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS |
|---------------------|--------------|--------|----------|-------|------|------|-----------------------|
| handaxe             | +4           | 1d6+3  | x3       | -     | M    | S    |                       |
| shortspear (melee)  | +4           | 1d6+3  | x2       | -     | M    | P    |                       |
| shortspear (thrown) | +2           | 1d6+3  | x2       | 20 ft | M    | P    |                       |

COMBAT PROFICIENCIES

☒ ALL SIMPLE ☐ ALL MARTIAL

simple and martial weapons

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

COMBAT FEATS & BENEFITS / NOTES

Blind-Fight: may reroll concealment miss chance, invisible attackers gain no special combat bonus

SKILL MODIFIERS

RACIAL TRAITS

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

Languages: Common

CLASS FEATURES

FEATS

Blind-Fight

Lightning Reflexes



## SKILLS

12 + INT MOD  
(+1 HUMAN)

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

## Corebrin's story

Known affectionately as “Brin” to his peers, Corebrin was born a weak and sickly child, the son of a humble woodsman. Fearing for his child's life, Corebrin's father brought his infant to Teomon of the Ocek, and asked the mage to bless his son, ensuring good health and a prosperous life.

The mage agreed, on the condition that Corebrin serve him for a decade. The woodsman father agreed, assuming that the ancient mage would either forget his promise or die before Corebrin was old enough to become an indentured servant.

As the years passed, the sickly child grew strong. On the boy's eighth birthday, Teomon of the Ocek appeared at the family's door, demanding the child that was his due. Sadly, the woodsman agreed, pressing the frightened boy into the withered mage's tattered robes.

Under the mage's tutelage, the boy bore witness to dweomers and mysteries beyond the ken of most common folk. He has seen matter transformed by sheer will alone, has met speaking animals and beasts of myth, and even once held the arm of an elven princess as he escorted her through the darksome woods on the winter solstice. Now, with his 18<sup>th</sup> year fast approaching, the day is drawing nigh when Corebrin's duty to his master will be discharged, and he will enter the greater world, a free man and wiser for his service.

*Description:* A light-hearted, affable young man, Corebrin can be painfully cheery at times. Though not particularly bright or insightful, Corebrin seems incapable of bearing any shame for his shortcomings, laughing away his mistakes as quickly as he dismisses his talents. Unusually strong for his age, with the broad shoulders and quick reflexes of a natural fighter, Corebrin seems destined to grow into a fine warrior. Perhaps not surprisingly, he takes little pride in his accomplishments, preferring instead to let his actions to speak for him.

*Comments:* “I've got another idea we can try ...”

Rootli the Imp

CHARACTER

Gnome

RACE

Apprentice 1

CLASS

Lawful Good

ALIGNMENT

None

DEITY

0

LEVEL

N/A

EXPERIENCE

0

PENALTY

Female

GENDER

56

AGE

S

SIZE

3'3

HEIGHT

40

WEIGHT

Light

COMPLEXION

Blonde

HAIR

Hazel

EYES

Left

HANDEDNESS

Chronicle of the Fiend

Round 1

ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 8     | -1  |            |          |
| DEX | 14    | +2  |            |          |
| CON | 15    | +2  |            |          |
| INT | 16    | +3  |            |          |
| WIS | 8     | -1  |            |          |
| CHA | 10    | 0   |            |          |

SAVING THROWS

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

SAVING THROW MODIFIERS

+2 racial bonus vs. illusions

HIT POINTS

TOTAL11CURRENTSUBDUAL

|                |                 |              |
|----------------|-----------------|--------------|
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH / DRAG  |
| 60             | 120             | 300          |
| 1 x MAX LOAD   | 2 x MAX LOAD    | 5 x MAX LOAD |

|       | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|-------|-------|----------|---------|---------|------|
| LOAD  | 4     |          |         |         |      |
| SPEED | 20    | 19.5     | NORM    | NORM    | NORM |
|       | 15    | 39.75    | +3      | -3      | x4   |
|       | 15    | 60       | +1      | -6      | x3   |

ARMOR CLASS13=10+ARMOR BONUS+SHIELD BONUS+2DEX MOD+1SIZE MOD+Magic Mod

0%ARCANE SPELL FAIL

0ARMOR CHECK PEN

11FLAT FOOTED

13VS TOUCH ATTACKS

AC MODIFIERS

+4 dodge bonus to AC vs. Giants

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

PROFICIENT WITH LIGHT ARMORMEDIUM ARMORHEAVY ARMORSHIELDS

INITIATIVE+2=2DEX MODMISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

|               | TOTAL ATTACK BONUS |
|---------------|--------------------|
| MELEE (STR)   | +0                 |
| RANGED (DEX)  | +3                 |
| GRAPPLE (STR) | -5                 |

BASE ATTACK BONUS+0

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

ATTACK BONUS MODIFIERS

+1 racial bonus vs kobolds and goblinoids

| WEAPONS        | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS |
|----------------|--------------|--------|----------|-------|------|------|-----------------------|
| light crossbow | +3           | 1d6    | 19-20/x2 | 80 ft | S    | P    |                       |
| club           | +0           | 1d4    | x2       | -     | S    | B    |                       |
|                |              |        |          |       |      |      |                       |
|                |              |        |          |       |      |      |                       |
|                |              |        |          |       |      |      |                       |
|                |              |        |          |       |      |      |                       |

COMBAT PROFICIENCIES

ALL SIMPLEALL MARTIAL

simple weapons, also treat hooked hammer as martial

COMBAT FEATS & BENEFITS / NOTES

SKILL MODIFIERS

+2 racial bonus to Listen and Craft (alchemy)

RACIAL TRAITS

Low-light vision; +1 DC to all illusion spells; Spell-like abilities: 1/day – speak with animals (burrowing mammals only), dancing lights, ghost sound, prestidigitation (CL 1; DC 10)

Languages: Common, Gnome, Draconic, Dwarven, Orc

CLASS FEATURES

FEATS

Toughness

## SKILLS

+ INT MOD  
(+1 HUMAN)

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

## Rootli's story

Rootli's family of scribes has served Teomon of the Ocek for several generations, a curious fact that is not lost on the long-lived gnomes. The original impetus for their service has been lost to the ages, but it is whispered that the family agreed to serve the wizard for his lifetime – a contract that has proven far longer than any gnome might expect. For her part, Rootli is happy to serve out her family's debt, in both letter and spirit, and Teomon in turn has rewarded the young gnome by teaching her a magic trick or two.

Strongly principled, Rootli has a highly developed sense of justice, right and wrong, a trait that has gotten her into trouble on more than one occasion. No crime can go unpunished, even if she has to take matters into her own diminutive hands.

Rootli's morality does not discourage her from enjoying practical jokes, and indeed the gnome seems to enjoy playing against type. She particularly enjoys teasing those who deem themselves too noble or serious to enjoy a good joke. This is never done in malice, but rather with the sincere belief that all anyone needs to enjoy life is to be shocked out of complacency. To the young gnome, life is to be enjoyed and defended – preferably with boon companions at one's side.

*Description:* An attractive young gnome with dancing blonde hair that falls to the small of her back and flashing dark eyes, Rootli has a dainty frame, even for a gnome. Any weakness in muscle is more than made up by her hearty spirit, which enlivens her whole being with health and vibrancy. Her eyes seem to drink in every detail, and she is always poised, moving without any wasted or excess motion.

*Comments:* "Turn around, I think there's something on your armor ... "

## Lyewyn O' the Downs

Half-Elf

Aristocrat 1

CHARACTER

RACE

CLASS

Lawful Neutral  
ALIGNMENTNone  
DEITY0  
LEVELN/A  
EXPERIENCE0  
PENALTY

## Chronicle of the Fiend

Round 1

Female  
GENDER22  
AGEM  
SIZE5'8  
HEIGHT125  
WEIGHTDark  
COMPLEXIONBlack  
HAIRBrown  
EYESRight  
HANDEDNESS

## ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 11    | 0   |            |          |
| DEX | 14    | +2  |            |          |
| CON | 12    | +1  |            |          |
| INT | 8     | -1  |            |          |
| WIS | 16    | +3  |            |          |
| CHA | 10    | 0   |            |          |

## SAVING THROWS

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

## SAVING THROW MODIFIERS

+2 racial bonus vs. enchantment spells or effects

## HIT POINTS

TOTAL  
CURRENT  
SUBDUAL

9

LIFT OVER HEAD

114

1 x MAX LOAD

LIFT OFF GROUND

228

2 x MAX LOAD

PUSH / DRAG

570

5 x MAX LOAD

## LOAD

38

SPEED

30 ft

|   | SPEED | MAX LOAD | MAX DEX | CHK PEN | RUN  |
|---|-------|----------|---------|---------|------|
| L | 30    | 38       | NORM    | NORM    | NORM |
| M | 20    | 76       | +3      | -3      | x4   |
| H | 20    | 114      | +1      | -6      | x3   |

## ARMOR CLASS

18

NORMAL

= 10

+ 4

ARMOR BONUS

+ 2

SHIELD BONUS

+ 2

DEX MOD

+

SIZE MOD

+

Magic Mod

-  
ARCANE  
SPELL FAIL-4  
ARMOR  
CHECK PEN16  
FLAT  
FOOTED12  
VS TOUCH  
ATTACKS

## AC MODIFIERS

## ARMOR &amp; PROTECTION

|                     | TYPE   | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|---------------------|--------|-------------|---------|-----------|------------|-------|---------|
| chain shirt         | Light  | +4          | +4      | -2        | 20         | 30    | 25      |
| heavy wooden shield | Shield | +2          | -       | -2        | 15         | -     | 10      |

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

## INITIATIVE

+2

= 2

+

DEX MOD

+

MISC MOD

## INITIATIVE MODIFIERS

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

## ATTACK BONUSES

|         |       |
|---------|-------|
| MELEE   | (STR) |
| RANGED  | (DEX) |
| GRAPPLE | (STR) |

## TOTAL ATTACK BONUS

|         | TOTAL ATTACK BONUS | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|---------|--------------------|-------------------|---------|----------|----------|----------|
| MELEE   | +0                 | +0                | 0       |          | 0        |          |
| RANGED  | +2                 | +0                | 2       |          | 0        |          |
| GRAPPLE | +0                 | +0                | 0       |          | 0        |          |

## BASE ATTACK BONUS

+0

## ATTACK BONUS MODIFIERS

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

## WEAPONS

|                 | ATTACK BONUS | DAMAGE | CRITICAL | RANGE | SIZE | TYPE | NOTES & RELATED FEATS                    |
|-----------------|--------------|--------|----------|-------|------|------|--|
| rapier          | +2           | 1d6    | 18-20/x2 | -     | M    | P    | uses Dex instead of Str for attack rolls |
| dagger (melee)  | +2           | 1d4    | 19-20/x2 | -     | M    | S    | uses Dex instead of Str for attack rolls |
| dagger (thrown) | +2           | 1d4    | 19-20/x2 | 10 ft | M    | P    | uses Dex instead of Str for attack rolls |

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☐ ALL MARTIAL

all simple and martial weapons

light, medium, and heavy armor

all shields (including tower shields)

## COMBAT FEATS &amp; BENEFITS / NOTES

## SKILL MODIFIERS

+1 racial bonus to Listen, Spot, and Search

+2 racial to Diplomacy and Gather Information

## RACIAL TRAITS

immune to sleep spells and effects; considered an elf

low-light vision

Languages: Common, Elven

## CLASS FEATURES

## FEATS

Weapon Finesse

## SKILLS

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

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

## Lyewyn O' the Downs' story

The bastard daughter of an elven prince and a human maid, Lyewyn is nonetheless the heiress to an ancient elvish line. She was delivered as a swaddled babe to Teomon's tower, so that the mage could raise the child independent of the scorn and shame that drove her father and mother to exile themselves into the wilds of the North.

Lyewyn has been aware of her ancestry for as long as she can recall, and works tirelessly for the day she can return to her father's people and assume her rightful place. Until that day comes, she will continue to hone her skills and knowledge. Regretfully, her single-minded dedication has robbed Lyewyn of the carefree grace so characteristic of her elven ancestors; Teomon has tried to cure Lyewyn of her frantic obsession, even going so far as to pair her with Rootli the Imp, but this only served to get the gnome nearly skewered on the young aristocrat's blade. Since that ill-fated encounter, Teomon has seemed to resign himself to letting the hardheaded Lyewyn have her way, even though it will likely lead to her to heartbreak in the end.

Lyewyn finds some small comfort in fencing with Corebrin; though the human warrior is far too cheerful for her tastes, he makes a fine opponent, something Lyewyn admires. Of all Teomon's ragtag servants and foundlings, Lyewyn spends the bulk of her time in Thoromir's company – the sullen dwarf and impassioned half-elf each enjoying the silence of the other's company.

*Description:* With her dark hair, complexion, and eyes, and her half-elven features, Lyewyn might be considered attractive, but her fierce single mindedness mars her otherwise exotic beauty. Light on her feet and quick with a blade, Lyewyn relies on her speed and agility to carry her in battle. She is wiser and more intuitive than she cares to admit, preferring to rest in obsession rather than rationally consider the likely outcome of her quest – and its bitter fruits.

*Comments:* “Must you insist on speaking?”



Aminfalost

CHARACTER

Elf

RACE

Guard 1

CLASS

Chaotic Good

ALIGNMENT

None

DEITY

0

LEVEL

N/A

EXPERIENCE

0

PENALTY

Male

GENDER

124

AGE

M

SIZE

4'10

HEIGHT

95

WEIGHT

Fair

COMPLEXION

Brown

HAIR

Hazel

EYES

Right

HANDEDNESS

Chronicle of the Fiend

Round 1

ABILITY SCORES

|     | SCORE | MOD | TEMP SCORE | TEMP MOD |
|-----|-------|-----|------------|----------|
| STR | 14    | +2  |            |          |
| DEX | 16    | +3  |            |          |
| CON | 12    | +1  |            |          |
| INT | 12    | +1  |            |          |
| WIS | 13    | +1  |            |          |
| CHA | 8     | -1  |            |          |

SAVING THROWS

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

SAVING THROW MODIFIERS

+2 racial bonus vs. enchantment spells or effects

HIT POINTS

TOTAL

CURRENT

SUBDUAL

7

LIFT OVER HEAD

LIFT OFF GROUND

PUSH / DRAG

174

348

870

1 x MAX LOAD

2 x MAX LOAD

5 x MAX LOAD

LOAD

28

SPEED

MAX LOAD

MAX DEX

CHK PEN

RUN

L

30

58

NORM

NORM

NORM

M

20

116

+3

-3

x4

H

20

174

+1

-6

x3

ARMOR CLASS

16

=

10

+

3

+

+

3

+

+

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

-

ARCANE SPELL FAIL

-1

ARMOR CHECK PEN

13

FLAT FOOTED

13

VS TOUCH ATTACKS

AC MODIFIERS

ARMOR & PROTECTION

|                 | TYPE  | ARMOR BONUS | MAX DEX | CHECK PEN | SPELL FAIL | SPEED | WGT LBS |
|-----------------|-------|-------------|---------|-----------|------------|-------|---------|
| studded leather | Light | +3          | +5      | -1        | 15         | 30    | 20      |
|                 |       |             |         |           |            |       |         |
|                 |       |             |         |           |            |       |         |
|                 |       |             |         |           |            |       |         |

PROFICIENT WITH

☒ LIGHT ARMOR

☒ MEDIUM ARMOR

☐ HEAVY ARMOR

☒ SHIELDS

INITIATIVE

+3

=

3

+

DEX MOD

MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

|               | TOTAL ATTACK BONUS |
|---------------|--------------------|
| MELEE (STR)   | +3                 |
| RANGED (DEX)  | +4                 |
| GRAPPLE (STR) | +3                 |
|               |                    |

BASE ATTACK BONUS

+1

|  | BASE ATTACK BONUS | ABI MOD | SIZE MOD | MISC MOD | TEMP MOD |
|--|-------------------|---------|----------|----------|----------|
|  | +1                | 2       | 0        | 0        |          |
|  | +1                | 3       | 0        | 0        |          |
|  | +1                | 2       | 0        | 0        |          |
|  |                   |         |          |          |          |

ATTACK BONUS MODIFIERS

+1 to attack vs. foes

within 30 feet

WEAPONS

|            | ATTACK BONUS | DAMAGE | CRITICAL | RANGE  | SIZE | TYPE | NOTES & RELATED FEATS                                 |
|------------|--------------|--------|----------|--------|------|------|---|
| shortsword | +3           | 1d6+2  | 19-20/x2 | -      | M    | P    |   |
| longbow    | +4           | 1d8    | x3       | 100 ft | M    | P    | +1 to attack and damage rolls within 30 ft. of target |
|            |              |        |          |        |      |      |   |
|            |              |        |          |        |      |      |   |
|            |              |        |          |        |      |      |   |

COMBAT PROFICIENCIES

☒ ALL SIMPLE

☒ ALL MARTIAL

all simple and martial weapons

light and medium armor

shields (not tower shields)

COMBAT FEATS & BENEFITS / NOTES

Point Blank Shot: +1 to ranged attacks and damage vs. foes within 30 feet

SKILL MODIFIERS

+2 racial bonus to Listen, Search, and Spot

RACIAL TRAITS

low-light vision; immune to ghoulish paralysis; automatically entitled to a Search check if passes within 5 ft. of concealed or secret door; immune to magic sleep

Languages: Common, Elven, Draconic

CLASS FEATURES

FEATS

Point Blank Shot

## SKILLS

16

16 + 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    | Y | Knowledge (History)    |       | =       | +        | 1           | +       | INT |     |     |   |
| Balance ■†                | 2         | =     | +       | 3        | +           | DEX    |   | Knowledge (Local)      | 3     | =       | 2        | +           | 1       | +   | INT | Y   |   |
| Bluff ■                   | -1        | =     | +       | -1       | +           | CHA    |   | Knowledge (Nature)     |       | =       | +        | 1           | +       | INT |     |     |   |
| Climb ■†                  | 1         | =     | +       | 2        | +           | STR    | Y | Knowledge (Nobility)   |       | =       | +        | 1           | +       | INT |     |     |   |
| Concentration ■           | 1         | =     | +       | 1        | +           | CON    |   | Knowledge (Religion)   |       | =       | +        | 1           | +       | INT |     |     |   |
| Craft ■ ( )               | 1         | =     | +       | 1        | +           | INT    | Y | Knowledge (the Planes) |       | =       | +        | 1           | +       | INT |     |     |   |
| Craft ■ ( )               | 1         | =     | +       | 1        | +           | INT    | Y | Listen ■               | 7     | =       | 4        | +           | 1       | +   | 2   | WIS | Y |
| Decipher Script           |           | =     | +       | 1        | +           | INT    |   | Move Silently ■†       | 2     | =       | +        | 3           | +       | -1  | DEX |     |   |
| Diplomacy ■               | -1        | =     | +       | -1       | +           | CHA    |   | Open Lock              |       | =       | +        | 3           | +       |     | DEX |     |   |
| Disable Device            |           | =     | +       | 1        | +           | INT    |   | Perform ■              | -1    | =       | +        | -1          | +       |     | CHA |     |   |
| Disguise ■                | -1        | =     | +       | -1       | +           | CHA    |   | Profession             |       | =       | +        | 1           | +       |     | WIS | Y   |   |
| Escape Artist ■†          | 2         | =     | +       | 3        | +           | DEX    |   | Ride ■                 | 3     | =       | +        | 3           | +       |     | DEX | Y   |   |
| Forgery ■                 | 1         | =     | +       | 1        | +           | INT    | Y | Search ■               | 7     | =       | 4        | +           | 1       | +   | 2   | INT | Y |
| Gather Information ■      | -1        | =     | +       | -1       | +           | CHA    |   | Sense Motive ■         | 5     | =       | 4        | +           | 1       | +   |     | WIS | Y |
| Handle Animal             |           | =     | +       | -1       | +           | CHA    |   | Sleight of Hand        |       | =       | +        | 3           | +       |     | DEX |     |   |
| Heal ■                    | 1         | =     | +       | 1        | +           | WIS    |   | Speak Language         |       | =       | +        | 1           | +       |     | INT |     |   |
| Hide ■†                   | 2         | =     | +       | 3        | +           | DEX    |   | Spellcraft             |       | =       | +        | 1           | +       |     | INT |     |   |
| Intimidate ■              | -1        | =     | +       | -1       | +           | CHA    | Y | Spot ■                 | 7     | =       | 4        | +           | 1       | +   | 2   | WIS | Y |
| Jump ■†                   | 1         | =     | +       | 2        | +           | STR    |   | Survival ■             | 1     | =       | +        | 1           | +       |     | WIS |     |   |
| Knowledge (Arcana)        |           | =     | +       | 1        | +           | INT    |   | Swim ■ ††              | 0     | =       | +        | 2           | +       | -2  | STR |     |   |
| Knowledge (Architecture)  |           | =     | +       | 1        | +           | INT    |   | Tumble †               |       | =       | +        | 3           | +       | -1  | DEX |     |   |
| Knowledge (Dungeoneering) |           | =     | +       | 1        | +           | INT    |   | Use Magic Device       |       | =       | +        | -1          | +       |     | CHA |     |   |
| Knowledge (Geography)     |           | =     | +       | 1        | +           | INT    |   | Use Rope ■             | 5     | =       | 2        | +           | 3       | +   |     | DEX | Y |

| <b>EQUIPMENT</b>  | <b>LOCATION</b> | <b>WGT<br/>LBS</b> |
|-------------------|-----------------|--------------------|
| traveler's outfit | clothes         | 0                  |
| studded leather   | body            | 20                 |
| shortsword        | belt            | 2                  |
| longbow           | back            | 3                  |
| arrows (20)       | back            | 3                  |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
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|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
|                   |                 |                    |
| <b>TOTAL</b>      |                 | <b>28</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   |
|------------------------|---|
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
|                        |   |
| Arrows (20)            | <div style="display: flex; gap: 5px;"> <div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div><div></div><div></div></div> </div> |

## Aminfalost's story

When Lyewyn was but an infant, her parents had her sent to Teomon of the Ocek. Aminfalost and a troop of elven royal guards were sent in pursuit of the half-elf bastard, with orders of retrieving the child upon pain of death. When the ancient mage refused to give up the child, the elves attempted to take the child by force; the troop was destroyed to a single elf. When Aminfalost awoke, he was bound and gagged in the prison beneath Teomon's tower. When approached by the wizened mage, Aminfalost swore that he would rather die than fail in his sworn duty. Teomon agreed to let the elf free if he would serve the mage; in return, Teomon would let the elf slay him – in fifty years' time. To honor his side of the bargain, Aminfalost only had to protect Teomon that long.

Over the years, Aminfalost has come to respect and admire the old mage. His devil's bargain with Teomon still stands, though it has become little more than a joke between old friends. Aminfalost has taken it upon himself to train both Lyewyn and Corebrin in swordplay, and enjoys the carefree camaraderie of Rootli and the endless curiosity of Tanlew. To date, the sole companion Aminfalost has been unable to accept is the dour Thoromir – the dwarf is far too grim for the elf's tastes, and his violent nature seems a liability to the steadfast Aminfalost.

*Description:* With an exceptionally strong build for an elf, Aminfalost carries himself with the grace and power of a sylvan cat. Though light-hearted and quick to laugh, he has little use for conversation, preferring instead to observe social encounters from a distance. When he has a need to speak, it is typically direct and to the point, which can often times be perceived as brusque or abrupt. Aminfalost feels most at home in the forest, slipping softly through sun-glades, with the wind whispering overhead. When in communion with the beauty and majesty of the natural world, what use is mere conversation?

*Comments:* “Shhh....listen.”



## SKILLS

+ INT MOD  
(+1 HUMAN)

■ CAN BE USED UNTRAINED    † ARMOR CHECK PENALTY APPLIES

| EQUIPMENT        |         | WGT<br>LBS |  | LOCATION | WGT LBS |  | CONSUMABLES | AMOUNT |
|------------------|---------|------------|--|----------|---------|--|-------------|--------|
| scholar's outfit | clothes | -          |  | Head     |         |  |             |        |
| dagger           | belt    | 1          |  | Eyes     |         |  |             |        |
| spear            | hands   | 6          |  | Amulet   |         |  |             |        |
|                  |         |            |  | Ring 1   |         |  |             |        |
|                  |         |            |  | Ring 2   |         |  |             |        |
|                  |         |            |  | Bracers  |         |  |             |        |
|                  |         |            |  | Cloak    |         |  |             |        |
|                  |         |            |  | Robe     |         |  |             |        |
|                  |         |            |  | Vest     |         |  |             |        |
|                  |         |            |  | Gloves   |         |  |             |        |
|                  |         |            |  | Belt     |         |  |             |        |
|                  |         |            |  | Boots    |         |  |             |        |
|                  |         |            |  | Shield   |         |  |             |        |
|                  |         |            |  | Misc 1   |         |  |             |        |
|                  |         |            |  | Misc 2   |         |  |             |        |
|                  |         |            |  | Misc 3   |         |  |             |        |
|                  | TOTAL   | 7          |  | Misc 4   |         |  |             |        |

[illegible]

## Tanlew's story

A foundling raised by a witch, Tanlew was sent to become an apprentice to Teomon when she was six years of age. To his surprise, the young girl showed no fear of him. Quite the opposite, she immediately seemed at home, treating the crotchety old mage with the familiarity due an old companion. Where others would fear Teomon's shadow, Tanlew ignored the mage's grandstanding antics. She would even refuse to sleep in her own bed, going so far as to curl up and sleep in the mage's favorite chair – indifferent to whether it was occupied by said old mage at the time.

Tanlew has always displayed a confidence and wisdom beyond her years. What others perceive as a naiveté is actually an unshakeable faith in ultimate goodness of the universe. While cruelty, evil, and wickedness exist, so too do the weapons necessary to exorcise them. All that is necessary, in Tanlew's admittedly limited view, is the courage to take up arms against the darkness and drive it from battlefield.

Of all Teomon's wards, Tanlew is certainly his favorite, and the one he frets about the most. Whether or not her beliefs are unfounded, the mage cannot say, but experience has taught him that the world has little care for right or wrong, good or evil. Still, Tanlew has always managed to surprise him, and a small part of Teomon holds out in hope that he might be surprised once again.

*Description:* An otherwise plain young girl with sandy hair and freckles, it is Tanlew's all-knowing smile that tends to have an unnerving effect on adults. She exudes a confidence and faith far beyond her years. She seems slightly removed, as if she can't be troubled by the physical world, wearing tattered and stained dresses and only combing her hair when Teomon demands it. She spends much of her time toiling in Teomon's herbal gardens, so her hands often smell of earth, and she always has dark soil buried beneath her fingernails.

*Comments:* "Are you sure that's the decision you want to make?"