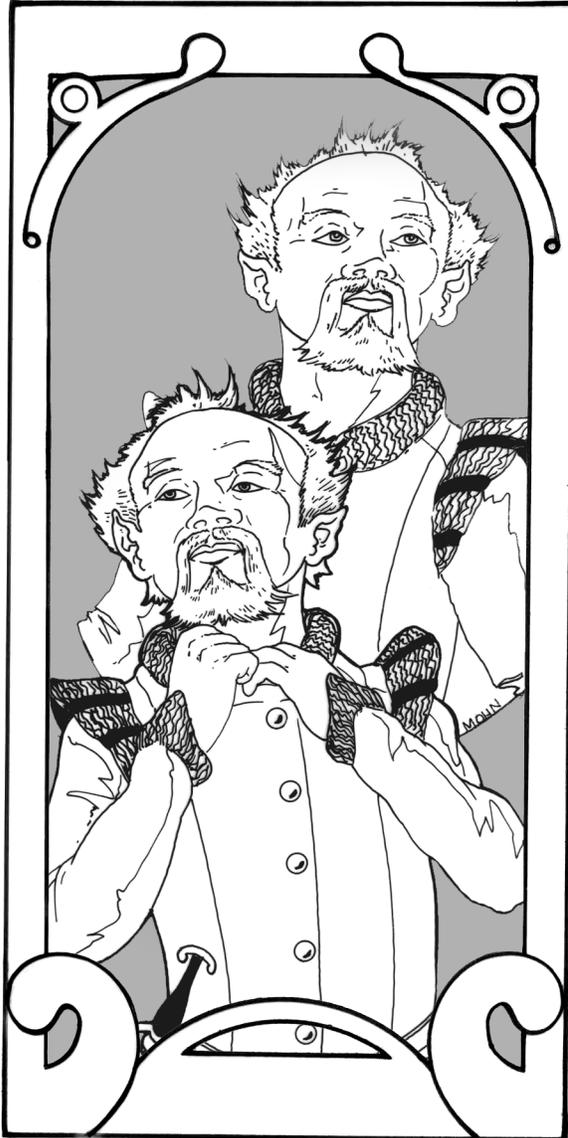


TANDEM GLOORFUNG



“Tandem believes his true self died trying to escape the claws of the hell-spawn.”

6th-Level Gnome Sorcerer

CR 6; SZ S (humanoid); HD 6d4; hp 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 13 (+1 size, +2 Dex); Atk melee +3 (1d4–1/19-20/x2, dagger), ranged +5 (1d4–1/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Gnome Traits; AL CN; SV Fort +2, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 15, Wis 8, Cha 16

Skills: Alchemy +9, Hide +7, Knowledge (arcana) +8, Listen +3, Perform (comedy, tricks) +5, Search +3, Scry +7, Spellcraft +7, Spot +3

Feats: Dodge, Improved Initiative, Scribe Scroll

Languages: Common, Dwarvish, Elven, Gnome, Halfling

Gnome Traits (Ex): Tandem has Low-light Vision that lets him see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of poor illumination. He has a +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. Once per day Tandem can use *speak with animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.); this is a spell-like ability.

Sorcerer Spells (6/7/6/4 plus *dancing lights*, *ghost sound*, *prestidigitation* once per day; Base DC =13 + spell level) (* new spell)

0 Level — *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *read magic*

1st Level — *change self*, *color spray*, *silent image*, *ventriloquism*

2nd Level — *mirror image*, *invisibility*

3rd Level — *control mirror image**

Summon Familiar: Although Tandem can summon a familiar, he has chosen not to do so at this time — his living quarters are crowded enough as it is.

Possessions: *oil of slipperiness*, *bag of holding* (type 1), *dust of illusion*, dagger (x2)



BACKGROUND

Tandem has a little recollection of exactly who or what he is. Sort of. Tandem believes he might have been a gnomish illusionist at some point in his career. The spellbook and adventuring pack he found on his back convince him of this much.

Tandem also has hazy memories of growing up in a gnomish community, setting off on his own to pursue mystic studies and joining an adventuring party to search for a lost academy of magic. The last thing Tandem remembers is exploring a ruin and watching his adventuring friends slaughtered by a spellcasting demon.

The very last moment Tandem remembers is casting *mirror image*.

Tandem believes his true self died as he tried to escape the claws of the hell spawn. And he suspects that, somehow, through a strange side effect of magic, his current form is that of a mirrored image, materialized and given true form in this world. But he's not sure.

One reason he believes this theory is that he remembers that before he cast spells through use of a spellbook — suggesting he was a wizard. Now, Tandem finds the spellbook unnecessary, as he is able to call up his repertoire of spells from within, much like a sorcerer.

Another reason he believes himself an illusion is that there is usually more than one of him around. The second Tandem is actually a familiar composed of phantasm figment, but Tandem assumes him to be another of the surviving mirrored images.

Tandem searches for the demon he left behind or other clues about his identity and his nature. As Tandem's search continues, new magical abilities give him greater control over illusions and mirrored images.

APPEARANCE

"That — that's impossible..."

"Then how else do you explain the tome?"

Two piping voices shrilly argue: a colorfully dressed gnome pacing back and forth before an identical gnome seated on a stump. The seated gnome rubs his face and continues, "Never mind the tome, what do you remember?"

The pacing gnome stops for a second, face sour. "I..."

There is a sound, a movement. Someone is watching them. The two gnomes wheel about, looking for the watcher. The seated one jumps up, claps his hands together and intones words that electrify the air. Instantaneously three more identical gnomes join the two. A pincushion of daggers point in all directions. Magical energy dances on fingertips. They shout in a cacophony of alarm and surprise: "Wait!/Who is it?/What's going on?/Stop stepping on my foot!/Everyone shut up!"

In the singular, Tandem appears a normal gnomish illusionist, with the characteristic stature, nose, and taste in garish clothing. Most times, Tandem appears disheveled and frantic, his brightly colored trousers and doublet haphazardly worn, and his goatee and hair unkempt. From the outset of meeting, Tandem seems to be talking to himself, either literally or figuratively. Most "versions" of him like to fidget and pace.

PERSONALITY

Tandem's fits tend towards the erratic and spastic. Ever since his transformation, he feels more comfortable with "other duplicates" around him, and when stressed he casts spells to increase his numbers and to imbue the duplicates with a veneer of independence. Should some quandary be presented to him, he may call up his duplicates to discuss the matter with them. In calmer moods, Tandem proves to be inquisitive or frightened about the unstable nature of his existence.

With other duplicates present, Tandem only answers part of any question posed, allowing his mirrored duplicates to finish his sentences or pose new questions.

ADVENTURE SEEDS

Here are two different ways to utilize Tandem in a campaign, based on different explanations of his situation.

☞ The poor hamlet of Hodd's Way takes in the mendicant Tandem, taking pity on the poor soul. Any adventurers are approached by kind villagers who ask for aid in making Tandem whole again.

Tandem babbles on about the lost academy and involuntarily reveals a map to the site. After exploring the site and dealing with the demon, one may discover the truth — Tandem *always* was a sorcerer-illusionist, but his mind has bent after leaving his comrades to die at the claws of the demon! The result: the creation of the Control Duplicate spell. Tandem externalizes his guilt by insisting that his "real" self died along with the party he abandoned. The spellbook was taken from the party's actual wizard, fallen in battle.

VERSATILE CHARACTERS

Tandem, confronted with the truth, tries to flee again into the night to escape the fact of his cowardice.

☞ Tandem actually is a mirrored image sustained by the demon spawn of the Dark Lords of Illusions and Deceit. While not evil himself, the phantasm Tandem undermines goodness and order by making frequent use of his illusionary abilities. Spreading illusions and tapping into shadowy magical energies, Tandem strengthens the Dark Lords' grip on truth and reality; the more illusions abound, the less the common folk believe in the truth of order and light, and therefore the greater the Dark Lords' power.

Tandem occasionally receives other "memories" of his past that lead him to recover ancient illusionist artifacts and increase his own command over the phantasmal. As Tandem grows in power, he becomes less of a silly distraction and more of a serious threat to any adventuring party – his illusionist arts giving him greater control to spread and subvert illusions. Eventually his mad quest for the power phantasmic leads him towards the ultimate quixotic end: to find a way to change all of reality into illusions, thereby making him just as real!

DUPLICATE TANDEM

Gnome-looking Phantasm

CR 6; SZ S (humanoid); HD 6d4; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft; AC 13 (+1 size, +2 Dex); Atk melee +2 (1d4–1/19–20/x2, dagger; 1d4–2/19–20/x2, dagger if successfully disbelieved); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Fade, Illusion; AL CN; SV Fort +2, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 15, Wis 8, Cha 16

Skills: Alchemy +5, Hide +4, Knowledge (arcana) +6, Perform (tricks) +5, Search +3, Scry +6, Spellcraft +6, Spot +2

Feats: Dodge, Improved Initiative

Languages: Common, Gnome, Halfling

Fade (Su): At will, the duplicate Tandem may fade in or out of existence.

Illusion (Su): As an phantasm, the duplicate Tandem is immune to all illusions. A *dispel magic* directed at it

dissipates the duplicate for 1d4 rounds on a successful dispel check (vs. DC 17). If the duplicate is reduced to –10 hit points, it is permanently dispelled.

Spells: The duplicate Tandem can cast spells, drawing them from the same pool of spells that the real Tandem knows and is able to cast each day. If the duplicate casts a spell, it counts as if Tandem had cast a spell of that level for purposes of determining Tandem's remaining spells. The spells have normal effects if believed, but if either the duplicate or the spells is successfully disbelieved, then the spells have either 60% of their normal effects (for example, *color spray* affects only 1d4 creatures) or have only a 60% chance of occurring.

NEW SPELL

This new spell might create even stranger situations in your own campaigns than it has for Tandem.

CONTROL MIRROR IMAGE

Illusion (Figment)

Level: Sor/Wiz 3

Components: V, S

Casting time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Images from one *mirror image* spell

Duration: One minute/level

Allows the caster to modify the normal workings of a previously cast *mirror image* spell, making any or all of the mirrored images perform actions that differ from those performed by the caster or by each other. The caster can only control these actions as long as he concentrates; if he stops concentrating, the images revert to the usual activities of mirror images, exactly duplicating his own movements. He can resume concentration at any point during the spell's duration.

If used in conjunction with other spells, such as *ventriloquism* or *silent image*, the mirrored images can be made to speak or apparently cast spells.

His own creation, the *control mirror image* spell is to date only known to the inscrutable Tandem.



CHARACTER AND OGC INDEX

BY CHALLENGE RATING

Ellhaeni (CR—, +3 *longsword of wounding*) 100
Duig Lacidem (CR 1/2, Human Exp1) 24
Foleg (CR 2, Magas Rgr2) 26
Slygette (CR 2, Orc/Ogre Clr2) 117
Ashbeard (CR4, Dwarf Brd2/Rog2) 90
Marud Kugga (CR 4, Gnoll Com3) 63
Karena (CR 5, Halfling Sor2/Brb3) 36
Tobias Darkenhand (CR 5, Human Rgr5) 120
William Derkellian (CR 5, Human Con5) 122
Aquel (CR 6, Nixie Exp2/Pal5) 4
Jordan Aske (CR 6, Human Wiz1/Exp6) 54
Larien Silverthane (CR 6, Elf Ftr4/Brb2) 56
Murgo Pouchgut (CR 6, Dwarf Ftr6) 75
Tandem Gloorflung (CR 6, Gnome Sor6) 81
Vailya Bernatin (CR 6, Half-Celestial Ftr3/Rog2) 84
Lady Elinore (CR 7, Ghost (human) Ari6) 51
Seer (CR 7, Human Com2/Sor6) 77
Othon III (CR 8, Human Pal8) 40
Llorymar (CR 8, Elf Rog8) 60
Aurelia Aeydale (CR 9, Half-Djinni Air Elementalist8) 8
Berak Baldar (CR 9, Dwarf Ftr5/Soul Crafter4) 16
Balur Drodash (CR 10, Duergar Ftr6/Rog3) 44
Dorbin Cutwhilp (CR 10, Human Pal10) 20
Kell (CR 10, Human Clr10) 103
Lady Minra Starflight (CR 10, Elf Ftr5/Honor Duelist5) 70
Bazzaroth (CR 11, Orc Brb11) 93
Draledric (CR 11, Human Rog7/Rgr3/Asn1) 96
Geoff Fireborne (CR 11, Human Rog1/Brd1/Wiz1/Ftr1/Rgr1/Dru1/Brb1/Clr1/Pal1/Mnk1/Sor1) 29
Jonelisse (CR 11, Fey Brd6) 33
Alabaster (CR 12, Hum Ftr12) 87
Ruktar (CR 12, Hobgbln Ftr12) 114
Merik of the Glade (CR 13, Drider Wiz6/Dru6) 66
Barclay Smith (CR 15, Exp10/Ftr6) 13
Morag Glimwish (CR 15, Halfling Rog1/Ftr4/Hke9) 110
Bezmurn Stoneblight (CR 17, Dwarf Ftr2/Wiz15) 47
Meeshra Deathwalker (CR 20, Nec14/Clr6) 104

ALPHABETICALLY

Alabaster 87
Aurelia Aeydale 8
Aquel 4
Ashbeard 90
Barclay Smith 13

Balur Drodash 44
Bazzaroth 93
Berak Baldar 16
Bezmurn Stoneblight 47
Dorbin Cutwhilp 20
Draledric 96
Duig Lacidem 24
Elinore, Lady 51
Foleg 26
Geoff Fireborne 29
Jonelisse 33
Jordan Aske 54
Karena 36
Kell 103
Larien Silverthane 56
Llorymar 60
Marud Kugga 63
Meeshra Deathwalker 104
Merik 66
Minra Starflight, Lady 70
Morag Glimwish 110
Murgo Pouchgut 75
Othon III 40
Ruktar 114
Seer 77
Slygette 117
Tandem Gloorflung 81
Tobias Darkenhand 120
Vailya Bernatin 84
William Derkellian 122

BY RACE

DWARF

Ashbeard 90
Balur Drodash (duergar) 44
Bezmurn Stoneblight 47
Berak Baldar 16
Murgo Pouchgut 75

ELF

Larien Silverthane 56
Llorymar 60
Minra Starflight 70

GNOME

Tandem Gloorflung 81

HALFLING

Karena 36
Morag Glimwish 110

HUMAN

Alabaster 87
Barclay Smith 13
Dorbin Cutwhilp 20
Draledric 96
Duig Lacidem 24
Geoff Fireborne 29
Jordan Aske 54
Kell 103
Meeshra Deathwalker 104
Othon III 40
Seer 77
Tobias Darkenhand 120
William Derkellian 122

OTHER

Aurelia Aeydale (Half-Djinni) 8
Aquel (Nixie) 4
Bazzaroth (Orc) 93
Ellhaeni (Sword) 100
Elinore (Ghost) 51
Foleg (Magas) 26

Jonelisse (Half-Fey) 33
Marud Kugga (Gnoll) 63
Merik (Drider) 66
Ruktar (Hobgoblin) 114
Slygette (Half-Orc/Half-Ogre) 117
Vailya Bernatin (Half-Celestial) 84

BY CLASS (LEVEL)

ARISTOCRAT

Elinore (6) 51
Minra Starflight, Lady (1) 70

BARBARIAN

Bazzaroth (11) 93
Geoff Fireborne (1) 29
Karena (3) 36
Larien Silverthane (2) 56

BARD

Ashbeard (2) 90
Geoff Fireborne (1) 29
Jonelisse (6) 33

CLERIC

Geoff Fireborne (1) 29
Kell (10) 103
Meeshra Deathwalker (6) 104
Slygette (2) 117

COMMONER

Draledric (1) 96
Marud Kugga (3) 63
Seer (2) 77

DRUID

Geoff Fireborne (1) 29
Merik (6) 66

EXPERT

Aquel (2) 4
Barclay Smith (10) 13
Duig Lacidem (1) 24
Jordan Aske (6) 54

FIGHTER

Alabaster (12) 87
Balur Drodash (6) 44
Barclay Smith (6) 13
Berak Baldar (5) 16
Bezmurn Stoneblight (2) 47
Geoff Fireborne (1) 29
Larien Silverthane (4) 56
Minra Starflight, Lady (5) 70
Morag Glimwish (4) 110
Murgo Pouchgut (6) 75
Ruktar (12) 114
Vailya Bernatin (3) 84

MONK

Geoff Fireborne (1) 29

OTHER

Berak Baldar (Soul Crafter, 4) 16
Draledric (Assassin, 6) 96
Minra Starflight (Duelist, 5) 70
Morag Glimwish (Hawkeye, 9) 110

PALADIN

Aquel (5) 4
Dorbin Cutwhilp (10) 20
Geoff Fireborne (1) 29
Othon III (8) 40

RANGER

Draledric (3) 96
Foleg (2) 26
Geoff Fireborne (1) 29
Tobias Darkenhand (5) 120

ROGUE

Ashbeard (2) 90
Balur Drodash (3) 44
Draledric (2) 96
Geoff Fireborne (1) 29
Llorymar (8) 60
Morag Glimwish (1) 110
Vailya Bernatin (2) 84

SORCERER

Geoff Fireborne (1) 29
Karena (2) 36
Seer (6) 77
Tandem Gloorflung (6) 81

WIZARD

Aurelia Aeydale (8) 8
Bezmurn Stoneblight (15) 47
Geoff Fireborne (1) 29
Jordan Aske (1) 54
Meeshra Deathwalker (14) 104
Merik (6) 66
William Derkellian (5) 122

BY ALIGNMENT

LAWFUL GOOD

Aquel 4
Barclay Smith 13
Berak Baldar 16
Dorbin Cutwhilp 20
Geoff Fireborne 29
Othon III 40

LAWFUL NEUTRAL

Balur Drodash 44
Murgo Pouchgut 75

LAWFUL EVIL

Bazzaroth 93
Ruktar 114
William Derkellian 122

NEUTRAL GOOD

Foleg 26
Jonelisse 33

NEUTRAL

Ashbeard 90
Draledric 96
Jordan Aske 54
Marud Kugga 63
Seer 77

NEUTRAL EVIL

Alabaster 87
Ellhaeni 100
Kell 103
Slygette 117
Tobias Darkenhand 120



UNCOMMON CHARACTER

CHAOTIC GOOD

Aurelia Aeydale 8
Duig Lacidem 24
Karenna 36
Vailya Bernatin 84

CHAOTIC NEUTRAL

Bezmurn Stoneblight 47
Elinore, Lady 51
Larien Silverthane 56
Llorymar 60
Merik of the Glade 66
Minra Starflight, Lady 70
Tandem Gloorflung 81

CHAOTIC EVIL

Meeshra Deathwalker 104
Morag Glimwish 110

ANIMALS, COMPANIONS, AND FAMILIARS

Aah (Karen's Hawk Familiar) 39
Alta (Merik's Brown Bear Companion) 68
Anguilla (Aquel's Giant Eel Mount) 7
Belazrad (Dorbin Cutwhilp's Warhorse) 22
Eft (Merik's snake familiar) 69
Gryphon (Othon III's Warhorse) 42
Kratos (William Derkellian's War Dog) 124
Morgan (Merik's Hawk Companion) 69
Night (Merik's Monstrous Spider) 69
Sengalt'znill (Vailya's Imp Companion) 86
Shadow (Merik's Monstrous Spider) 69
Tooth (William Derkellian's Weasel Familiar) 124
Zephyr (Aurelia's Snowy Owl familiar) 10

NEW DEITIES

Asigog, God of Balance 99
Bujhec, Ogre Goddess of Women's Powers 119
Limma, Goddess of Nixies, Lakes, Rivers, Streams,
and Poetry 5
Terepen Zor, The Laughing Death 107

NEW FEATS

Componentless Spell [Metamagic] 79
Dextrous Grapple [General] 50
Improved Rally [General] 43
Rally [General] 43
Strange Luck [General] 80

NEW MAGIC ITEMS

Bezmurn's Traveling Tower 49
Cloak of Invisibility 99
Conch Horn of Goodness 6
Ghost Helm 22
Ghost Touch Horseshoes 23
Rib Cage 108
Rings of Sultair 11
Silverthane Torc 59
Tin Horn of Valhalla 123
Tool of the First Crafter (major artifact) 15
Veil of Disguise 35

NEW PRESTIGE CLASSES

Elven/Fey Honor Duelist 73
Halfling Hawkeye 113
Soul Crafter 18

RACES, CREATURES, AND TEMPLATES

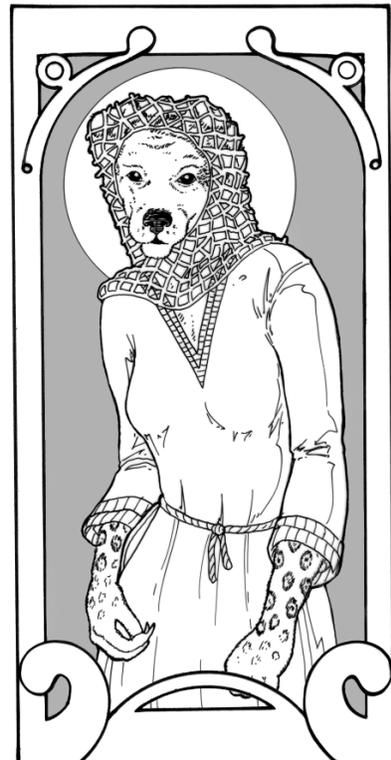
Cackle Dead 109
Duplicate Tandem 83
Half-Djinni 11
Magas 28

NEW SPELLS AND MAGIC SPECIALTIES

Air Elementalist Magic Specialty 12
Bezmurn's Beacon 50
Control Mirror Image 83
Extinguish 10
Forge 38
Jolt 10
Heart's Desire 59
Plague Bearer 109
Scent 38
Tough Skin 39

NEW WEAPONS AND ARMOR

Blade of Keres (major artifact) 108
Crossbow of Swiftness 46
Dagger of Piercing 72
Ellhaeni 100
Elven Double Spear 74
Needle Sword 74
Ghost Helm 22
Ghost Touch Horseshoes 23
Grinvel 116
Iron Skull of Brodan 25
Ludicrous Helmet 59
Shell Mail Armor 7
Shield of Penault 43
Yol 99



BONUS ADVENTURE SEEDS FROM UNCOMMON CHARACTER

Space was limited in Uncommon Character, so a few characters had adventure seeds cut from their entries. Rather than leave these adventures unexplored by roleplayers everywhere, we're happy to give them to you in this PDF preview of the book, so that your characters can save the worlds, solve the mysteries, or brave the dangers that these seeds will grow in your own campaigns. Here, then, are those seeds, in no particular order.

CAPTAIN KELL

(Page 103)

☛ Captain Kell has been given an ultimatum by the pirate queen Alabaster (see *Uncommon Character*, p. 87): join her and the Blood Pirates or be hunted down and killed. Kell and the *Osprey* are not powerful enough to defy her, but he is loathe to give up his own ambitions for Alabaster's glorification.

Disguising himself as a merchant captain, Kell attempts to hire the PCs to eliminate the threat of the pirate queen. Of course, if Alabaster is removed from the scene, *someone* will have to take charge of the remnants of her pirate empire.

WILLIAM DERKELLIAN

(Page 122)

☛ Because of his bandit associations, Derkellian is able to use his contacts to gather information relevant to that lifestyle (such as identities of local thieves, locations of tempting targets, connections to fences and other support operations). And as long as he is discreet about it, he can make money by selling that information to interested parties, including inquiring PCs. Or he can sell information about the PCs to the criminal element, if the price is right.

Even if he abandons his criminal career his contacts should remain in place, although he likely won't be able to improve them in future in this case.

☛ While it has been many years since Derkel's death, his spellbooks and other treasures are still sealed up in his tower. Unable to pierce the magical veil himself, Derkellian would be willing to pay adventurers to release his "inheritance" to him. Of course, Derkel may have had other protections not specifically

designed to guard against his former apprentice, and if word got out that one group was trying to liberate Derkel's fortune there might be rival attempts.

If impressed with their prowess, this might prove another opportunity for him to attempt to join such a group.

LARIEN SILVERTHANE

(Page 56)

☛ Well, not really. By his standards, anywhere people don't eat off tablecloths is barbaric. To Ewetaiel, a tavern where people drink *beer* and *play cards for money* might as well be a vampire lord's larder.)

MURGO POUCHGUT

(Page 75)

☛ Murgo's primary mission in life right now is to repair his family's waraxe. He wears the two broken pieces on his belt as a constant reminder of his failure. If there is even the slightest rumor of a wizard who can restore his axe to its original condition, Murgo searches him out and performs whatever service is asked. While this has led to a number of adventures, none of the leads he has followed has been fruitful; many wizards can craft him a new weapon, or even mend the old, but none have been able to *remake* the old.

Repairing magic items is usually a straightforward procedure, the magic of the axe is subtly and puzzlingly different from other arcane and divine enhancements. Murgo is not away that the weapon was originally crafted by a dwarven soul crafter (see *Uncommon Character*, p. 18), and only one of those rare artificers can repair it.



UNCOMMON CHARACTER

If the PCs encounter Murgo on one of his quests, he lets nothing stand between him and the possible repair of his heirloom.

TANDEM GLOORFUNG

(Page 81)

♣ At a local inn, the adventurers encounter Tandem raving to all who listen to his fantastic story. After an amusing interchange, most understand that poor Tandem is pained, but harmless.

Sometime in the evening, a refined man enters the bar and has some quiet words with the barkeeper. Soon after, Tandem is ejected from the tavern into the waiting arms of the refined man and some armed escorts. If questioned, the man explains that he represents the local council of wizards; a group that believes Tandem should be confined for observation to determine if he represents a mystical threat to the community.

In truth, the man represents Moorelund, a member of Tandem's former adventuring party who supposedly died at the hands of a spellcasting demon. Moorelund actually lured the party to the fiend's lair for an ambush. A spell cast upon Tandem should have dispelled his images; the fact that one of the images instead became permanent intrigues Moorelund greatly. If Tandem is taken away, Moorelund ruthlessly

ly tortures and experiments on the only intruder to escape his master's wrath.

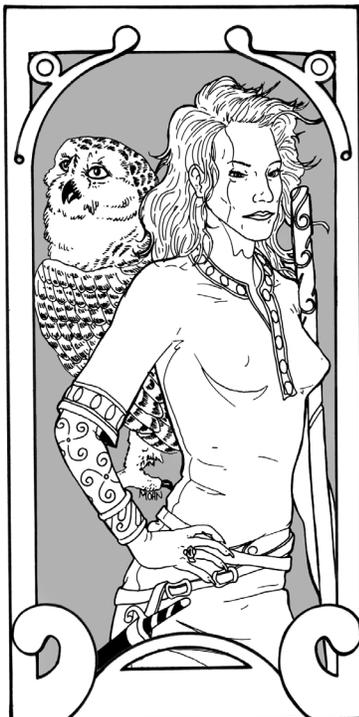
Tandem begs all present to preserve him from what he suspects will be a dire fate. Interfering with the abduction wins the earnest but fleeting admiration of Tandem. He offers his company and abilities to any as repayment for their kindness. Tandem's company, however, proves somewhat of a nuisance. His own quirky personalities make travel noisy and oft times maddening.

More seriously, harboring Tandem attracts the attention of Moorelund and his fiendish masters. Rather than sending minions again, Moorelund works to subtly undermine the rescuers' grip on sanity. Ghostly howling and shrieking wakes the party from much needed rest while in the forest. Unnerving dreams and waking visions keep morale on edge. The barkeeper, while taking meal orders, begins shouting obscene threats to one or several rescuers – threats neither the barkeep nor his patrons hear. Moorelund uses such tactics to make the group edgy and then use illusions to spark internal conflicts: the wizard notices the rogue riffling through others' packs, the rogue awakens in the night to the paladin hovering over her brandishing a knife to her throat, *etc.*

The attacks only cease once the group offers up Tandem or faces Moorelund at his secluded stronghold.

CHARACTER PORTRAITS

BY JESSE MOHN



UNCOMMON CHARACTER

May 2003



Populate your campaign with intriguing, sinister and valiant new characters, all ready to be cast in the empty roles of your own epic tale. Each character has a detailed background and personality, complete d20 System statistics, and adventure hooks.

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