

Pregenerated Characters for Prisoners of the Maze

By Rob Kuntz

The following pregenerated characters can be used in this adventure. Pass out copies of this first sheet and let your players select their characters from these descriptions. Individual character sheets follow.

Carjus (Sorcerer)

Carjus appears as a sandy-haired, small, young man, not at all what one might expect a mage of his obvious rank to look like! Carjus is very colorful with his dress, preferring a parti-colored red/yellow tunic, a light blue cloak, soft leather boots and a green hood. He has a nice looking cobalt ring on his right index finger. Carjus is very precautionary; he feels that something could go wrong with this mission and has thus brought along many magic items.

Hesbet the Worthy (Fighter)

Hesbet is nearly 6 feet tall, with black hair and penetrating blue eyes. She is well-muscled and has a decided martial and mercenary bearing. Her armor is inlaid with gold, but despite its appearance is quite serviceable. Her hair is long and black, and she carries her steel helmet in her left hand (initially). Her long sword is known as Striker.

Horrul Rizzuk (Cleric)

Horrul Rizzuk is a stocky fellow, with brown curly hair and intelligent but humorous brown eyes. He is much like a heavy horseman in appearance, but is far from that, of course! The embroidered yellow robe he wears over a suit of full plate is reversible.

Fallehn the Fair (Paladin)

Fallehn is called "fair" due to his beauty and persuasiveness. His piercing green eyes seem to target every word that he hears—in fact he seems to be waiting, wondering, perhaps, when his intercession will be needed. He has never been termed "fair" because his rigid standards, which he imposes upon all he meets, and are hard for his friends and acquaintances to deal with. Fallehn wears full plate armor and a pair of well-crafted boots. Wrapped about his 6 foot 6 inch frame is a purple cloak with a pouch hidden underneath. He always carries a pouch containing 20 gp which he keeps on hand for tithing and offerings for the poor.

Once your players have selected their PCs, pass out the following character sheets to them. Note that each character has a special power.

Now, perhaps, they are ready to confront the great wizard Zayene!

Enjoy! Adventure awaits!

Rob Kuntz



Carjus the Meek

Male Human, Sor11

Hit Dice	11d4+16
Hit Points	46
Initiative	+6 (Dex, Improved Initiative)
Speed	30 ft.
AC	15 (Dex, <i>ring of deflection</i> +3)
Attack	+8 melee, +3 <i>dagger</i>
Damage	1d4+3
Alignment	Neutral Good
Saves	Fort +5, Ref +5, Will +9
Abilities	Str 11, Dex 14, Con 15, Int 17, Wis 14, Cha 15
Skills	Spellcraft +14, Concentration +14, Alchemy +10, Scry +9, Knowledge (arcana) +11, Listen +4, Move Silently +4, Hide +6, Jump +6
Feats	Maximize Spell, Still Spell, Improved Initiative, Extend Spell, Quicken Spell

Description: Carjus appears as a sandy-haired, small, young man, not at all what one might expect a mage of his obvious rank to look like! Carjus is very colorful with his dress, preferring a parti-colored red/yellow tunic, a light blue cloak, soft leather boots and a green hood. He has a nice looking cobalt ring on his right index finger (+3 *deflection*). Carjus is very precautionary; he feels that something could go wrong with this mission and has thus brought along many magic items.

Arcane Spells Known (Castable per day: 6/7/7/6/6/4): 0—read magic, detect magic, mediating, mage hand, disrupt undead, open/close, light, flare, daze; 1st—summon monster I, charm person, color spray, spider climb, feather fall; 2nd—web, blur, mirror image, knock, ghoul touch; 3rd—dispel magic, fireball, haste, slow; 4th—fire shield, ice storm, dimension door; 5th—summon monster V, wall of force.

Possessions: +3 *dagger*, +3 *ring of deflection*, *cloak of elevenkind*, three potions: *fire breath*, *bull's strength*, *gaseous form*; a *scroll of 3 arcane spells* (caster level 13, *infravision*, *pass-wall*, *Mordenkainen's magnificent mansion*).

Special Power: Due to the mighty ritual that prepared the adventurers for their mission, Carjus has been blessed with the ability to cast spells from the clerical trickery domain. These are in addition to his regular spells.

Special Power Domain Spells (Trickery): 1st—change self; 2—invisibility; 3rd—nondetection; 4th—confusion; 5th—false vision.



Hesbet the Worthy

Female Human, Ftr12

Hit Dice	12d10+36
Hit Points	96
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	22 (Dex, +3 full plate armor)
Attack	+20/+15/+10 melee, +3 <i>longsword</i>
Damage	1d8+7
Alignment	Chaotic Good
Saves	Fort +12, Ref +5, Will +6;
Abilities	Str 18, Dex 16, Con 17, Int 12, Wis 13, Cha 12
Skills	Climb +12, Jump +12, Ride +10, Swim +10, Bluff +6, Diplomacy +6, Hide +5.
Feats	Power Attack, Improved Initiative, Weapon Focus (longsword), Cleave, Great Cleave, Blind-Fight, Iron Will.

Possessions: +3 full plate, +3 longsword ("Striker"), 2 potions: *speed*, *bull's strength*; *periapt of wound closure*, *gauntlets of swimming and climbing*.

Description: Hesbet is nearly 6 feet tall, with black hair and penetrating blue eyes. She is well-muscled and has a decided martial and mercenary bearing. Her armor is inlaid with gold, but despite its appearance is quite serviceable. Her hair is long and black, and she carries her steel helmet in her left hand (initially). Her long sword is known as Striker.

Special Power: Hesbet has been blessed by her deity and thus has some special defensive attributes she may use. She may invoke each of these powers 1/day:

1. *Missile Invulnerability:* When her deity's name is spoken a blue glow radiates the air about her from all types of missiles, magical or other. This effect lasts for rounds equal to her Wisdom (13).
2. *Fire Resistance (20):* Upon speaking the word "flame," tongues of cool flame envelope her form, protecting her from all but those fires generated by the highest ranked demons, devils, or gods. The protective flames lasts a number of rounds equal to her Intelligence (12).
3. *Attack Invulnerability:* Upon speaking the word "shield" a yellow light wreathes her form, making her immune to all melee attacks for 1d3 rounds. Roll the 1d3 in secret and do not inform the PC of the result. (Note: This is not available the first day, as it was used during the failed assassination.)



Horrul Rizzuk

Male Human, Clr12

Hit Dice	12d8+36
Hit Points	93
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	21 (Dex, +2 full plate armor)
Attack	+14/+9 melee, +2 mace
Damage	1d8+5
Alignment	Lawful Good
Saves	Fort +10, Ref +5, Will +11
Abilities	Str 16, Dex 15, Con 15, Int 14, Wis 17, Cha 14
Skills:	Spellcraft +14, Concentration +14, Diplomacy +12, Scry +10, Knowledge (arcana) +8, Knowledge (religion) +14, Listen +4, Jump +4
Feats:	Power Attack, Improved Initiative, Weapon Focus (mace), Maximize Spell, Still Spell, Enlarge Spell.

Description: Horrul Rizzuk is a stocky fellow, with brown curly hair and intelligent but humorous brown eyes. He is much like a heavy horseman in appearance, but is far from that, of course! The embroidered yellow robe he wears over a suit of full plate is reversible to a robe of blending (requires a standard action).

Divine Spells Prepared (6/6/5/5/3/3/2): 0—resistance (x2), cure minor wounds (x3), guidance; 1st—bane, command (x2) divine favor, remove fear, summon monster I; 2nd—cure moderate wounds, delay poison, lesser restoration, silence, sound burst; 3rd—cure serious wounds (x2), dispel magic, searing light, wind wall; 4th—dimensional anchor, inflict critical wounds (x2); 5th—flamestrike (x2); 6th—blade barrier.

Domain Spells Prepared (Good/Law): 1st—protection from chaos; 2nd—aid; 3rd—cure serious wounds; 4th—cure critical wounds; 5th—dispel evil; 6th—Heal.

Granted Powers (Good/Law): Horrul casts good and law domain spells at +1 caster level. Horrul can also Turn/Rebuke Undead (See the *PHB*).

Possessions: +2 full plate, +2 heavy mace, robe of blending, 4 vials of holy water, 2 potions of cure serious wounds, silver holy symbol.

Special Power: Horrul has been blessed with the ability to cast two spells at once, once per day. He must roll a Concentration check (DC 10+ average level of the two spells being cast—thus a *cure light wounds* (level 1) and a *true seeing* (level 5) would equal 6 levels/2 spells, or 3 levels total. Thus to cast these spells in combination would require a DC 13). If successful, he can cast a combination spell, if not, both spells fail. Note that spells can cancel each other, thus casting a *slay living* and a *raise dead* results in dispelling both attempts; likewise, a *dispel magic*, *anti-magic field*, etc., cannot be chosen, as these immediately cancel all other spell attempts. However two *flamestrike* spells could be chosen.



Fallehn the Fair

Male Human, Pal10

Hit Dice	10d10+30
Hit Points	86
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	20 (Dex, +1 full plate armor)
Attack	+15/+10, +2 longsword of wounding
Damage	1d8+5
Alignment	Lawful Good
Saves	Fort +10, Ref +4, Will +6
Abilities	Str 17, Dex 15, Con 16, Int 13, Wis 12, Cha 17
Skills	Climb +12, Jump +12, Ride +10, Swim +8, Knowledge (religion) +12, Diplomacy +12.
Feats	Power Attack, Improved Initiative, Weapon Focus (longsword), Cleave, Toughness (2), Iron Will.

Description: Fallehn is called “fair” due to his beauty and persuasiveness. His piercing green eyes seem to target every word that he hears—in fact he seems to be waiting, wondering, perhaps, when his intercession will be needed. He has never been termed “fair” because his rigid standards, which he imposes upon all he meets, and are hard for his friends and acquaintances to deal with. Fallehn wears *+1 full plate armor* and a pair of *elven boots*. Wrapped about his 6 foot 6 inch frame is a purple cloak with a pouch hidden underneath. In it is a *potion of iron body*. He always carries a pouch containing 20 gp which he keeps on hand for tithing and offerings for the poor.

Paladin Class Features: Detect Evil (at will); Divine Grace (+3 on all saving throws); Lay on Hands (27 points); Turn Undead; Smite Evil (1/day, +10 hit points damage); Remove Disease (4/week); Immune to Disease; Immune to Fear.

Possessions: *+1 full plate*, *+2 flaming longsword of wounding* (“Cleanser”), *elven boots*, *potion of iron body*, *scroll of 1 divine spell*: (caster level 9, *endure elements*).

Special Powers Granted to “Cleanser”: His sword, Cleanser, has been specially blessed for this adventure and has the additional spell-like powers, that function as free actions:

1. Twice per day, prior to an attack, Fallehn can invoke his deity and the next attack automatically hits. Fallehn can roll to determine if a critical hit was scored.
2. Once per day, Cleanser casts *haste* on Fallehn, as per the spell cast by a 9th-level sorcerer. (Note: This is not available the first day, as it was used during the failed assassination.)
3. Once per day, Fallehn can invoke his deity’s protection and his Fortitude, Reflex and Will save totals are increased by +2 each, for a total number of minutes equal to Fallehn’s Wisdom/2 (6).

