

Death's Hand

Tinar (male medium dwarf) – Al: NE

Fighter 6; HD: 6d10 + 30; hps: 70;

Init +0; Speed 25 ft (5 boxes);

AC 22/20/18 ((+6/+4/+2 chain shirt), +4 carapace of the wight + 2 BDB);

Attack: BAB: +6/+1; +10/+5 (melee), + 6/+1 (ranged), +11/+6 (warhammer); weapon focus); Dmg: 1d8+8 (+12 when charging) (warhammer).

SV: Fort: +10, Ref: +4, Will: +5

Ability Scores: Str 18 (+4), Dex 10 (+0), Con 20 (+5), Int 11 (+0), Wis 12 (+1), Cha 11 / 7 (+0 / -2))

Skills:

Feats: Fleet-Footed, Lightning Reflexes, Iron Will, Weapon Focus (warhammer), Weapon Specialization (warhammer), Power Attack, Improved Charge

Magical Items: *Carapace of the Wight* (gives +4 natural AC, but -4 to Charisma, +10 circumstance bonus to intimidate, energy drain 1 / day).

Dolan (male medium human) – Al: LE

Fighter 6; HD 6d10 +18; hps: 63

Init +2 (dex); Speed 30 ft (6 boxes);

AC 22/19/19 ((+8/+5/+5 breast plate) +2 BDB, +1 for dodge);

Attack: BAB: +6/+1; +8/+3 (melee) or +11/+6 (w/ bull's strength), + 8/+3 (ranged), +12/+7 (great sword); weapon focus) or +8/+3 (+9/+4 within 30') (throwing axe); Dmg: 2d6+3 (or +7; bull's strength) (great sword) or 1d6+2(+3) (or +5(+6); bull's strength)

SV: Fort: +8, Ref: +4, Will: +6 (Bead of the Zombie Mind)

Ability Scores: Str 15 (+2) (or 20 (bull's strength) (+5)), Dex 14 (+2), Con 16 (+3), Int 12 (+1), Wis 11 (+0), Cha 11 (+0)

Skills:

Feats: Weapon Focus (great sword), Point Blank Shot, Precise Shot, Power Attack, Cleave, Dodge, Endurance, Diehard

Magical Items: *Bead of the Zombie Mind* (acts as permanent *Mind Blank* and grants +4 bonus to Will saves, but if killed auto raise as zombie)

Tipik (male small halfling) – AL: CE

Rogue 5 / Fighter 1; HD 5d6 + 1d10 + 6; hps: 34

Init +8 (dex + improved initiative); Speed 25 ft (5 boxes);

AC 20/18/20 ((+4/+2/+4 leather armor +2) +4 dex + 2 BDB);

Attack: BAB: +4; +4 (melee), + 8 (ranged), +9 (short bow); weapon focus) +10 within 30') or +4 (short sword); Dmg: 1d6(+1 within 30') or 1d6(short sword)

Special Abilities: Sneak Attack +3d6, Evasion, Uncanny Dodge

SV: Fort: +4, Ref: +8, Will: +1

Ability Scores: Str 10 (+0), Dex 18 (+4), Con 13 (+1), Int 13 (+1), Wis 11 (+0), Cha 11 (+0)

Skills:

Feats: Fleet-Footed, Expertise, Improved Feint, Dirty Fighting

Magical Items: *Skin of the Ghast* (leather armor +2, paralyze touch (DC 14) 2/day, stench (as free action) 1 / day last 10 minutes)

Wharvis (male medium human) – Al: NE

Fighter 2 / Warlock 4; HD: 2d10 + 4d4 + 12; hps: 38

Init +2 (dex); Speed 30 ft (5 boxes);

AC 13/13/13 (+2 dex, +1 BDB); *(don't forget *Expertise*)

Attack: BAB: +4; +6 (melee), + 6 (ranged), +7 (quarterstaff, KD:d10)

Damage: 1d6+2/1d6+2 (quarterstaff) or (1d6+3) Masterwork Hatchet +1

Special Abilities: Summon Creatures

SV: Fort: +6, Ref: +3, Will: +6

Ability Scores: Str 14 (+2), Dex 15 (+2), Con 15 (+2), Int 13 (+1), Wis 13 (+1), Cha 16 (+3)

Skills:

Feats: Ambidexterity, Two-Weapon Fighting, Weapon Focus (quarterstaff), *Expertise

Spells Known:

0th - Acid Splash, Detect Magic, Dancing Lights, Touch of Fatigue, Daze, Mending

1st - Ray of Enfeeblement, Obscuring Mist, Charm Person

2nd - Blindness/Deafness

Spell Prog: 6/7/4

Magical Items: Wand of Armor of Undeath (27 charges) Actually a hatchet

Items:

Wharvis has a gold watch chain with a tiny diamond button (worth 425 sps), four gold teeth worth 15 sps each and 77 sps (60 Thrician, 17 Black Island), 24 cps (h-land) and one Tempesta Silverleaf.

Tinar has a gold bowl (300 sps) and gold spoon (125 sps) and 27 sps (silver obleks).

Dolan has 17 silver bangle bracelets and 13 anklets (worth 6 sps each).

Tipik has 9 gps (black island), 1 pp (Thrician), 6 sps (h-land), 12 cps (h-land) and a painted ivory comb with three small pearls (worth 220 sps all together).