

A Cast of Thousands - Expert Sorcerers

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(SAMPLE FOR COMMENT)

“A Cast of Thousands” booklets are a range of NPC profiles providing the DM with ready-to-play characters with a slightly different focus to the normal adventurer.

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Introduction

Everyone knows or has heard of the highly talented person who follows a different path: the 150 IQ guy with a flair for high level mathematics who prefers being a truck driver; the woman with the gorgeous voice who only sings for the family; or the boy with the power serve who prefers RPG's to tennis.

They exist in the game world too.

In the case of sorcerers it means that not everyone has what it takes to be an adventurer: some are homebodies, some are experts in their field of knowledge, some are lazy, some are masters at building chairs and some just don't like killing.

A Cast of Thousands - Expert Sorcerers describes ten sorcerers whose powers have manifested according to their interests. Each character is described at three different stages of their life, has a list of potential plot hooks the DM can use to have them interact with the party and role-play notes to help the DM distinguish the character in the party's eyes.

I hope you enjoy a few members of *A Cast of Thousands*.

The Courier

Dellishaw 'Dellie' Pompter
Halfling Female

Description:

Hair: Long, dark brown; usually in tight plaits
Eyes: Brown
Skin: Fair but weathered and tanned
Age: 30
Height: 2' 8"
Weight: 27lb
Distinguishing Characteristics: flicks her plaits back
Clothing: Riding leathers. Company badge – winged scroll.

Dellie's father, Bengt, breeds riding dogs. Her mother, Fennishaw, is a scribe who specialises in translations of business documents, trade agreements and the like. Her brother Brandt teaches and her sister Bellishaw has married and works with her husband as a carpenter.

Dellie has always loved the riding dogs that were her father's passion. In her teens, she often accompanied her father to auctions in the local area as an extra groom, wrangler and, thanks to the skills her mother taught her, secretary and accountant.

Within a few years, Dellie's expertise meant she was representing her father throughout the region and gaining a reputation as a tough and charming businesswoman. It was her reputation that led her into danger and to the revelation of her innate powers.

Tracked by a pair of inexperienced highwaymen after she had collected her profits from a dog sale, Dellie found herself confronted in a shadowy lane as twilight edged towards dark. With the threat of a slit throat hanging in the air, Dellie panicked. Her eye caught the flashing of a firefly in the dim light and her desire to see who was lurking in the shadows somehow coalesced in her mind, leapt from her mouth - half a cry for help, half a yelp of accusation – and the bug's glow grew from a spark of flesh into a sphere of gentle light emanating from the dagger she held in her hand.

Revealed, and fearing they had bitten off more than they could chew, the pair of would-be rogues turned and fled.

Dellie quickly set about learning to harness her new found power. Within a year she had the ability to summon a riding dog and read any of her mother's translated texts. Her passions, skills and travels coalesced into a new career, a new business.

THE EARLY YEARS - LOCAL COURIER:

Dellie Pompter; Halfling Exp1/Sor1:

CR 1; ECL 2; Size S; HD 1d6+1 + 1d4+1; hp 11; Init +2; Spd 20 ft; AC 13, touch 13, FF 11; Grapple +0; Atk: +0 melee (1d3 - 1/crit 19-20, Dagger), +3 ranged (1d8/crit 19-20, Crossbow, light), -1 melee (1d2 - 1, Unarmed); SA +1 racial attack bonus with a thrown weapon; SQ +2 morale bonus on saves vs fear; SV Fort +2, Ref +3, Will +5; AL NG; Str 9, Dex 15, Con 13, Int 15, Wis 10, Cha 17.

Languages spoken: Halfling, Elven, Dwarvish, Gnome, Orcish, Draconic and Common

Skills and Feats: Concentration +3, Craft (Calligraphy) +6, Diplomacy +7, Gather Information +6, Handle Animal +7, Survival +2, Knowledge (Arcana) +3, Knowledge (Geography) +3, Knowledge (Local) +3, Profession (Scribe) +7, Ride +6, Speak Language +3, Spellcraft +3; Armor Proficiency (Light), Simple Weapon Proficiency, Skill Focus.

Sor Spells Per Day: 5/4.

Spells Known: Light, Comprehend languages, Detect magic, Message, Mount (see *Flavor* below), Read magic.

Possessions: Small backpack, Ink (1 oz. vial), 8 Parchment (sheet), Flint and steel, Map or scroll case, 4 Small trail rations (per day), Inkpen, Waterskin, Coins, Bolts (50), Light crossbow, Dagger, Small bedroll, Traveller's outfit.

Flavor:

Mount summons a riding dog.

Mount (Dog)

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

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

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a riding dog to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of dog hair.

Dog, Riding

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Bite +3 melee (1d6+3)

Full Attack: Bite +3 melee (1d6+3)

Face/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Jump +8|+4, Listen +5, Spot +5, Swim +3, Survival +1*

Feats: Alertness, Track

Environment: Temperate plains

Organization: Solitary or pack (5-12)

Challenge Rating: 1

Advancement: -

Level Adjustment: --

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. *Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

Hooks:

- Dellie hires the party as couriers for her fledgling company
- The party arrive at the livery to collect their mounts and find a fuming Dellie, displeased at the condition of a party riding dog, waiting for them.
- Alternatively, Dellie makes an offer for a party member's pedigree dog (Good breeding stock).
- The party has a scroll that needs translating and are pointed in Dellie's direction by a barkeep.
- Dellie rides into the party's midst with a band of nasties on her tail.
- A courier guild holds a long distance race to discover potential new employees. Dellie and the party are competitors.
- The party is hired by an embarrassed suitor to catch Dellie before she delivers his impolitic missive to a distant fiancée

ETC, ETC, ETC

THE MIDDLE YEARS – LONG DISTANCE COURIER:

Stat block.

Flavor - Phantom Steed (dog)

Hooks

THE LATER YEARS – ARISTOCRATIC COURIER:

Another Expert Sorcerer