

## **Corrin Reedson (Halfling Paladin)**

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Corrin Reedson is an eternal optimist - sometimes Tymora's will is unclear, but there's little that courage and trust in your own luck won't carry you through. Sometimes, people need a helping hand or intervening shield, and that's where he comes in. His trusting nature, slightly thick skull, and pervasive optimism make him come across as gullible, but his insight into people lets him understand when they're up to something and he plays the straight man while ensuring that good triumphs, anyways.

### **Other Party Members:**

**Erais the Sunlord:** A stalwart ally against any foe, particularly undead. I must always remember to protect him. Though he is tougher than many of my other comrades, his ability to heal and protect can keep everyone else going.

**Fidder Rivers:** A brave ally and fellow follower of Tymora. I might wish he had more interests in helping others outside adventure, but none can question his bravery and enthusiasm on the road.

**Kathra Ironforge:** With Kathra at my shoulder, there are few enemies that can hope to get past us. I find it best to seek out the most powerful foes to challenge, while she takes care of the rest.

**Riardon Brightvale:** Riardon is a serious individual, very focused on righting the wrongs of the world. I hope to some day help him to free the Feywild from the taint of the Fomorian and reclaim the great cities of the Eladrin. He seems content to fight evil wherever it may be found, though.

**Skamos Redmoon:** Skamos is a careful and intelligent man, with many fine spells. He has a love of plans and if I'm ever unsure how to deal with a problem I need simply present the challenge to him and he'll think up a reasonable solution.

**Tira Duskmeadow:** Tira is an amusing and mercurial companion, often running into danger then slipping out of it. She seems reluctant to talk about her past, but I think that eventually she'll trust us enough to open up.

## **Riardon Brightvale** (Eladrin Ranger)

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Riardon Brightvale is an overly confident eladrin who considers it only a matter of time before he has purged the world of its evils. He prefers to spend time scouting and assessing any situation then taking the most direct solution. He sees little point in lying to someone and mere mortals are generally less important than the needs of the world and its civilizations. Accordingly, he is more than willing to risk himself for the greater good.

### **Other Party Members:**

**Corrin Reedson:** Corrin is a prized member of my fellowship, tasked with holding the melee line while I take care of actually killing things. He is trustworthy.

**Erais the Sunlord:** A moderating influence within the fellowship. Although he sometimes fails to see the light, once convinced of an issue he can bring the others in line.

**Fidder Rivers:** This aimless vagabond seems to think he is in competition with me in everything. Unfortunately he fails to understand that I am better than him at everything worthwhile.

**Kathra Ironforge:** A foul-mouthed ale-chugging braggart who thinks violence is the best answer to any problem. In other words, a dwarf. She is useful enough at keeping enemies off my back at least.

**Skamos Redmoon:** After myself, Skamos is the next closest things to a brain in the fellowship. As long as Fidder and Kathra don't ruin things, the group is well aided by following the plans that the two of us concoct.

**Tira Duskmeadow:** Tira is an impressionable young girl who seems eager to learn of Home. Someday I will take her to the Feywild so we may liberate the Eladrin cities together. She seems overly concerned with her appearance around me. Perhaps my Eladrin perfection makes her self-conscious of her own human flaws. Ah well.

## **Erais the Sunlord (Human Cleric)**

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Erais is a thoughtful and caring person who worries quite a bit about the repercussions of everyone's actions. As a child, he was shy and afraid of the dark. During the daytime he'd keep moving to keep out of shadows and outdoors, so that the sun always shone on him. He quickly acquired a nickname - a nickname that translated into common as 'Sunlord'. When asked to give himself a title, on becoming a man, he used his nickname. In hindsight, he should have realized others would think it pompous. He hopes to bring light to all the dark places of the world. The group has many problems that might fragment it, if not careful, so he tries to keep everyone happy. Together they can grow in power and some day perhaps do something momentous, like clear out the Underdark. Perhaps something a bit easier and less likely to cause problems. He hates it when people make fun of Amaunator's name, like it's hard to pronounce or spell.

### **Other Party Members:**

**Corrin Reedson:** Well meaning, but Tymora is an erratic god. Luck is no substitute for thought and effort. No doubt he came to his faith due to his upbringing. In another life he might have been a paladin of Amaunator.

**Fidder Rivers:** He's a troublemaker, but his jokes and antics are a good way to take people's minds off serious things. If things get too grim or a plan too painfully complex, a good verbal poke will get him going.

**Kathra Ironforge:** Kathra is a weapon forged to fight the darkness. Her shield and hammer protect me, and Amaunator's light guides her. She hides behind booze and bravado, but she is a true hero.

**Riardon Brightvale:** The greatest danger to the group lies in Riardon, but he is also one of the most motivated to accomplish something real. He is extremely valuable on the battlefield, so it's simply a matter of damage control to realize he is no more or less important than anyone else in the group.

**Skamos Redmoon:** His temper is a danger, but as long as he stays calm he is invaluable to the group. He knows a great deal and is willing to discuss almost any problem. I wish that he truly cared about more things, but I hope that our debates of history and morality will make him realize that doing great deeds is about more than just glory and benefits for the self.

**Tira Duskmeadow:** Tira has a lot of growing up to do. She thinks she can flirt or blast her way through any problem, but I'm not sure she ever thinks of the consequences. I suspect that if shown care and friendship, she will eventually escape the darkness that plagues her and join the rest of the group as herself.

## **Tira Duskmeadow** (Half-elf Warlock)

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Tira was born to a human woman who received visits from an 'Elven Prince' from the Feywild. She never met her father or even knows all that much about him, so she's eager to get a guide. She enjoys the feeling of power of being a warlock and adventuring and she's determined to have fun along the way. A cynic at heart, she's more than willing to manipulate people to get whatever she wants and has few morals about lying or breaking a few hearts.

### **Other Party Members:**

**Corrin Reedson:** Traveling with a paladin is almost like having a perpetual alibi - no one is going to suspect me. I just need to make sure he doesn't figure anything out. Innocent girl routine it is.

**Erais the Sunlord:** Honestly, he's a bit boring. A lot more than you'd expect someone who called himself 'The Sunlord' to be. He keeps me healed, though, so praise to the light and bring on the sun. Woo.

**Fidder Rivers:** Honestly, he's adorable and funny, but he's way too much trouble. He's going to steal something and draw attention to my stash. And I swear, if I let him think I'd let him even touch me, he'd be living in my dress in no time.

**Kathra Ironforge:** You know, I don't think Kathra has a dishonest bone in her, but she's good people. She won't give up a secret, she'll cover your back, and she's good around drinking time.

**Riardon Brightvale:** Mr. Perfect Fey Elf. He mentioned once about me looking like a Ghaele or Coure or something he knew back in the Feywild. Some day, he'll lead me to my father, and in the meantime just grin and make sure he keeps on thinking he's the prettiest.

**Skamos Redmoon:** Honestly, he just creeps me out. I know tieflings and devils all happened hundreds of years ago and it doesn't matter now... but I don't think he even realizes what he does with that tail while he's reading. Nasty. Just grin and nod and let him worry about the hypotenuse of who cares compared to the drift rate of so what.

## **Skamos Redmoon** (Tiefling Wizard)

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Skamos Redmoon is a meticulous genius who is generally far more interested in why things are happening and what he can learn or obtain from them, rather than any particular concern for society. Still, it's much easier to work on magic when the orcs and hobgoblins aren't at the gates. Heroes also probably have an easier time obtaining a tower and hanging onto magical artifacts. He has little interest in being the party's representative to all of the people it must deal with, but he's content to know that the party will turn to him whenever they don't understand a situation or find a new magic item. He has a temper which usually manifests when he's been hurt badly or someone criticizes his choice of spells to prepare.

### **Other Party Members:**

**Corrin Reedson:** Tactically speaking, he is probably the most useful for keeping myself intact. Therefore, I should always keep him happy. In truth, he's more than a bit thick and seems happy for my guidance.

**Erais the Sunlord:** While not nearly as gifted as myself, he is a bit of a philosopher and a scholar. Of all the people in the party he's the best for a good debate to pass the time. He does not seem confident enough in his choices and he's readily swayed by the opinions of others, but we all have our flaws.

**Fidder Rivers:** Fidder is quite interesting. I suspect if told explicitly what to do, he could be immensely useful, but he's far more likely to waste his time on cards, drink, and women. His eyes seem to glaze over when it comes time to planning, so it's best to keep him distracted (Tira does nicely) and let others explain the situation once the best course of action is determined.

**Kathra Ironforge:** Kathra is a direct individual who has never let down her side of a plan, even if she rarely contributes to the plan itself. She's immensely helpful for keeping pests away from my casting and bashing opponents into areas of my spells. I just let her know what to do, and all will be well.

**Riardon Brightvale:** Whenever I need something scouted or obtained, Riardon is my man. Indeed, when some pesky kobold is shooting me from afar, I need simply point him out and he'll take care of it. He likes to be part of any planning session, which is adorable. It's nice to have someone who is sensible enough to let you lead when it's important.

**Tira Duskmeadow:** Tira always seems to be up to something. She's too lazy to learn how to really cast spells, so she made bargains with pixies and dryads for power. Anyone who would put their trust in pixies is not someone I'd like to rely on with my life.

## **Kathra Ironforge (Dwarf Fighter)**

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Kathra Ironforge learned early on in life that you can try to suck up to people to make them like you, or you can just let your actions speak for themselves. She likes direct solutions to problems and dislikes wasting time. People invariably find themselves worked up over things that truly do not matter, and wasting hours talking about these things is hours you aren't saving someone's life. Or drinking.

### **Other Party Members:**

**Corrin Reedson:** He's great. All 'I challenge you for Tymora' and stuff actually fights him. I'd rather 'bash your brains in for Moradin', but whatever gets the job done.

**Erais the Sunlord:** Rule #1: The priest stays conscious. Conscious priests are priests who heal, and healing means less blood to clean out of my armor. It's cute when he goes into melee to help out, but only let him do it when it's safe.

**Fidder Rivers:** Laugh a minute. Chuck the little squirrel behind the enemy and watch their expressions as he knifes their kidneys. Can't hold his drink and he tries to snuggle a little close once he's drunk, but he knows the rule: 'Use 'em as a pillow and you foot the tab'.

**Riardon Brightvale:** He's got a bit of a tree stuck up his ass, but boy can he shoot. Zing Zing. Dead gobbos left and right. Hey, nobody's perfect - especially those who think they are.

**Skamos Redmoon:** Add 'vast magical power', a demonic appearance, and a glass jaw and you get Skamos. I hope he never finds out, but I mark a notch in my shield every time I save his life. I might need to ask him for a new system for once it's too covered to add more.

**Tira Duskmeadow:** I wish I could get her to drink. She's nice and I think I'm the only one in the group she feels comfortable really talking to, but you can tell she's hurt by not having a father. It's fun to watch her play around with others sometimes, but a couple times at bars I've had to stop a riot. Especially when she wears the red dress.

## **Fidder Rivers (Halfling Rogue)**

### **Roleplaying**

Feel free to change things, but if you do let the rest of the party know so they can change how they think of you.

Fidder is a charming rogue in it for the thrills, more than the reward. His amazing ability to get out of trouble is only matched by his ability to get into it in the first place. A minute or so into a careful planning session around a situation that looks dangerous, it's not uncommon for him to suddenly utter 'Bored now' or 'Time to roll the dice' and spring into action. When not adventuring, Fidder is more oft than not found sitting on a pretty girl's lap playing cards or dice.

### **Other Party Members:**

**Corrin Reedson:** The Reedsons are a good enough family, I suppose. They stole a contract out from under Great Grandpa hundred years back, so Dad's never really trusted them, but that's in the past. After all, I'm technically seventh... or maybe eighth... cousins with Corrin, so I can't treat him too badly. Of course, this one is just a bit much of a goody two shoes. I mean, at first I'm thinking 'He worships Tymora, this will be great - you can help me really roll some dough in' but he's all 'Taking other people's money would be bad. Tymora hands each of us a deck to work with, and we should make our own luck by doing good deeds'. Bla bla. He's okay, though. At least he's a halfling.

**Erais the Sunlord:** This guy is going places - he's even already got a classy name: "The Sunlord". He's good for healing and makes a good tag team buddy for when enemies get past the front line. Best part? He prays while I'm still sleeping so that doesn't get in the way.

**Kathra Ironforge:** Kathra is the iron core of the group. I met her a long time ago at a bar and really hit it off. When she started an adventuring group, I knew I could trust her. When presented with a problem, she rarely hesitates for an answer (even if it's not the most subtle). She is absolutely reliable and I find myself working with her constantly in battle. She gets the enemy's attention so I can get in and do my work. Once an enemy wants to get me, she stops them from following. Out of combat, supply her enough drink and she's tremendous fun.

**Riardon Brightvale:** If you could vote someone out of the group, it would be this schmuck. He wants to take way too long to plan out any attack. 'Here, let me track and scout the area out'. Like you're the only one who can sneak around, buddy. I don't need to step in troll poop to know what to do. This glory hound is constantly stealing my kills and showing off his elven pecs with his damn bow that's taller than me. I don't care if he's the prettiest - it's skill that counts, and that's all me. Teleporting across a pit to catch Tira? Damn cheater.

**Skamos Redmoon:** A know it all who doesn't get how the dice actually fall. I don't stand too close to him - in battle, enemies are going to head straight for him, and in the bar, his lack of cool will make me look bad. Erais seems to be able to talk to him, so if I need to drum something through that horned skull, I know who to turn to.

**Tira Duskmeadow:** This lass is beautiful and exotic. I mean, let me get this straight - she made a pact with nymphs or something for power? Mreow. Sadly, far too interested in Riardon instead of me. She must be won. So far, she has been impervious to my charms. Clearly, I must be more impressive. She's likely to get in trouble in combat, and I'll be there to save her.