

toadflax games

Dungeons and Dragons Character Pack

Table of Contents

The Big Game Hunter.....	2
The Crazy Astronomer.....	4
The Evil Cleric.....	6
The Gravedigger.....	9
The Herdsman.....	11
The Jeweller.....	13
The Nobleman.....	15
The Pusher.....	17
The Swordsmith.....	19
The Watch Veteran.....	21

The Big Game Hunter

Description

Most huntsmen are happy to trap the smaller beasts of the plains and forests, but not this man.

Wild schemes, crazy traps, hunts that last months and a worryingly high turnover of assistants, Montgomery Jack is one of kind.

Jack doesn't believe in direct combat and stand up fights, he values guile and cunning above brute strength, for the simple reason that he has the first two qualities in abundance, and lacks in the third when compared to the average adventurer.

Jack wears a motley collection of cured animal skins, and the trophies of a hundred hunts. He always carries a wickedly sharp skinning knife, and often a hunting bow. He carries no other weapons, his hunts generally involve trapping beasts and allowing them to die from starvation or exposure, killing them outright is just too dangerous.

Jack's prey provide a wide variety of products and items, from tough leather hides for armour, to spell components, to trophies and good luck charms. Jack's hunts have made him rich, and he carries his wealth with him, in the form of gemstones, and a Rope of Entanglement, which provides Jack with a edge when he most needs it.

Jack is a flamboyant and generous figure, he will always buy a round of drinks for the whole bar when on one of his rare visits to town, and spends lavishly on women, and minstrels to record his, highly embellished, deeds.

Making use of the character

Jack can be used in several ways, as an ally and a friend to the character party, he can hire them as guards and assistants for one of his hunts.

As an adversary, Jack could be present in an area, hunting where he is not wanted, killing rare wildlife valued greatly by the local population, the character party have been hired to stop Jack, by whatever means they care to employ.

Statistics

Jack is a 5th level expert huntsman. He is forty years old, 5'11" tall, and of average weight and build, with blue eyes and dark brown hair.

Statistic	Score	Modifier
Str	9	-1
Dex	13	+1
Con	11	0
Int	12	+1
Wis	14	+2
Cha	16	+3

HP: 19

Hit die: d6

Base attack bonus: +3

Base For save: +1

Base Ref save: +1

Base Will save: +4

Skills

Animal Empathy	6
Bluff	6
Handle Animal	2
Hide	6
Move Silently	5
Spot	5
Intimidate	2
Knowledge (nature)	6
Swim	4
Climb	4
Perform	4
Wilderness Lore	8
Use Rope	4
Innuendo	2

Feats

Alertness

Track

Alignment

Chaotic Neutral

Equipment

Masterwork dagger

Short bow

Masterwork leather armour

Rope of Entanglement

Various gems to the value of 2000Gp

Various coins to the value of 25Gp

The Crazy Astronomer

Description

"The darkness has its secrets, but I know them. I find them from the lights in the sky, the points that make us see the darkness. They move for me, and I see them. I know."

For forty years, he has watched the stars, and learnt their secrets, but watching the darkness alone for that time has taken its toll.

If you catch him on a good night, and if you are lucky, you might be blessed with a prediction. If you are unlucky, disrespectful or disbelieving then you won't be given anything, or worse, you might get a deliberately false view of the future.

The astronomer lives in his observatory on the edge of town, at the top of the nearest large hill. It is an ageing, decrepit building, much like its owner. It is filled with scrolls, parchments and esoteric astronomical instruments.

He is kept fed by regular deliveries of food from the town, paid for by those townsfolk who have benefited from the predictions of the astronomer.

Once per day, the astronomer can make an accurate prediction of the future. This is made at GM's discretion, and can be as clear or obfuscated and large or small as desired.

Making use of the character

The astronomer can be used in many ways, the ability to foretell the future is powerful, and has many possible uses in a campaign.

He can provide an adventure hook, or be used as the way of getting the campaign back on track after a wobble. Alternatively, he can provide the wobble that takes the campaign off a rutted track it has found itself in.

Predicting the future can be dangerous, as it removes some of the perceived freedom of the players. I would tend to limit overt prophecy to the more immediate and trivial, and attempt to obfuscate grander foretelling. This gives you the leeway to have the players feel that their freedom is still valued, and that they are not being railroaded.

The best predictions of the future are only fully understood after the foretold events come to pass.

Statistics

Crazed Astronomer - 10th level expert

Statistic	Score	Modifier
Str	9	-1
Dex	10	0
Con	9	-1
Int	14	+2
Wis	15	+2
Cha	8	-1

HP: 27

Hit die: d6

Base attack bonus: +7/+2

Base For save: +3

Base Ref save: +3

Base Will save: +7

Skills

Decipher Script	13
Knowledge (Astronomy)	13
Knowledge (Astrology)	13
Scry	13
Profession (Astronomer)	13
Sense Motive	13
Speak Language	12 (knows almost any language that he could be called upon to use)

Alignment

Chaotic Neutral

Equipment

Coins worth 10Gp

Large collection of scrolls (astrology and astronomy)

Astronomical Equipment worth 100Gp

The Evil Cleric

Description

Misfortune has struck the land. Plague, drought, famine and war, all have afflicted this Kingdom. The King is kept busy with these troubles, spending many hours of each day cloistered with his ministers.

This has given Barak a chance to inveigle himself into the confidences of the Queen, and to exert an unhealthy influence on her thoughts and deeds. The Queen knows that Barak is a cleric, but she does not know which God he follows. This secret is only passed on to the true initiates of the faith, who the Queen does yet number among.

Barak has promised the Queen much, the return of prosperity to the kingdom, and the return of her young son, taken from her in the summer's plague.

Barak leads daily rites dedicated to his God at dusk, which are attended by the Queen and her maids. He uses these rights to strengthen his grip on the Queen, and weaken her devotion to the King.

He is a tall thin man, with long black hair and a pointed black beard. He wears flowing red ecclesiastical robes and speaks in soft, earnest tones.

Barak is a cleric of Vecna, the God of Secrets. Vecna has sent the plagues and misfortunes that have assailed the Kingdom, to allow his priests a chance to gain power, a chance which Barak has taken with both hands.

Making use of the character

Barak makes a good adversary for a character party. If the PCs have made friends with a ruler of a Kingdom or Principality, then Barak can be used to cause trouble with that friendship, a problem that must be solved, lest the Kingdom be lost.

Alternatively, Barak can hire the PCs to further his evil schemes, either as unwitting pawns, or willing henchmen. Cloaking his aura and hiring a good party is a good way to set up a noble character party against a good King.

Statistics

Barak - 4th Level Cleric of Vecna. Barak is over 6 feet tall. He is thin and moves lightly on his feet. He has long black hair and a pointed black beard.

Statistic	Score	Modifier
Str	8	-1
Dex	10	+0
Con	11	+0
Int	15	+2
Wis	16	+3
Cha	15	+2

HP: 15

Hit die: d8

Base attack bonus: +3

Base For save: +4

Base Ref save: +1

Base Will save: +4

Skills

Concentration	7
Diplomacy	7
Knowledge (Religion)	6
Scry	6
Spellcraft	6

Alignment

Neutral Evil

Domains

Evil, Knowledge

Feats

Scribe Scroll

Craft Wondrous Item

Brew Potion.

Spells per day

5 cantrips

3+1 at 1st level

2+1 at 2nd.

Spells

0 Level	1st Level	2nd Level
Detect Magic	Bane	Augury
Guidance	Curse Water	Death Knell
Inflict Minor Wounds	Death Watch	Inflict Moderate Wounds
Read Magic	Doom	Undetectable Aura
Resistance	Inflict Light Wounds	

Evil Domain

Barak casts evil spells at +1 caster level

1st Level	2nd Level
Protection From Good	Desecrate

Knowledge Domain

Barak casts divinations at +1 caster level

1st Level	2nd Level
Detect Secret Door	Detect Thoughts

Equipment

+1 Magic Dagger
Coins - 5Pp, 7Gp, 9Sp
Phylactery of Faithfulness

The Gravedigger

Description

It's a dirty job, but someone has to do it. In wind and rain, summer and winter, the hole has to be dug, six feet long, three feet wide, and six feet deep.

Once it's dug, it has to be filled.

Digging is Eponymous' life, each hole is worth a silver piece to the digger, more if they look able to afford it, half price for children. Some days he won't see any money, some of the best can be worth a gold piece or more.

When times are lean, Eponymous can seek to supplement his income, during these times the graves are less packed down once filled, to lessen the work to reopen them when Eponymous returns under the cover of darkness.

Once the cadaver is dug up, he will search the body for valuables, removing any rings, jewellery of gold rings he finds. He may take away the body itself, as a recently deceased corpse can be quite valuable to the right person.

Eponymous is a middle aged, balding man, with long straggly greasy hair. He has an unhealthy, pallid complexion and a true graveyard cough. He is a quiet, softly spoken man, who prefers to work alone and in silence.

Making use of the character

Eponymous is not suitable as a main adversary for a character party, but is intended as a link in the chain for the characters to discover. Eponymous really will sell bodies to anyone, if a necromancer is troubling the city, Eponymous has probably traded with him, even if he's not realised this.

Other than this, Eponymous can be a source of cheap goods for the PCs, which can land them in trouble when the items are recognised by a relative of the deceased.

Finally, Eponymous can simply provide some interesting local colour in the Adventurers Bar.

Statistics

Eponymous is a 1st level Commoner. He is 5'7" tall, with features as described above.

Statistic	Score	Modifier
Str	10	0
Dex	11	0
Con	9	-1
Int	10	0
Wis	11	0
Cha	9	-1

HP: 3

Hit die: d4

Base attack bonus: +0

Base For save: +0

Base Ref save: +0

Base Will save: +0

Skills

Appraise	2
Craft (Coffin)	2
Profession (Gravedigger)	4

Alignment

Neutral

Equipment

Spade

1Gp, 7Sp, 10Cp

10Gp gem set in a cheap ring

The Herdsman

Description

Matthew Carrick is a herdsman. Owner of a large flock of sheep, he spends most of his life out on the deep moorland, only coming into town when he brings the season's lambs to be slaughtered.

Guarding the sheep is a tough and lonely life, and has left Matthew quiet and introverted. He defends his flock against the depredations of Wolves and other carnivores, and occasionally against theft from intelligent creatures.

Matthew is so protective of his animals that he will risk death to save them. He bears the scars of many narrow escapes from the beasts of the moor, and has learnt their ways over his lifetime.

Making use of the character

Matthew can be used in one of many ways. He could simply be used as local colour, someone to sell the Character party a sheep for their pot. He can be a plot hook, with tales of mysterious events on the moor, the precise nature of which can be filled in by the GM. He might know the location of the Bandit's lair, or which way the marauding Orcs went. Finally, you can use his knowledge of the creatures on the moor to pass information to the character party, knowledge of wolves, and other beasts, can prove invaluable to a character party making a long journey over the unforgiving moorland terrain.

Statistics

Matthew Carrick - 3rd level Commoner

Matthew is 5'10" tall, and of medium build. He has thinning brown hair, and dark brown eyes. He body is covered in old scars, marks left by the predators of the moorland.

Statistic	Score	Modifier
Str	12	+1
Dex	12	+1
Con	13	+1
Int	10	0
Wis	10	0
Cha	9	-1

HP: 9

Hit die: d4

Base attack bonus: +1

Base For save: +1

Base Ref save: +1

Base Will save: +1

Skills

Handle Animal	4
Profession (Herdsman)	3
Climb	2
Spot	3
Use Rope	3

Alignment

Neutral Good

Equipment

Flock of sheep - 100 sheep worth 3Gp each

Quarter Staff

Coins - 1Gp, 5Sp, 7Cp

The Jeweller

Description

Garan Sellak is the proprietor of a small jeweller's shop, hidden away at the end of a small pokey alleyway, in an insalubrious area of town.

Garan is an aged, stooped man, with a straggly white beard, and a balding pate. He is known in the town as a man to visit if you need to quickly realise the value of some jewels, or to trade an item of value for less recognisable pieces.

Garan is an irascible man, and hard to do business with. He is always looking to gain advantage in his dealings, quick to offer a bad price, happy to pass off a poor gem as one of great value, and will refuse to trade totally if unhappy with the bargain offered.

Physically, Garan is a coward. If threatened, he will co-operate quickly, but he is capable of holding a grudge, and he has many friends in the criminal fraternity, so woe-betide those who try to steal from or intimidate Garan, they will often risk a visit in the night from a determined Rogue with a poisoned blade, or find their next bar fight to be more deadly than would be expected.

Garan only trades fairly with local he knows and trusts, or with adventurers he realises have enough knowledge to not be deceived by his ploys. Garan will still never offer full market value for a gem, his offeres are just better when made to those he knows.

Making use of the character

Garan is available to provide a channel to allow the character party to fence any jewels or gemstones that they acquire through not strictly legal means. His existence and location are generally quite easy to discover, a Gather Information check at DC15 in the right parts of town should suffice.

Garan can also be a target for the PCs, either as an obvious criminal to remove from the town, or a source of quick and easy cash, depending on the alignment slant of your character group.

Ideally, Garan should be placed in a large town or city, that is big enough to have the city authorities overlook or fail to spot his criminal activities, and also big enough to provide a suitable market for his talents.

Statistics

Garan Sellak is a 3rd level Expert Jeweller. He is 60 years old, 5'6" tall, with white hair and brown eyes. His habitual stoop make him appear to be closer to 5' in height.

Statistic	Score	Modifier
Str	8	-1
Dex	10	0
Con	9	-1
Int	13	+1
Wis	14	+2
Cha	12	+1

HP: 8

Hit die: d6

Base attack bonus: +2

Base For save: +1

Base Ref save: +1

Base Will save: +3

Skills

Appraise	6
Bluff	6
Craft (Jewellery)	6
Forgery	6
Knowledge (Gems)	6
Knowledge (Precious Metals)	6
Profession (Jeweller)	6
Sense Motive	6

Alignment

Neutral Evil

Equipment

Masterwork Magnifying Glass

Masterwork Weighing Scales

Various gems to the value of 1,000Gp

Various coins to the value of 100Gp

Garan can access up to 5,000Gp worth of gems and 5,000Gp worth of coins using his underworld contacts if given a day to collect them. Given a week, he can collect up to 20,000Gp worth of gems and 20,000Gp worth of coins.

The Nobleman

Description

"I have a problem, it's a delicate and sensitive matter, one I would much rather remained private. It would be deeply embarrassing for me were this matter to become public. You will be well paid for taking on this mission, and paid again for solving my problem with a minimum of fuss."

Viscount Delaney is an effete, foppish member of the lower aristocracy. He dress in the finest silks of the latest fashions. The Viscount is very popular at court, especially with the Queen.

This popularity has caused the Viscount's delicate situation. His midnight visits to the Queen have been observed by one of the staff at the castle, and he is now being blackmailed by this anonymous servant.

The Viscount wants the blackmailer stopped, and isn't too fussy about the methods used, so long as it is done quietly.

Making use of the character

The Viscount is an adventure hook, suitable for a party of any level. He will initially pay the party treasure for an encounter one level higher than the party level. If the PCs are successful at stopping the blackmail, they will be double their initial payment by the Viscount. If they fail, then the Viscount will be disgraced, and the ensuing political scandal can be a hook for other adventures.

As the GM, you need to fill in the details of the adventure. Who is the blackmailer? What do they know and what have they seen? What are the blackmailer's plans, and how will they come to fruition? Is the blackmailer working alone, or does he have friends? What do the PCs need to do to stop the blackmail?

Statistics

The Viscount Delaney - 2nd level Aristocrat

Statistic	Score	Modifier
Str	10	0
Dex	11	0
Con	10	0
Int	11	0
Wis	9	-1
Cha	14	+2

HP: 12

Hit die: d8

Base attack bonus: +1

Base For save: +0

Base Ref save: +0

Base Will save: +1

Skills

Bluff	4
Diplomacy	4
Innuendo	4
Perform	4
Read Lips	4

Alignment

Chaotic Neutral

Equipment

Silken Robes worth 50Gp

Jewelled Ring of Red Garnet worth 80Gp

+1 Magic Dagger

The Pusher

Description

"Want some Float Mister? Good stuff, cut strong and safe. Satisfaction guaranteed of your money back. First hit free! Come on Mister, give it a go."

Sammie is a pusher, working the poor and rundown taverns near the docks. He sells whatever he can buy, and tends to sample his merchandise often. He is often strung out on the drugs he sells, preferring uppers to downers, but happy with either. He speaks fast, with disjointed sentences and poor short term memory. He is young, but looks older, and doesn't appear to be particularly healthy.

Sammie is a small time criminal, with few links in the criminal fraternity. He might hear a couple of rumours if they are particularly widespread, but he is unlikely to ever be a reliable informant on criminal matters. He has had his run ins with the city watch, but is generally ignored, he is small fry, and not worth the effort of dealing with.

The Drug

Float is this season's drug of choice for the city. It gives users a feeling of euphoria and also makes them feel invulnerable. It is also addictive, and withdrawal symptoms are nasty, this is not widely known, and certainly isn't publicised by those that know, such as Sammie. It is a lurid green powder, created by crushing the dried sap of a local tree. Float is easily available, and costs about 1Gp per dose. Sammie carries 4-5 doses at any time, and can access up to 20 given one weeks notice.

Mechanical Effects

Each time a character takes a dose of Float, they suffer the emotional effect as described. They also gain a bonus of +1 Strength and +1 Constitution for a length of time determined by how many doses they have previously taken.

After the beneficial effects, there is a period of comedown, where the effects are reversed, the user has -1 Strength and -1 Constitution. Float is addictive, and a user becomes an addict if they take more doses than their base Constitution value. Addicts must take a dose within a given time, otherwise they suffer withdrawal symptoms. While in withdrawal, they have -2 Strength, -2 Constitution, and -1d6 from their maximum total hit points. If they take a does of Float, the withdrawal and comedown effects are negated.

If a user stays in withdrawal for the given time, they become free of the effects, they are no longer addicted.

Previous Doses	Length of beneficial effect	Duration of comedown	Addict time until withdrawal onset	Withdrawal duration to end addiction
0-9	1 day	10 minutes	2 weeks	2 weeks
10-19	18 hours	30 minutes	1 week	3 weeks
20-49	12 hours	1 hour	3 days	4 weeks
50-99	6 hours	6 hours	1 day	8 weeks
100+	1 hour	12 hours	12 hours	16 weeks

Making use of the character

Sammie can be used in many ways. He provides nice local colour to show off the seedier area of the town or city the characters are in. He can be used as the first step on a quest to break up the drug cartel plaguing the city, or the first step to taking it over, depending on the views of the PCs.

However, he is mainly intended as a source of the drug Float, getting a PC hooked opens up many options, reducing or increasing the supply, forcing them into cold turkey, coping with travelling far outside the city, and many other options. As you can see above, the beneficial effects are initially large, it should be hopefully a relatively simple manner to hook a PC, by enticing them into addiction gently.

Statistics

Sammie the Pusher - 1st Level Commoner

Sammie is small and shifty. He is young, but looks far older. He speaks quickly and disjointedly, and is obviously not all there.

Statistic	Score	Modifier
Str	9	-1
Dex	10	+0
Con	9	-1
Int	9	-1
Wis	9	-1
Cha	11	+0

HP: 4

Hit die: d6

Base attack bonus: +0

Base For save: +0

Base Ref save: +0

Base Will save: +0

Skills

Profession (Pusher)	1
Bluff	1
Spot	1

Alignment

Chaotic Neutral

Equipment

Coins - 1Gp, 7Sp, 8Cp

4-5 doses of Float

Rusty old dagger

The Swordsmith

Description

Daniel Smith is a master craftsman, known throughout the City and the surrounding area as the man to come to if you want a good sword, and have the money to pay.

Daniel has over twenty years experience as a blacksmith, and has the ability to craft anything associated with his art. However, his first love is for the crafting of weapons of war, and most especially swords, the greatest of the warrior's weapons.

He was in the army during his youth, which is where he learnt his trade. He has perfected it in the years since and has built a reputation amongst the nobles of the City, most men of rank carry a blade bearing Daniel's mark.

Daniel's prices are high, but his weapons are worth the price. He never lacks for custom, and there is always a waiting list for his wares.

He is a kind, softly spoken man, well aware of the strength within his arms and broad shoulders. He is always ready to spend some time discussing the needs of his customers, or explaining some of his art to the interested, although he always withholds his secrets that allow him to craft his master pieces.

Making use of the character

Daniel is mostly intended to be a character that provides some interaction when the character party are buying weapons. It is always nice to purchase from a known person, with a personality and style, rather than just crossing off gold and adding weapons on your character sheet.

Once Daniel is known to the characters, he can be used to slowly feed plot. He is well known and respected in the City. He knows many of the important people. He can pass on this knowledge if you wish.

Daniel can also be the source of adventures. If the character party have come to know and rely on him, then having him kidnapped, robbed or even killed could be a good adventure hook.

Statistics

Daniel Smith - 3rd Level Expert

Statistic	Score	Modifier
Str	13	+1
Dex	10	+0
Con	12	+1
Int	11	+0
Wis	12	+1
Cha	11	+0

HP: 14

Hit die: d6

Base attack bonus: +2

Base For save: +1

Base Ref save: +1

Base Will save: +3

Skills

Appraise	6
Concentration	6
Craft (Blacksmith)	6
Craft (Weaponsmith)	6
Knowledge (Metallurgy)	6
Knowledge (Weapons)	6
Profession (Weaponsmith)	6

Alignment

Neutral Good

Equipment

Mastercrafted Artisan's Tools

Masterwork sword

Coins - 5Pp, 10Gp, 8Sp

The Watch Veteran

Description

"I've guarded this town for more than twenty years, and I've done it well. My men and I protect the people from the predations of the criminals that would make their living outside of the Law."

Lieutenant Skerell is a grizzled veteran of the Watch. Short and stocky, with cropped hair and beard, showing more white than brown. He command a small Watch, three Sergeants and fifteen men.

Skerell knows the criminals of the town, and tolerate them, so long as they keep their activities discreet, don't kill anyone or hurt anyone to badly, and don't steal from anyone too important.

Skerell will not tolerate crime from out-of-towners. Anyone not local who falls foul of the law can quickly find themselves under the unyielding glare of Skerell, and being hounded out of town, thrown in the cells, or even facing a short drop courtesy of the hangman.

Skerell keeps tabs on the local criminal, and has many informants amongst their numbers. IN this manner he quickly finds out any rumours circulating amongst the lower classes, and finds out what he wants to know quickly and efficiently.

He always has a third of his men patrolling the town, with another third available to respond to trouble within the hour. The Watch house is always manned by two men, one of whom is tasked to guard any prisoners.

Skerell's men are basic 1st level warriors, and his Sergeants are 3rd level warriors. All wear full studded leather armour whilst on duty, and carry a sword and small shield. One or two men on each patrol will be armed with a Crossbow.

Making use of the character

Skerell is a suitable adversary for an evil or misguided character party. He won't care why laws are broken, he will only stop outsiders from breaking them.

He can also be a sympathetic or helpful character, if the character party a criminal in the town, Skerell will help, but he will try to solve problems himself once they are brought to his attention.

Statistics

Lieutenant Skerell of the Watch - 5th level Warrior

Statistic	Score	Modifier
Str	13	+1
Dex	12	+1
Con	16	+3
Int	14	+2
Wis	12	+1
Cha	15	+2

HP: 33

Hit die: d8

Base attack bonus: +5

Base For save: +4

Base Ref save: +1

Base Will save: +1

Skills

Bluff	2
Climb	4
Gather Information	2
Jump	4
Knowledge: Local Criminals	2
Ride	4

Alignment

Neutral Good

Equipment

Masterwork Studded Leather Armour

+1 Magic Long sword

+2 Magic Shield

30Gp, 25Sp, 17Cp