

Cormac Bladeflower

1st-Level Elf Fighter/Magic-User, neutral good
Str 16 Dex 16 Con 9 Int 15 Wis 11 Cha 12
Spells prepared: *magic missile, shield, sleep*

A fearsome warrior of the savage Iron Fang Tribe of forest Elves, Cormac stands just a little over four feet tall (after you include the extra height added by his big 80's hair metal rocker hair) yet he is still more than capable of rending his enemies limb from limb on the battlefield with whatever weapons he can get his hands on.

He is also a deadly wizard, spending much of his free time developing alchemical potions and dabbling in magical powers.

Drexen Axor

1st-Level Half-Orc Fighter, chaotic good
Str 17 Dex 16 Con 14 Int 8 Wis 10 Cha 8

Drexen Axor was just a child when the High Elves came and destroyed his Orcish village, burned it to the ground, and severed the sword-hand of every boy too young to fight. He lost his hand that day, but, not long after, a benevolent organization of Elven healers came to his village and attempted to use their healing power and magic to try and reattach or regenerate the severed appendages of the Orc children. Drexen, however, was at the back of the line, and instead of regrowing a strong Orc hand, he had a small dainty Elven archer's hand grafted onto his wrist instead.

The hand means that he is now Half-Orc, Half-Elf – a strong and capable warrior, yet also a crack shot with a longbow. Drexen, however, is yet to overcome the anxiety and self-consciousness he feels when his brethren notice that something about him is different.

Elaine Kylarna Bellefleur

1st-Level Human Thief, chaotic good

Str 8 Dex 17 Con 10 Int 14 Wis 12 Cha 16

The daughter of a wealthy nobleman from Chaumont, Elaine grew up wandering the halls of her father's sprawling manor, eluding guards and disobeying curfews to sneak out into town. Her rebellious attitude vexed her aristocratic parents, who decided that the best way to "settle her down" would be to marry her off to a noble family from Hyacinthe, and secure some financial gain in the process. Faced with an arranged marriage to an overweight nobleman nearly twice her age, Elaine instead opted to flee the manor and wander the land in search of adventure.

Elaine makes an attempt to hide her noble birth, but years of training and a sheltered lifestyle are hard to shake. She understands all of the necessary customs and etiquette when dealing with members of the aristocracy, and, when necessary, can call on her father's former retainers to aid her in times of need.

Sorcha

1st-Level Halfling (Goblin) Thief, chaotic neutral

Str 7 Dex 18 Con 12 Int 12 Wis 15 Cha 10

A former champion of the Flamefang Tribe of Goblins, Sorcha was a mighty War Drummer, riding triumphantly on a wagon at the head of their raiding parties, hammering her savage beats to inspire her fellow Goblins to scour the countryside. Skullcleave the Merciless's untimely death beneath the business end of a Paladin's morningstar put an end to all of that, and now Sorcha finds herself clanless, traveling the land attempting to make a name for herself among the world of Men. Her uncommon intellect (for a Goblin) helps somewhat, though it is her stealth and thieving abilities that pay the bills.

Despite being an outcast among Humans, Sorcha does have a favorable reputation among Goblins and Orcs, many of whom still fondly remember the glory days of Clan Flamefang.

Rundar Kivi

1st-Level Human Cleric, neutral good

Str 10 Dex 14 Con 12 Int 11 Wis 17 Cha 10

Spells prepared: *cure light wounds* (x2), *bles*

Rundar was orphaned at a young age and taken in by friendly forest Elves, who raised him as one of their own. He grew to be a valuable member of their community, aiding and giving back to his adoptive family by using the healing gifts bestowed to him by his gods. In return, the Elves of the forest will always come to his aid when he calls for it.

Despite being a Dwarf, Rundar was raised in the forest under the open sky, and he does not like dark, cramped spaces – he always has a *Light* spell or two handy to combat the subterranean shadows of caverns and dungeons.

Manfred Geist

1st-Level Human Magic-User, lawful evil

Str 8 Dex 12 Con 16 Int 18 Wis 14 Cha 12

Spells prepared: *magic missile*, *sleep* (x2)

A former teacher and writer, Manfred was banished from academia not because of his unfettered and eccentric studies into the intricate details of undeath, necromancy, and eternal life, but because his intense paranoia brought him at odds with his former headmaster. Now he travels the land carrying an ancient spellbook containing terrible secrets, constantly vigilant against those who might seek to steal his knowledge for themselves.

However, Manfred has, over the years, managed to attract a small but devout following of fringe fanatics – cultists, conspiracy theorists, and even the occasional high-society nobleman who secretly wants to become a Lich – and these people will sometimes bring him aid when he least expects it.