

# TANDEM GLOORFUNG



“Tandem believes his true self died trying to escape the claws of the hell-spawn.”

## 6th-Level Gnome Sorcerer

CR 6; SZ S (humanoid); HD 6d4; hp 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 13 (+1 size, +2 Dex); Atk melee +3 (1d4–1/19-20/x2, dagger), ranged +5 (1d4–1/19-20/x2, dagger); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Gnome Traits; AL CN; SV Fort +2, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 15, Wis 8, Cha 16

**Skills:** Alchemy +9, Hide +7, Knowledge (arcana) +8, Listen +3, Perform (comedy, tricks) +5, Search +3, Scry +7, Spellcraft +7, Spot +3

**Feats:** Dodge, Improved Initiative, Scribe Scroll

**Languages:** Common, Dwarvish, Elven, Gnome, Halfling

**Gnome Traits (Ex):** Tandem has Low-light Vision that lets him see twice as far as a human in starlight, moonlight, torchlight, or similar conditions of poor illumination. He has a +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. Once per day Tandem can use *speak with animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.); this is a spell-like ability.

**Sorcerer Spells** (6/7/6/4 plus *dancing lights*, *ghost sound*, *prestidigitation* once per day; Base DC =13 + spell level) (\* new spell)

0 Level — *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *read magic*

1st Level — *change self*, *color spray*, *silent image*, *ventriloquism*

2nd Level — *mirror image*, *invisibility*

3rd Level — *control mirror image*\*

**Summon Familiar:** Although Tandem can summon a familiar, he has chosen not to do so at this time — his living quarters are crowded enough as it is.

**Possessions:** *oil of slipperiness*, *bag of holding* (type 1), *dust of illusion*, dagger (x2)



## BACKGROUND

Tandem has a little recollection of exactly who or what he is. Sort of. Tandem believes he might have been a gnomish illusionist at some point in his career. The spellbook and adventuring pack he found on his back convince him of this much.

Tandem also has hazy memories of growing up in a gnomish community, setting off on his own to pursue mystic studies and joining an adventuring party to search for a lost academy of magic. The last thing Tandem remembers is exploring a ruin and watching his adventuring friends slaughtered by a spellcasting demon.

The very last moment Tandem remembers is casting *mirror image*.

Tandem believes his true self died as he tried to escape the claws of the hell spawn. And he suspects that, somehow, through a strange side effect of magic, his current form is that of a mirrored image, materialized and given true form in this world. But he's not sure.

One reason he believes this theory is that he remembers that before he cast spells through use of a spellbook — suggesting he was a wizard. Now, Tandem finds the spellbook unnecessary, as he is able to call up his repertoire of spells from within, much like a sorcerer.

Another reason he believes himself an illusion is that there is usually more than one of him around. The second Tandem is actually a familiar composed of phantasm figment, but Tandem assumes him to be another of the surviving mirrored images.

Tandem searches for the demon he left behind or other clues about his identity and his nature. As Tandem's search continues, new magical abilities give him greater control over illusions and mirrored images.

## APPEARANCE

“That — that's impossible...”

“Then how else do you explain the tome?”

Two piping voices shrilly argue: a colorfully dressed gnome pacing back and forth before an identical gnome seated on a stump. The seated gnome rubs his face and continues, “Never mind the tome, what do you remember?”

The pacing gnome stops for a second, face sour. “I...”

There is a sound, a movement. Someone is watching them. The two gnomes wheel about, looking for the watcher. The seated one jumps up, claps his hands together and intones words that electrify the air. Instantaneously three more identical gnomes join the two. A pincushion of daggers point in all directions. Magical energy dances on fingertips. They shout in a cacophony of alarm and surprise: “Wait!/Who is it?/What's going on?/Stop stepping on my foot!/Everyone shut up!”

In the singular, Tandem appears a normal gnomish illusionist, with the characteristic stature, nose, and taste in garish clothing. Most times, Tandem appears disheveled and frantic, his brightly colored trousers and doublet haphazardly worn, and his goatee and hair unkempt. From the outset of meeting, Tandem seems to be talking to himself, either literally or figuratively. Most “versions” of him like to fidget and pace.

## PERSONALITY

Tandem's fits tend towards the erratic and spastic. Ever since his transformation, he feels more comfortable with “other duplicates” around him, and when stressed he casts spells to increase his numbers and to imbue the duplicates with a veneer of independence. Should some quandary be presented to him, he may call up his duplicates to discuss the matter with them. In calmer moods, Tandem proves to be inquisitive or frightened about the unstable nature of his existence.

With other duplicates present, Tandem only answers part of any question posed, allowing his mirrored duplicates to finish his sentences or pose new questions.

## ADVENTURE SEEDS

Here are two different ways to utilize Tandem in a campaign, based on different explanations of his situation.

☞ The poor hamlet of Hodd's Way takes in the mendicant Tandem, taking pity on the poor soul. Any adventurers are approached by kind villagers who ask for aid in making Tandem whole again.

Tandem babbles on about the lost academy and involuntarily reveals a map to the site. After exploring the site and dealing with the demon, one may discover the truth — Tandem *always* was a sorcerer-illusionist, but his mind has bent after leaving his comrades to die at the claws of the demon! The result: the creation of the Control Duplicate spell. Tandem externalizes his guilt by insisting that his “real” self died along with the party he abandoned. The spellbook was taken from the party's actual wizard, fallen in battle.

## VERSATILE CHARACTERS

Tandem, confronted with the truth, tries to flee again into the night to escape the fact of his cowardice.

☞ Tandem actually is a mirrored image sustained by the demon spawn of the Dark Lords of Illusions and Deceit. While not evil himself, the phantasm Tandem undermines goodness and order by making frequent use of his illusionary abilities. Spreading illusions and tapping into shadowy magical energies, Tandem strengthens the Dark Lords' grip on truth and reality; the more illusions abound, the less the common folk believe in the truth of order and light, and therefore the greater the Dark Lords' power.

Tandem occasionally receives other "memories" of his past that lead him to recover ancient illusionist artifacts and increase his own command over the phantasmal. As Tandem grows in power, he becomes less of a silly distraction and more of a serious threat to any adventuring party – his illusionist arts giving him greater control to spread and subvert illusions. Eventually his mad quest for the power phantasmic leads him towards the ultimate quixotic end: to find a way to change all of reality into illusions, thereby making him just as real!

### DUPLICATE TANDEM

#### Gnome-looking Phantasm

CR 6; SZ S (humanoid); HD 6d4; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft; AC 13 (+1 size, +2 Dex); Atk melee +2 (1d4–1/19–20/x2, dagger; 1d4–2/19–20/x2, dagger if successfully disbelieved); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Fade, Illusion; AL CN; SV Fort +2, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 15, Wis 8, Cha 16

**Skills:** Alchemy +5, Hide +4, Knowledge (arcana) +6, Perform (tricks) +5, Search +3, Scry +6, Spellcraft +6, Spot +2

**Feats:** Dodge, Improved Initiative

**Languages:** Common, Gnome, Halfling

**Fade (Su):** At will, the duplicate Tandem may fade in or out of existence.

**Illusion (Su):** As an phantasm, the duplicate Tandem is immune to all illusions. A *dispel magic* directed at it

dissipates the duplicate for 1d4 rounds on a successful dispel check (vs. DC 17). If the duplicate is reduced to –10 hit points, it is permanently dispelled.

**Spells:** The duplicate Tandem can cast spells, drawing them from the same pool of spells that the real Tandem knows and is able to cast each day. If the duplicate casts a spell, it counts as if Tandem had cast a spell of that level for purposes of determining Tandem's remaining spells. The spells have normal effects if believed, but if either the duplicate or the spells is successfully disbelieved, then the spells have either 60% of their normal effects (for example, *color spray* affects only 1d4 creatures) or have only a 60% chance of occurring.

### NEW SPELL

This new spell might create even stranger situations in your own campaigns than it has for Tandem.

#### CONTROL MIRROR IMAGE

Illusion (Figment)

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting time:** 1 action

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

**Target:** Images from one *mirror image* spell

**Duration:** One minute/level

Allows the caster to modify the normal workings of a previously cast *mirror image* spell, making any or all of the mirrored images perform actions that differ from those performed by the caster or by each other. The caster can only control these actions as long as he concentrates; if he stops concentrating, the images revert to the usual activities of mirror images, exactly duplicating his own movements. He can resume concentration at any point during the spell's duration.

If used in conjunction with other spells, such as *ventriloquism* or *silent image*, the mirrored images can be made to speak or apparently cast spells.

His own creation, the *control mirror image* spell is to date only known to the inscrutable Tandem.



# CHARACTER AND OGC INDEX

## BY CHALLENGE RATING

Ellhaeni (CR—, +3 *longsword of wounding*) 100  
Duig Lacidem (CR 1/2, Human Exp1) 24  
Foleg (CR 2, Magas Rgr2) 26  
Slygette (CR 2, Orc/Ogre Clr2) 117  
Ashbeard (CR4, Dwarf Brd2/Rog2) 90  
Marud Kugga (CR 4, Gnoll Com3) 63  
Karena (CR 5, Halfling Sor2/Brb3) 36  
Tobias Darkenhand (CR 5, Human Rgr5) 120  
William Derkellian (CR 5, Human Con5) 122  
Aquel (CR 6, Nixie Exp2/Pal5) 4  
Jordan Aske (CR 6, Human Wiz1/Exp6) 54  
Larien Silverthane (CR 6, Elf Ftr4/Brb2) 56  
Murgo Pouchgut (CR 6, Dwarf Ftr6) 75  
Tandem Gloorflung (CR 6, Gnome Sor6) 81  
Vailya Bernatin (CR 6, Half-Celestial Ftr3/Rog2) 84  
Lady Elinore (CR 7, Ghost (human) Ari6) 51  
Seer (CR 7, Human Com2/Sor6) 77  
Othon III (CR 8, Human Pal8) 40  
Llorymar (CR 8, Elf Rog8) 60  
Aurelia Aeydale (CR 9, Half-Djinni Air Elementalist8) 8  
Berak Baldar (CR 9, Dwarf Ftr5/Soul Crafter4) 16  
Balur Drodash (CR 10, Duergar Ftr6/Rog3) 44  
Dorbin Cutwhilp (CR 10, Human Pal10) 20  
Kell (CR 10, Human Clr10) 103  
Lady Minra Starflight (CR 10, Elf Ftr5/Honor Duelist5) 70  
Bazzaroth (CR 11, Orc Brb11) 93  
Draledric (CR 11, Human Rog7/Rgr3/Asn1) 96  
Geoff Fireborne (CR 11, Human Rog1/Brd1/Wiz1/Ftr1/Rgr1/Dru1/Brb1/Clr1/Pal1/Mnk1/Sor1) 29  
Jonelisse (CR 11, Fey Brd6) 33  
Alabaster (CR 12, Hum Ftr12) 87  
Ruktar (CR 12, Hobgbln Ftr12) 114  
Merik of the Glade (CR 13, Drider Wiz6/Dru6) 66  
Barclay Smith (CR 15, Exp10/Ftr6) 13  
Morag Glimwish (CR 15, Halfling Rog1/Ftr4/Hke9) 110  
Bezmurn Stoneblight (CR 17, Dwarf Ftr2/Wiz15) 47  
Meeshra Deathwalker (CR 20, Nec14/Clr6) 104

## ALPHABETICALLY

Alabaster 87  
Aurelia Aeydale 8  
Aquel 4  
Ashbeard 90  
Barclay Smith 13

Balur Drodash 44  
Bazzaroth 93  
Berak Baldar 16  
Bezmurn Stoneblight 47  
Dorbin Cutwhilp 20  
Draledric 96  
Duig Lacidem 24  
Elinore, Lady 51  
Foleg 26  
Geoff Fireborne 29  
Jonelisse 33  
Jordan Aske 54  
Karena 36  
Kell 103  
Larien Silverthane 56  
Llorymar 60  
Marud Kugga 63  
Meeshra Deathwalker 104  
Merik 66  
Minra Starflight, Lady 70  
Morag Glimwish 110  
Murgo Pouchgut 75  
Othon III 40  
Ruktar 114  
Seer 77  
Slygette 117  
Tandem Gloorflung 81  
Tobias Darkenhand 120  
Vailya Bernatin 84  
William Derkellian 122

## BY RACE

### DWARF

Ashbeard 90  
Balur Drodash (duergar) 44  
Bezmurn Stoneblight 47  
Berak Baldar 16  
Murgo Pouchgut 75

### ELF

Larien Silverthane 56  
Llorymar 60  
Minra Starflight 70

### GNOME

Tandem Gloorflung 81

### HALFLING

Karena 36  
Morag Glimwish 110

### HUMAN

Alabaster 87  
Barclay Smith 13  
Dorbin Cutwhilp 20  
Draledric 96  
Duig Lacidem 24  
Geoff Fireborne 29  
Jordan Aske 54  
Kell 103  
Meeshra Deathwalker 104  
Othon III 40  
Seer 77  
Tobias Darkenhand 120  
William Derkellian 122

### OTHER

Aurelia Aeydale (Half-Djinni) 8  
Aquel (Nixie) 4  
Bazzaroth (Orc) 93  
Ellhaeni (Sword) 100  
Elinore (Ghost) 51  
Foleg (Magas) 26

Jonelisse (Half-Fey) 33  
Marud Kugga (Gnoll) 63  
Merik (Drider) 66  
Ruktar (Hobgoblin) 114  
Slygette (Half-Orc/Half-Ogre) 117  
Vailya Bernatin (Half-Celestial) 84

## BY CLASS (LEVEL)

### ARISTOCRAT

Elinore (6) 51  
Minra Starflight, Lady (1) 70

### BARBARIAN

Bazzaroth (11) 93  
Geoff Fireborne (1) 29  
Karena (3) 36  
Larien Silverthane (2) 56

### BARD

Ashbeard (2) 90  
Geoff Fireborne (1) 29  
Jonelisse (6) 33

### CLERIC

Geoff Fireborne (1) 29  
Kell (10) 103  
Meeshra Deathwalker (6) 104  
Slygette (2) 117

### COMMONER

Draledric (1) 96  
Marud Kugga (3) 63  
Seer (2) 77

### DRUID

Geoff Fireborne (1) 29  
Merik (6) 66

### EXPERT

Aquel (2) 4  
Barclay Smith (10) 13  
Duig Lacidem (1) 24  
Jordan Aske (6) 54

### FIGHTER

Alabaster (12) 87  
Balur Drodash (6) 44  
Barclay Smith (6) 13  
Berak Baldar (5) 16  
Bezmurn Stoneblight (2) 47  
Geoff Fireborne (1) 29  
Larien Silverthane (4) 56  
Minra Starflight, Lady (5) 70  
Morag Glimwish (4) 110  
Murgo Pouchgut (6) 75  
Ruktar (12) 114  
Vailya Bernatin (3) 84

### MONK

Geoff Fireborne (1) 29

### OTHER

Berak Baldar (Soul Crafter, 4) 16  
Draledric (Assassin, 6) 96  
Minra Starflight (Duelist, 5) 70  
Morag Glimwish (Hawkeye, 9) 110

### PALADIN

Aquel (5) 4  
Dorbin Cutwhilp (10) 20  
Geoff Fireborne (1) 29  
Othon III (8) 40

### RANGER

Draledric (3) 96  
Foleg (2) 26  
Geoff Fireborne (1) 29  
Tobias Darkenhand (5) 120

### ROGUE

Ashbeard (2) 90  
Balur Drodash (3) 44  
Draledric (2) 96  
Geoff Fireborne (1) 29  
Llorymar (8) 60  
Morag Glimwish (1) 110  
Vailya Bernatin (2) 84

### SORCERER

Geoff Fireborne (1) 29  
Karena (2) 36  
Seer (6) 77  
Tandem Gloorflung (6) 81

### WIZARD

Aurelia Aeydale (8) 8  
Bezmurn Stoneblight (15) 47  
Geoff Fireborne (1) 29  
Jordan Aske (1) 54  
Meeshra Deathwalker (14) 104  
Merik (6) 66  
William Derkellian (5) 122

## BY ALIGNMENT

### LAWFUL GOOD

Aquel 4  
Barclay Smith 13  
Berak Baldar 16  
Dorbin Cutwhilp 20  
Geoff Fireborne 29  
Othon III 40

### LAWFUL NEUTRAL

Balur Drodash 44  
Murgo Pouchgut 75

### LAWFUL EVIL

Bazzaroth 93  
Ruktar 114  
William Derkellian 122

### NEUTRAL GOOD

Foleg 26  
Jonelisse 33

### NEUTRAL

Ashbeard 90  
Draledric 96  
Jordan Aske 54  
Marud Kugga 63  
Seer 77

### NEUTRAL EVIL

Alabaster 87  
Ellhaeni 100  
Kell 103  
Slygette 117  
Tobias Darkenhand 120



## UNCOMMON CHARACTER

### CHAOTIC GOOD

Aurelia Aeydale 8  
Duig Lacidem 24  
Karenna 36  
Vailya Bernatin 84

### CHAOTIC NEUTRAL

Bezmurn Stoneblight 47  
Elinore, Lady 51  
Larien Silverthane 56  
Llorymar 60  
Merik of the Glade 66  
Minra Starflight, Lady 70  
Tandem Gloorflung 81

### CHAOTIC EVIL

Meeshra Deathwalker 104  
Morag Glimwish 110

### ANIMALS, COMPANIONS, AND FAMILIARS

Aah (Karen's Hawk Familiar) 39  
Alta (Merik's Brown Bear Companion) 68  
Anguilla (Aquel's Giant Eel Mount) 7  
Belazrad (Dorbin Cutwhilp's Warhorse) 22  
Eft (Merik's snake familiar) 69  
Gryphon (Othon III's Warhorse) 42  
Kratos (William Derkellian's War Dog) 124  
Morgan (Merik's Hawk Companion) 69  
Night (Merik's Monstrous Spider) 69  
Sengalt'znill (Vailya's Imp Companion) 86  
Shadow (Merik's Monstrous Spider) 69  
Tooth (William Derkellian's Weasel Familiar) 124  
Zephyr (Aurelia's Snowy Owl familiar) 10

### NEW DEITIES

Asigog, God of Balance 99  
Bujhec, Ogre Goddess of Women's Powers 119  
Limma, Goddess of Nixies, Lakes, Rivers, Streams,  
and Poetry 5  
Terepen Zor, The Laughing Death 107

### NEW FEATS

Componentless Spell [Metamagic] 79  
Dextrous Grapple [General] 50  
Improved Rally [General] 43  
Rally [General] 43  
Strange Luck [General] 80

### NEW MAGIC ITEMS

Bezmurn's Traveling Tower 49  
Cloak of Invisibility 99  
Conch Horn of Goodness 6  
Ghost Helm 22  
Ghost Touch Horseshoes 23  
Rib Cage 108  
Rings of Sultair 11  
Silverthane Torc 59  
Tin Horn of Valhalla 123  
Tool of the First Crafter (major artifact) 15  
Veil of Disguise 35

### NEW PRESTIGE CLASSES

Elven/Fey Honor Duelist 73  
Halfling Hawkeye 113  
Soul Crafter 18

### RACES, CREATURES, AND TEMPLATES

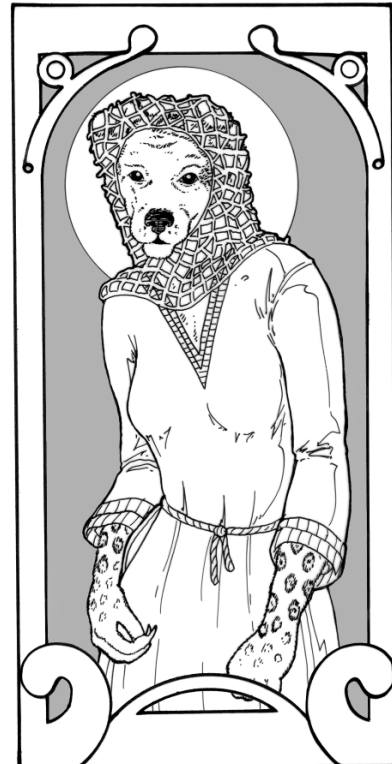
Cackle Dead 109  
Duplicate Tandem 83  
Half-Djinni 11  
Magas 28

### NEW SPELLS AND MAGIC SPECIALTIES

Air Elementalist Magic Specialty 12  
Bezmurn's Beacon 50  
Control Mirror Image 83  
Extinguish 10  
Forge 38  
Jolt 10  
Heart's Desire 59  
Plague Bearer 109  
Scent 38  
Tough Skin 39

### NEW WEAPONS AND ARMOR

Blade of Keres (major artifact) 108  
Crossbow of Swiftness 46  
Dagger of Piercing 72  
Ellhaeni 100  
Elven Double Spear 74  
Needle Sword 74  
Ghost Helm 22  
Ghost Touch Horseshoes 23  
Grinvel 116  
Iron Skull of Brodan 25  
Ludicrous Helmet 59  
Shell Mail Armor 7  
Shield of Penault 43  
Yol 99



# BONUS ADVENTURE SEEDS FROM UNCOMMON CHARACTER

*Space was limited in Uncommon Character, so a few characters had adventure seeds cut from their entries. Rather than leave these adventures unexplored by roleplayers everywhere, we're happy to give them to you in this PDF preview of the book, so that your characters can save the worlds, solve the mysteries, or brave the dangers that these seeds will grow in your own campaigns. Here, then, are those seeds, in no particular order.*

## CAPTAIN KELL

(Page 103)

☛ Captain Kell has been given an ultimatum by the pirate queen Alabaster (see *Uncommon Character*, p. 87): join her and the Blood Pirates or be hunted down and killed. Kell and the *Osprey* are not powerful enough to defy her, but he is loathe to give up his own ambitions for Alabaster's glorification.

Disguising himself as a merchant captain, Kell attempts to hire the PCs to eliminate the threat of the pirate queen. Of course, if Alabaster is removed from the scene, *someone* will have to take charge of the remnants of her pirate empire.

## WILLIAM DERKELLIAN

(Page 122)

☛ Because of his bandit associations, Derkellian is able to use his contacts to gather information relevant to that lifestyle (such as identities of local thieves, locations of tempting targets, connections to fences and other support operations). And as long as he is discreet about it, he can make money by selling that information to interested parties, including inquiring PCs. Or he can sell information about the PCs to the criminal element, if the price is right.

Even if he abandons his criminal career his contacts should remain in place, although he likely won't be able to improve them in future in this case.

☛ While it has been many years since Derkel's death, his spellbooks and other treasures are still sealed up in his tower. Unable to pierce the magical veil himself, Derkellian would be willing to pay adventurers to release his "inheritance" to him. Of course, Derkel may have had other protections not specifically

designed to guard against his former apprentice, and if word got out that one group was trying to liberate Derkel's fortune there might be rival attempts.

If impressed with their prowess, this might prove another opportunity for him to attempt to join such a group.

## LARIEN SILVERTHANE

(Page 56)

☛ Well, not really. By his standards, anywhere people don't eat off tablecloths is barbaric. To Ewetaiel, a tavern where people drink *beer* and *play cards for money* might as well be a vampire lord's larder.)

## MURGO POUCHGUT

(Page 75)

☛ Murgo's primary mission in life right now is to repair his family's waraxe. He wears the two broken pieces on his belt as a constant reminder of his failure. If there is even the slightest rumor of a wizard who can restore his axe to its original condition, Murgo searches him out and performs whatever service is asked. While this has led to a number of adventures, none of the leads he has followed has been fruitful; many wizards can craft him a new weapon, or even mend the old, but none have been able to *remake* the old.

Repairing magic items is usually a straightforward procedure, the magic of the axe is subtly and puzzlingly different from other arcane and divine enhancements. Murgo is not away that the weapon was originally crafted by a dwarven soul crafter (see *Uncommon Character*, p. 18), and only one of those rare artificers can repair it.



## UNCOMMON CHARACTER

If the PCs encounter Murgo on one of his quests, he lets nothing stand between him and the possible repair of his heirloom.

### TANDEM GLOORFUNG

(Page 81)

At a local inn, the adventurers encounter Tandem raving to all who listen to his fantastic story. After an amusing interchange, most understand that poor Tandem is pained, but harmless.

Sometime in the evening, a refined man enters the bar and has some quiet words with the barkeeper. Soon after, Tandem is ejected from the tavern into the waiting arms of the refined man and some armed escorts. If questioned, the man explains that he represents the local council of wizards; a group that believes Tandem should be confined for observation to determine if he represents a mystical threat to the community.

In truth, the man represents Moorelund, a member of Tandem's former adventuring party who supposedly died at the hands of a spellcasting demon. Moorelund actually lured the party to the fiend's lair for an ambush. A spell cast upon Tandem should have dispelled his images; the fact that one of the images instead became permanent intrigues Moorelund greatly. If Tandem is taken away, Moorelund ruthlessly

tortures and experiments on the only intruder to escape his master's wrath.

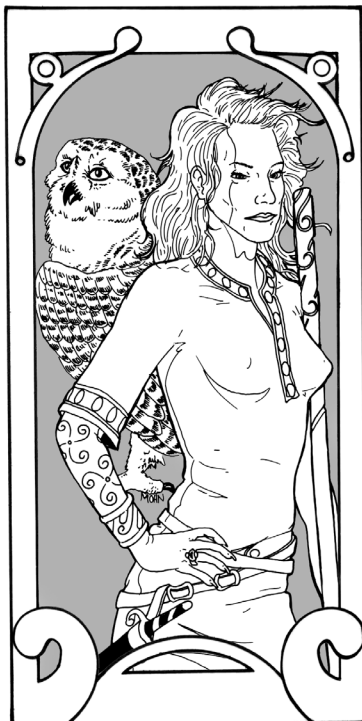
Tandem begs all present to preserve him from what he suspects will be a dire fate. Interfering with the abduction wins the earnest but fleeting admiration of Tandem. He offers his company and abilities to any as repayment for their kindness. Tandem's company, however, proves somewhat of a nuisance. His own quirky personalities make travel noisy and oft times maddening.

More seriously, harboring Tandem attracts the attention of Moorelund and his fiendish masters. Rather than sending minions again, Moorelund works to subtly undermine the rescuers' grip on sanity. Ghostly howling and shrieking wakes the party from much needed rest while in the forest. Unnerving dreams and waking visions keep morale on edge. The barkeeper, while taking meal orders, begins shouting obscene threats to one or several rescuers – threats neither the barkeep nor his patrons hear. Moorelund uses such tactics to make the group edgy and then use illusions to spark internal conflicts: the wizard notices the rogue riffling through others' packs, the rogue awakens in the night to the paladin hovering over her brandishing a knife to her throat, etc.

The attacks only cease once the group offers up Tandem or faces Moorelund at his secluded stronghold.

### CHARACTER PORTRAITS

BY JESSE MOHN



# UNCOMMON CHARACTER

May 2003



Populate your campaign with intriguing, sinister and valiant new characters, all ready to be cast in the empty roles of your own epic tale. Each character has a detailed background and personality, complete d20 System statistics, and adventure hooks.

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