

Morish

Male Goblin
5th-level Wizard (Evoker), Neutral

Strength 6 [-2]
Dexterity 16 [+3]
Constitution 12 [+1]
Intelligence 18 [+4]
Wisdom 13 [+1]
Charisma 8 [-1]

Hit Points: 19

Armor Class: 14 (touch 14, FF 11)

Speed: 30 ft.

Initiative: +3

Saving Throws

Fortitude: +5
Reflex: +9
Will: +5

Touch Attack

Attack: +1 melee, +6 ranged
Damage: Varies by spell

Dagger

Attack: +1 melee
Damage: 1d3-2

Action Points □□□□

Feats

Wandstrike

(Make touch attack with wand to inflict 1d6 damage and target creature with spell.)

Spell Focus: Evocation
(+1 DC to Evocation spells)

Craft Wand
Scribe Scroll

Racial Features

Darkvision (60 ft)
+4 on Move Silently checks

Skills

Climb -2
Concentration +9
Craft (alchemy) +10
Decipher Script +8
Hide +7
Knowledge (arcana) +12
Knowledge (geography) +6
Knowledge (history) +6
Knowledge (the planes) +6
Listen +1
Move Silently +7
Search +4
Spellcraft +14
Spot +1
Use Magic Device +3

Languages

Common, Dwarven, Goblin

Gear

Circle of Sound

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

Headband of Intellect

+2 to Intelligence

Potions of Cure Moderate Wounds □

Potions of Cure Light Wounds □

Wand of Magic Missile

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Fire 1 missile for 1d4+1 damage.

Wand of Burning Hands

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1d4 points of fire damage in a short cone.

Wand of Ray of Enfeeblement

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Ray reduces Strength by 1d6+1 points.

Once the goblinoid races – the mighty bugbears, stoic hobgoblins, and sly goblins – ruled the continent of Khorvaire. The goblinoid Empire of Dhakaan dominated the land for millennia, supported by a strong and disciplined military and the work of brilliant smiths and artisans. But thousands of years ago, an army of horrors invaded from another dimension and shattered the empire. Though the monsters were ultimately defeated, the empire had been dealt a mortal blow. As madness and civil war tore apart the wreckage, a few clans retreated into the shadows, waiting for the day they might return to restore the glory of the empire.

That time is now. You are a goblin of the Kech Volaar ("wordbearers"), one of the proudest clans of ancient Dhakaan. A dozen clans have returned to restore the empire, but first they must agree on the true heir of Dhakaan, the rightful claimant to the throne. Some are using military might to make their claims, but the Kech Volaar have always respected wisdom and tradition. Your leader, the bard Tuura Dhakaan, seeks to reclaim the greatest relics of the empire. If she can collect enough of the powerful weapons and symbols of past glory, the others will surely follow her.

In Dhakaan society, each race has a different role. Hobgoblin males form the bulk of the army, while female hobgoblins are diplomats, healers, and sages. Bugbears are the shock troops of the empire, while the numerous goblins do the work required to support the community. The spiritual leaders of the nation are the duur'kala ("dirge singers"), the bards who hold the knowledge of the past.

You are Morish, a wizard of the Kech Volaar. The Dhakaan have always relied on bardic magic, and the study of pure wizardry is an evolving art. Your thirst for knowledge is rivaled only by your love of fire and destruction; the goblins are traditionally noncombatants, and the ability to call down fire and lightning is exhilarating. You respect Kashta for her knowledge and blood lineage, and you are fascinated by the warforged Rasa's unusual mystical abilities, but your closest friend in the party is Sent, a changeling who studied the traditions of the Shaarat'khash, an order of goblin monks and assassins.

Wizard Spells

0-level

- Detect Magic*
- Flare* (Dazzles target for 1 minute, 35 ft range, DC15 Fortitude save negates)
- Mage Hand* (5 lbs. telekinesis, 35 foot range)
- Ray of Frost* (1d3 cold damage, 35 ft range)
- Read Magic*

1st level

- Expeditious Retreat* (+30 ft speed for 5 minutes)
- Mage Armor* (Touch, provides target with +4 Armor bonus to AC for 5 hours)
- Shocking Grasp* (Touch attack inflicts 5d6 electrical damage; +3 to hit target in metal armor)

2nd level

- Invisibility* (Target becomes invisible for 5 minutes)
- Resist Energy* (Target gains 10 points resistance vs. one energy type for 50 minutes)
- Scorching Ray* (Ranged touch inflicts 4d6 fire damage)

3rd

- Fireball* (5d6 fire damage in 30-ft radius, 600 ft range, DC 18 Reflex save for half damage)
- Lightning Bolt* (5d6 electrical damage in 120 ft line, 600 ft range, DC 18 Reflex save for half damage)