

Player Name:	Rob	Gender:	Male	Created:	?
Character Name:	Thror	Alignment:	NG	Age:	94
Character Race:	Dwarf	Deity:	Moradin	Height:	4'8"
Character Class:	Cleric	Eyes/Hair:	Brown/Brown	Lbs:	180

HP: 70	Level = 12	XP=1,016,977	SPEED: 20	THACO= 14	6% Magic Resistance	Accelerated healing - +4HP per day
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	Score(nat.)	Modifier	Special Abilities/Feats (4+4+4=11 - next at 16th)
STR:	16(16)	+0/+1	Singing(g) 1(ch-0) Direction Sense(g) 1(w+1)
DEX:	7(7)		Religion(p) 1(w-0) Weather Sense(g) 1(w-1)
CON:	16(16)	+2	Healing(p) 2(w-2) Firebuilding(g) 1(w-1)
INT:	14(14)		Herbalism(p) 2(i-2) M.I. Bongo Drum(p) 1=1(d-1)
WIS:	19(19)	+4 MD Save, Spell Immunities	Languages(g) - Elven 1(i-0) SpellCraft(p) 1=(I-2)
CHA:	12(12)	(Cause Fear, Charm, Cmd, Friends, Hyp)	Languages - Common, Dwarven, Elven, Nymph

Weapons:

Hammer +2
Wand of Heavens (6d8) 33 charges
Mace +3 (det mag 10' radius 3/day, Heal 1/day)
Wand of Fear (8th level) 56 charges

Misc Magic:

Earrings of Understanding (but not speak)
Staff of the Serpent (Python)
Necklace of Prayer Beads (30 semi-precious stones and 6 special stones, 1 of each type (Atonement, Bless, Cure much, Karma, Summon Deity, WindWalk))
16 Vials of Holy Water
6 Holy symbols
Horn of Goodness
Potion of Undead Control (Wraiths)

Non Magic:

Scroll with Magical Stone, Transmute Metal to Wood,
Resist Fire/Resist Cold, Chant, Messenger

Armor: AC: -5 = (Armor = -12, Shield = -3)

Regular Plate Mail +5 (Dwarf sized)
Medium Shield +2
Ring of Protection +3
Rod of Alertness

Ioun stone of 12 Spell Levels - vibrant purple prism
Dwarven Medallion
15 Continual Light Coins
15 Continual Dark Coins
Incense of Meditation (8 pieces)
Horn of Collapsing
Potion of Speed
Potion of Undead Control (Ghosts)
Cloak of Celene (Elvenkind AND Elven abilities)

Combat: Primarily attacks with spells, assists his party members, or uses the Wand of Heavens

Weapon Proficiencies (5 - next at 16th level): Footmen's Mace, Hand Axe, WarHammer, and Crossbow

Notes about above magic items:

- **Dwarven Medallion** (+1 Charisma to Dwarves - When below ground - beards grow, speak Dwarven, Detects as Dwarves, 60' Infravision)
- **Cloak of Celene** (Cloak of Elvenkind and racial abilities (detect secret doors, infravision 60', +1 bows/swords))

Around the Keep Default Spells:

1st = 6+3 2nd = 5+2 3rd = 5+1 4th = 3+2, 5th = 2, 6th = 2 (+12 levels from Ioun stone)

Preferred: 1st - Sanctuary_2_, Bless_2_, Command_2_, Faerie Fire___, Magical Stone___, Prot. From Evil_2_, Entangle_1_
2nd - Heat Metal_1_, Hold Person_2_, Nap_1_, Aura of Comfort_1_, Silence_2_, Aid___, Charm Person_1_, Flame Blade___
3rd - Dispel Magic_2_, Prayer_2_, Neg Plane Prot. _1_, Meld into stone_1_
4th - Neutralize Poison_1_, Dim Fold_3_, Prot from Evil '10_2_
5th - Wall of Fire_1_, True Seeing_1_, Spike stones___, Rock to Mud___
6th - Conjure Fire Elemental _1_, Heal _2_, Tm Water to Dust ___,

Adventuring Default Spells:

Preferred: 1st - Bless_2_, Command_2_, Faerie Fire_2_, Magical Stone_1_, Prot. From Evil_2_, Entangle_1_
2nd - Heat Metal_1_, Hold Person_2_, Nap_1_, Aura of Comfort_1_, Silence_2_, Aid___, Charm Person___, Flame Blade___
3rd - Dispel Magic_2_, Spike Growth_1_, Plant Growth___, Create Campsite_1_, Prayer_1_, Neg Plane Prot. _1_
4th - Neutralize Poison_1_, Dim Fold_2_, Prot from Evil '10_2_
5th - Wall of Fire_1_, True Seeing_1_, Spike stones___, Rock to Mud_1_

6th -Conjure Fire Elemental _1_, Heal _1_

Spell components: foxfire, pebbles, sticks of iron, feathers, cloth strips with sap on the ends, sumac leaf, Sharp twigs, prayer beads, string, bits of wood, platinum tissue, 500gp of diamond dust, water
Tiny stalactites, clay, sand, lime, expensive ointment for true-seeing, phosphorous

Saving Throws: (Wisdom - +4 against Mind-affecting)

Poison = 2 (6 -4DW) Rods = 6 (10-4DW) Petrify = 9 Breath = 12 Spell = 7 or 3 (11-4DW)

Some History:

Thror has a deep voice. He is overweight.

Crescent Brand at apex of Thumb and ForeFinger (from Hecate)

He wrote and sings a song about Draken's victory and becoming king.

Thror raised his Wisdom from 17 to 18 based on Tome of Understanding.

Thror raised his Wisdom when he was 11th level by reading a Book of Exalted Deeds.

Donated 50k to Moradin.

Donated Brigander +2 and chain + 1 to Dwarven Kingdom.

Donated 3 gems worth 300gp to Temple of Dionysus in Athens

Gave 5k each to Welch, Draken, Yo, Klorda, and Logain early in his career.

Gave 2 vials of Holy water and 2 continual light coins to the 3 statue people, plus 2100gp in gems. Gave 2 vials of holy water to each of the other 7.

Thror donates Chain Mail +4 for charges

Due to 2 wishes, Thror speaks Storm Giant and Nymph.

Due to 3 wishes, Thror gains 4 HP every day (accelerated healing).

Due to 3 wishes, Thror has 6% Magic Resistance.

Due to a wish, Thror only needs 4 hours of sleep per night.

Due to a wish, Thror has a permanent Aura of Comfort cast on him (Rain, snow, and hail will not touch him. He feels a comfortable 70 degrees as long as the temperature is between -20 and 140 due to normal weather).

Due to a wish, Thror has the permanent effects of a Necklace of Adaptation (breathe underwater or in airless space for 7 days - ignore effect of all respiratory gases).

Due to a wish, Thror has the permanent effects of a Clerical Free Action spell cast on him (move normally through web or slow spells or underwater. Negates paralysis and hold spells.).

Due to a wish, Thror has complete protection from being scryed upon.

Donated 1k to Temple of Aphrodite, 1k of Temple of Demeter, 1k to Keith's Keep, and 20k to temple of Moradin

Thror has the following items at the keep:

Full Plate Mail of Fear +1 (4 charges)

8000gp, + 36782gp from Acerak adventure.

Field plate with family crest.

Thror has the following items at the Dwarven Kingdom:

92,000gp : 97,500gp in gems