

**Character Name:** Xanthus Kaine **Player Name:** \_\_\_\_\_  
**Class:** Magic-User **Race:** Human **Gender:** Male **Height:** 5' 11"  
**Alignment:** Neutral **Deity:** Boccob **Age:** 44 (middle age) **Weight:** 162 lbs.  
**Prime Attribute:** Intelligence **XP Bonus:** +15%  
**LEVEL:** 7th **Experience Points (XP):** 52,985 **Next Level:** 75,000

**STRENGTH**

13	
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**INTELLIGENCE**

17	
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**WISDOM**

13	
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**DEXTERITY**

13	
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**CONSTITUTION**

12	
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**CHARISMA**

14	
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Bonus to Hit (STR): <u>+1</u>	HP Bonus (CON): <u>+0</u>
Damage Bonus (STR): <u>+1</u>	Raise Dead Survival (CON): <u>75%</u>
Open Doors (STR): <u>1-2</u>	Additional Languages (INT): <u>+5</u>
Carry Modifier (STR): <u>+10 lbs.</u>	Max # Special Hirelings (CHA): <u>5</u>
Bonus to Missiles (DEX): <u>+1</u>	Base Attack Bonus: <u>+2</u>
Armour Bonus (DEX): <u>+1</u>	Base Movement Rate: <u>12</u>

**Languages:** Common, Baklunish, Elvish, Keolandish, Lizard Man, and Ogrish.

**Hit Points:**

23
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**Saving Throw:**

8
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**Armour Class:**

4 [15]
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**Magical Items**

Dagger +1 (2 lb.)  
Bracers of defense (AC 6 [13])  
Ring of protection +1

Wand of magic missiles (10 charges)  
Flying carpet (max. 3 per.; 300' / 80' / 30')  
2 Potions of healing (1d8+1 each)

**Gold & Treasure**

Coins 28 pp, 132 gp, 36 sp  
 Gems 2 gems (74 gp & 1200 gp)  
 Other 2 gold rings (50 gp each)

Other Information
<b>Hair:</b> <u>Light brown</u> <b>Eyes:</b> <u>Grey</u> <b>Features:</b> <u>Black lizardman ritual tattoos, grey streaks in beard and braided hair; he prefers to wear as few articles of clothing that he can get away with.</u>  <b>Knack:</b> <u>+1 reaction from lizard men</u>  <b>Quirk:</b> <u>Allergic to bees (-1 to save vs bee/wasp venom)</u>

Class/Racial Abilities
<ul style="list-style-type: none"> <li>● <b>Spell Casting:</b>  <u>Maximum Spell Level: 9</u>  <u>Understand New Spell: 85%</u>  <u>Min/Max Spells/Level: 7/All</u></li> <li>● <b>Spells per Level:</b>  <u>4 / 3 / 2 / 1 / - / - / - / - / -</u></li> <li>● <u>+2 on all saving throws vs. spells, including spells from magic wands and staves.</u></li> </ul>

Items & Equipment
<u>Normal gear including... 10</u> <u>Clothing</u> <u>Backpack</u> <u>2 Small sacks</u> <u>Flint &amp; steel</u> <u>Small silver mirror</u> <u>Waterskin</u> <u>Spellbook</u>  <b>Weight Carried:</b> <u>12 lbs.</u>

### Background

**Place of Birth:** Born in the town of Redcrest (W4-127), Hold of the Sea Princes; but grew up in Safeton (F4-94).

**Date of Birth:** 12th of Sunsebb, 538 C.Y.

**Brief History:** Xanthus was born to a middle class family in the town of Redcrest, located in the Hold of the Sea Princes. The town was under the authority of the Grandee of Westkeep. He has a younger brother (of four years) named Tyrus. Both he and his brother were raised by their grandparents when his parents' ship disappeared at sea.

When Xanthus was 12 years old, he befriended a lizardman (named Vorrenz) when he hid him from a band of human hunters. The lizardman was weak from his wounds and easy pickings. Xanthus instead nursed the lizardman back to health. This formed an unbreakable bond between the two of them.

He studied the arcane arts under the supervision of his grandmother, Agatha Kaine, who was a formidable wizard in her own right. When she started to lend her voice to the anti-slavery faction, the Grandee of Westkeep sent assassins to eliminate her and her family. Agatha Kaine and her family, were forced to flee Redcrest and resettle in the city of Gradsul in the Kingdom of Keoland. The Kaine family still have a price on their heads (200 gp each) in the territory of Westkeep.

### Special Hirelings

Vorrenz, Lizardman bodyguard

[ HD 2+1; HP 15; AC 5 [14]; Attk 2

claws (1d3), 1 bite (1d8); SAV 16;

SPC Underwater (hold breath for 1 hr);

MV 6/12 (swimming); AL N ]

Bari – his immortal songbird companion.

### WEAPONS

Weapon:	Damage:	To-Hit Bonus:	Range:
Dagger +1	1d4 + 2	+4	10 ft.
Wand of Magic Missiles	1d6+1 / 1d4+1	+4 / Auto	150 ft.

### Notes



+1 Reaction Adjustment

Hireling Morale: 8

### Locales Frequented:

Devil's Inferno Regular room at the inn when in Greyhawk City

Kaine Family Manor When he visits his family in Gradsul.

Xanthus Tower (Ket) Personal secret hideaway on the NE borders of Ket

**Where**

**Time/Condition**

# SPELLBOOK

1st Level Spells	
Charm Person	x
Detect Magic	
Hold Portal	
Light	
Magic Missile	x x
Read Languages	
Read Magic	
Shield	x
Sleep	

2nd Level Spells	
Detect Invisibility	
Invisibility	x
Knock	
Mirror Image	x
Phantasmal Force	
Web	x
Wizard Lock	

3rd Level Spells	
Dispel Magic	
Explosive Runes	
Fireball	x x
Fly	
Hold Person	
Slow	

4th Level Spells	
Charm Monster	x
Monster Summoning II	
Polymorph Other	
Wizard Eye	

5th Level Spells	

6th Level Spells	

7th Level Spells	

8th Level Spells	

9th Level Spells	

**Notes:** Spells marked with an 'x' are spells currently memorized.

He expanded his personal arcane library with the spellbooks of defeated magic-users (such as Phan the Miser, Kulrik Shadowstar, Anig Doomhaven, and Ulmor the Magnificent).

Even though Xanthus is a member of the Bluehood adventuring company, he refuses to wear a hooded cloak, let alone a blue hooded cloak. He doesn't do cloaks.

**Culture:** Civilized

**CuMod:** 4

**SoIMod:** 0

**BiMod:** -5

**Social Status:** Comfortable

**Birth Legitimacy:** Legitimate

**The Family:** Raised by grandparents (maternal relation).

Grandmother – head of the family – she was a respected wizard.

Grandfather – he was an animal trainer that specialized in training dogs.

**Siblings:** 1 younger sibling.

**Place of Birth:** In the family home.

**Unusual Birth Circumstances:**

None

**Parents:** Deceased.

**Significant Childhood Events:**

- 6 His grandfather is distant and cold towards Xanthus, but openly friendly towards Tyrus.
- 12 Xanthus befriended an intelligent monster – lizardman.

**Significant Adolescence Events:**

- 13 Criminal rivals in Redcrest force his family to flee the town and relocate in Safeton.
- 15 To be fashionable, young people have begun to tattoo their bodies. Xanthus has lizardman tribal tattoos worked in with his other tattoos.
- 16 He studied and worked for his maternal grandmother

**Significant Adult Events:**

- 20 Xanthus returned to the Hold of the Sea Princes (). Accused of a crime he did not commit. He was sentenced to death but he was rescued by a notorious outlaws. He now has a price on his head in the Hold of the Sea Princes. He joined the outlaws for two years before moving on.
- 33 He found and raised an unusual songbird. The bird seems to be immortal. Everytime it dies, after 1d3 turns, the songbird will regenerate all wounds and return to life once more. Xanthus calls this songbird, Bari.