

KELEK THE SORCERER

Class: Magic-User

Race: Human

Alignment: Chaotic Evil

Gender: Male

Age: 43

Deity: Boccob

Height: 5' 11"

Weight: 156 lbs.

Hair: Bald, white beard

Place of Origin: The Lost City, under The Bright Desert

Eyes: Brown

STRENGTH

15

Open Doors 1-2 on d6, +10 lb.

Level:

8

INTELLIGENCE

15

+4 additional languages ✓✓✓✓

Hit Points:

33

WISDOM

13

Armour Class:

15

DEXTERITY

10

Saving Throw:

7

CONSTITUTION

14

+1 hp, Raise Dead Survival 100%

Move:

12 (40)

CHARISMA

7

Max Hench 3, 6 Morale, -1 Reaction

'To Hit' Base:

+3

COMBAT

- *Staff of Striking*: +3 to hit, 2d6 damage, doesn't use any charges.
- *Dagger +2*: +5 to hit, 1d4 + 2 damage, 10 ft. range.
- *Wand of Cold (5 charges remaining)*: *Cone of Cold* 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage (saving throw for half damage). The wand cannot be recharged.

Languages: Common, Ghoul, Hobgoblin, Orc, and Minotauri.

Class Abilities:

- **Spellcasting**: Magic-User spell slots/level: 4 / 3 / 3 / 2 / - / - / - / - / -
- **Saving Throw Bonus**: He gains a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staves.

Spells Known:

- **1st**: *read magic, magic missile x2, shield*
- **2nd**: *detect invisibility, ESP, mirror image*
- **3rd**: *dispel magic, fly, fireball*
- **4th**: *charm monster, dimension door*

