# **MARUTHUS BLACKHART**

Class: Fighter Race: Human (Cynidicean) Alignment: Lawful Evil

Gender: Male Age: 29 (mature) Deity: Zargon

**Height:** 5' 10" (1.78 m) **Weight:** 182 lbs. (82.6 kg) **Hair:** White

Place of Origin: The Lost City (under The Bright Desert) Eyes: Pink

STRENGTH	17	+2 Hit/Dmg, Open Dr 1-4, +30 lb.	Level:	8
INTELLIGENCE	13	+3 additional languages ✓✓✓	Hit Points:	55
WISDOM	8	-1 save vs spells	Armour Class:	19/18
DEXTERITY	16	+1 Missile Adj., +1 AC	Saving Throw:	7
CONSTITUTION	13	+1 hp, Raise Dead Survival 100%	Move:	12 (40)
CHARISMA	10	Max Hench 4, 7 Morale	'To Hit' Bonus:	+6

### **COMBAT**

- Heavy Mace +2, +4 vs Humans ('Jawbreaker'): +10/+12 to hit, 1d6+5/+7 damage.
- Dagger +1: +9 to hit (melee), +8 to hit (thrown), 1d4 + 3 damage, 10 ft. range.
- Strength-Based Long Bow +1: +9 to hit, 1d6+3 damage, RoF 2, 70 ft. range, 20 arrows.
- Plate Mail +2, Armour of Arrow Deflection: Missiles receive a -2 to hit penalty.
- *Protection Scroll vs Magic:* A 10 ft radius anti-magic shell surrounds and moves with the reader; spells cannot pass in or out of the shell, 1 hour duration.
- Potion of Giant Strength: +4 to hit bonus, +1d8 additional damage, 1d6 + 6 turn duration.

Languages: Cynidicean (Common), Hobgoblin, Minotauri, and Ogre.

#### Class Abilities:

- $\bullet$  Strength Bonus: He has +2 to hit and damage bonuses due to Strength.
- Multiple Attacks: Against creatures with 1 HD or less, he makes 8 attacks per round.
- Parry Option: -3 to hit penalty to enemy attacks.

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### Items & Equipment:

Plate mail +2 [armour	35	Pouch #1 (5 lb. cap.)	
of arrow deflection -2 AC]		Potion of healing x2 [1d8+1]	
Shield	10	Potion of giant strength	
Mace $+2$ , $+4$ vs humans	10	[+1d8 damage, +4 to hit]	
Dagger +1	2		
Strength-based long bow +1	5	Backpack (30 lb. cap.)	10
Quiver (20 arrows)	1	Waterskin (water)	
Protection scroll vs magic		31 gp, 22 sp, 8 pp	6.1



**Character Portrait** 

### **Background:**

- Maruthus Blackhart is a Cynidicean born in the Cult of Zargon breeding program. He was raised in the Cult of Zargon and it is the only world he knows. He believes completely in Zargon and his cult. He believes Zargon is saving the Cynidecean people from extinction. Those that resist must be put down for the survival of the Lost City and the Cynidicean people. He enjoys his position in the Cult of Zargon and with the perks that come with it. Maruthus has vowed to crush the outsider invaders (a.k.a. the player characters) for the glory of Zargon!
- His strength-based long bow has intricate carvings of Zargon on it. It was a boon granted to him by Chôdarzos, the Herald of Zargon himself.

#### **Notes:**

• Total Weight Carried: 79.1 lbs.

• **Encumbrance:** [armour + weapons + treasure carried + 10 lbs of standard equipment]

MV 12 [up to 105 lbs.] ✓ MV 9 [106 – 130 lbs.] MV 6 [131 – 180 lbs.] MV 3 [181 – 330 lbs.]