

Gwil  
Sorcerer 5

Combat  
HP 23  
AC 21 (touch 19; flat 14)  
Init +7  
Fort +3  
Refl +10  
Will +6

Abilities  
S 4 -3  
D 24 +7  
C 14 +2  
I 16 +3  
W 11 +0  
CH 20 +5

Spells  
cast 6/6/4 per day  
0 - Detect/Read Magic, Daze, Light, Arcane Mark, Message  
1 - Magic Missile (3), Burning Hands (5d4), True Strike  
2 - Scorching Ray (4d6), Web

Skills  
Concentration +6, Gather Info +8, Hide +16, Knowledge Arcana +6,  
Move Silently +8  
(+13 in forest), Spellcraft +6

Feats  
Spell Focus (evocation), Combat Casting, Craft Wondrous Item

Grig abilities  
3/Day - change self, entangle, invisibility, pyrotechnics,  
ventriloquism  
at will - attune fiddle (DC 15)  
fly (poor - 45\*/5' turn; 45\* up angle)

Languages  
Shushanish  
Waltian

Equipment  
Gold Ring  
Bedroll

Backpack  
whistle  
Smoke Stick x4  
Thunderstone x5  
Masterwork fiddle  
coat  
vest  
pipe  
rations  
acid x5  
3D Bead Map

Treasure  
Silver Comb 200 gp  
pearl 100 gp  
1480 gp  
1235 gp  
468 gp

Magic  
Tower Tarot Card - Earthquake  
Scroll Acid Arrow  
Scroll Sleep x2  
Scroll Fireball x5  
Mushroom of Negative Energy Protection  
Mushroom of Darkvision x91  
Potion of Eagle Splendor