

## ARDAHT

Male minotaur monk 7

LN Medium humanoid (minotaur)

Init +1; Senses Listen +5, Spot +5

Languages Common, Kalinese, Ogre

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AC 19, touch 17, flat-footed 18; Dodge, Mobility

hp 42 (7d8+7 HD)

Immune disease

Fort +6; Ref +6, Will +7 (+9 vs. enchantment); evasion

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Spd 50 ft.

Melee unarmed strike +10 (1d8+5/x2) and gore +5 (1d6+5/x2)

Ranged sling +6 (1d4+4/x2)

Base Atk +5; Grp +13; Hulking Brute

Atk Options charge (gore attack +12, 2d6+5 damage, AC 17), flurry of blows (+9/+9),

Improved Disarm, Stunning Fist (7/day, Fortitude DC 15 negates)

Special Atk *ki* strike (magic)

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Abilities Str 18, Dex 12, Con 12, Int 12, Wis 15, Cha 6

SQ minotaur traits, purity of body, slow fall 30 ft., still mind, wholeness of body (14 hp/day)

Feats Dodge, Mobility, Hulking Brute, Stunning Fist, Combat Reflexes, Improved Disarm

Skills Balance +13, Climb +16, Concentration +1, Diplomacy +1, Escape Artist +6, Hide +1, Intimidate +0, Jump +11, Listen +5, Move Silently +1, Search +5, Sense Motive +2, Spot +5, Swim +10, Use Rope +3

Possessions *bracers of armor* +1, *ring of protection* +2, *amulet of mighty fists* +1, *ring of climbing*, *bag of holding*, monk's outfit, rope, grappling hook

*Ki* Strike (Su): The monk's unarmed strikes are treated as magic weapons for the purpose of dealing damage to a creature with damage reduction.

Purity of Body (Ex): The monk is immune to all nonmagical diseases.

Slow Fall (Ex): The monk takes damage from a fall as if the fall were 30 feet shorter than it is, as long as he is within arm's reach of a wall.

Still Mind (Su): The monk gains a +2 bonus on saving throws vs. enchantment spells and effects.

Wholeness of Body (Su): The monk may heal up to 14 hit points of damage to himself each day.

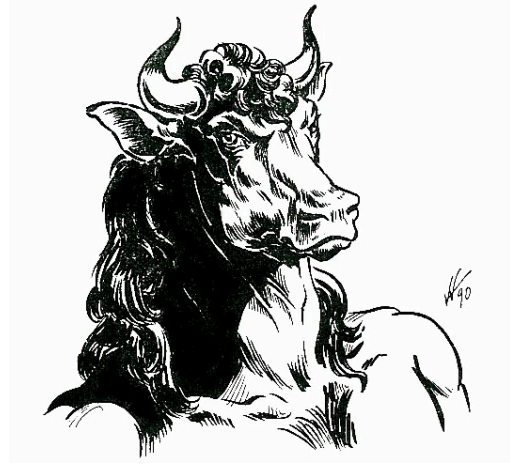
## ROLEPLAYING NOTES

Ardant was an infant when he washed up on the shores near Flotsam. A group of slavers had plans for the child until he was rescued by a wandering monk of Majere who found himself in the rundown port city. The minotaur child was taken to a monk's temple in the Kharolis Mountains near Sanction where he was raised and trained in the ways of the monks of Majere. He was a loyal and disciplined student and proved to be one of the most accomplished fighters of his abbey.

When the gods returned life went on much as it had before their return. Six months ago, however, the abbey was attacked by a force of ogres and minotaurs. The monks of the abbey put up a good fight however and the initial attack was unsuccessful. A call was sent to Sanction for help and a detachment of Solamnic Knights arrived before the second wave of attacks from the minotaurs and ogres began. Ardant was overrun by opponents and nearly killed, but one human knight stood over him allowing Ardant to recover his senses. The knight was Morgan diKyre and the two warriors became fast friends.

Although the monks and knights won the battle, the abbey was destroyed. So Ardant returned to Sanction with Morgan to see more of the world. The pair met up with the kender Twig Summerberry in Sanction while she was liberating a leopard from a local fair. Morgan was sent on a mission to Abanasinia where they joined up with Rouge and Forge on a number of different missions in the region.

Ardant and Morgan are like brothers. They look out for one another at all times. Ardant is usually quiet and tends to observe rather than voice his opinion on subjects. Twig intrigues him and he puts up with her jokes and teasing but is quick to strike out at those that would slander him or his companions. He respects Forge for his fierce dedication and passion, but the dwarf is too flashy and boisterous for the minotaur's liking. He rarely interacts with Rouge because she just seems so foreign to him. Copyright's greedy and know-it-all nature gets on his nerves. If anyone can force the normally stoic minotaur to lose control, it's the gnome.



**COPYRIGHTTHEFIRSTTIMEORDONTCOPYITATALL (COPYRIGHT)**

Male gnome master 4/rogue 3

CG Small humanoid (gnome)

Init +3; Senses Listen +0, Spot +0

Languages Common, Ergot, Draconian, Dwarven, Elven, Istarian

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AC 17, touch 14, flat-footed —; uncanny dodge

hp 34 (7d6+7 HD)

Fort +3; Ref +7 (+8 w/traps), Will +7; evasion

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Spd 20 ft.

Melee +1 *short sword* +10 (1d4-1/19-20) or +1 *short swords* +8/+8 (1d4-1/19-20)

Ranged light crossbow +9 (1d6/19-20)

Base Atk +5; Grp +0

Atk Options sneak attack +2d6, Two-Weapon Fighting, Weapon Finesse

Special Atk exploit weakness, tactical advantage

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Abilities Str 8, Dex 16, Con 13, Int 18, Wis 10, Cha 10

SQ gnome traits, master knacks, primary focus (sage), trapfinding, trap sense +1

Feats Nimble Fingers, Two-Weapon Fighting, Weapon Finesse

Skills Craft (alchemy) +6, Decipher Script +12, Diplomacy +7, Disable Device +7, Forgery +9, Hide +13, Knowledge (arcana) +17, Knowledge (engineering) +16, Knowledge (dungeoneering) +14, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (religion) +14, Knowledge (planes) +9, Move Silent +7, Open Lock +15, Search +12, Spellcraft +5, Use Magic Device +11

Possessions +1 *leather armor*, +1 *short sword* “Tick”, +1 *short sword* “Tock”, *rod of wonder*, *Heward’s handy haversack*, light crossbow, 20 bolts, rope, grappling hook, thieves’ tools, entertainer’s outfit, belt, pouches.

Gnome Traits: +2 racial bonus on Craft (alchemy) checks, Sage Guild Affiliation adds +2 to all Knowledge checks, +2 bonus on all Will saves.

Knack—Exploit Weakness (Ex): After 1 round of combat with an opponent, the master may take a move action to make a DC 15 Intelligence check with a +6 bonus; if successful he uses his Intelligence bonus instead of his Strength or Dexterity bonus (if any) for attack rolls against that opponent.

Knack—Tactical Advantage (Ex): Once per encounter the master may make a Knowledge (arcana) skill check versus (10 + creature’s HD) to gain a +2 bonus to attack rolls versus dragons, constructs and magical beasts.

Primary Focus—Sage (Ex): +2 to all Knowledge checks.

## ROLEPLAYING NOTES

Copyright is the newest member of the party. He left his home in Mount Nevermind only a few short months ago to make his way in the world. While he is always quite happy to share his thoughts on any subject he tends to keep his own past shrouded in secrecy. Copyright was an orphan, trained by a sinister group of gnomes in his homeland known as the “Broken Gear Syndicate”. The Broken Gear Syndicate forced him to steal and con other tinker gnomes out of the plans for their inventions. He was trained in a wide variety of technologies and systems along with the skills necessary to discreetly collect that information and bring it back to his contacts in the syndicate. As Copyright became older and more experienced he became increasingly disillusioned with the shady organization. He had no Lifequest and all attempts to uncover his true name and family failed. Frustrated and tired of the criminal life, Copyright left the mountain home of the gnomes and made his way to Abanasinia to forge a new life for himself.



Copyright joined the party when he and the party were both sent separately to find the same treasure. After the dust settled, Copyright found a kindred spirit in Rouge the Red Robe who was the first person to treat him with a measure of respect. He realizes that the other party members find him annoying but he doesn't care. He is treated better than he ever was in Mount Nevermind and has found a true friend in Rouge. Currently he is trying to find meaning in his life. For now he is content with uncovering lost treasures and ancient knowledge.

Copyright treats Rouge with the utmost respect. He also tends to enjoy spending time and getting into trouble with Forge Firespittle now and again. The gnome and dwarf tend to see the world in the same manner as a place to explore and enjoy. Copyright is wary of both Ardant the minotaur monk and Morgan the Knight of the Crown. Unfortunately when he gets uncomfortable and nervous he gets talkative and tends to preach his knowledge of certain subjects even if he is making it up. He finds Twig Summerberry and her pet leopard fascinating, and enjoys the time he can spend with her.

## FORGE FIRESPIGGLE

Male Daewar dwarf cleric (Sirrion) 7

CG Medium humanoid (dwarf)

Init -1; Senses Listen +3, Spot +3

Languages Common, Dwarf, Solamnic

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AC 20, touch 9, flat-footed 20; +4 dodge bonus vs. giants

hp 57 (7d8+21 HD)

Fort +8 (+10 vs. poison or spells); Ref +1 (+3 vs. spells), Will +8 (+10 vs. spells)

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Spd 20 ft.

Melee +1 *flaming warhammer* +7 (1d8+2/x3 plus 1d6 fire)

Ranged +1 *light crossbow* +4 (1d8+1/19-20)

Base Atk +5; Grp +6

Atk Options Point Blank Shot, Precise Shot

Special Atk turn undead 4/day (+1, 2d6+8, 7th), rebuke fire creatures or turn water creatures 4/day (+1, 2d6+8, 7th)

Combat Gear *potion of heroism*, *wand of cure light wounds* (20 charges)

Spells Prepared (CL 7th, +6 melee touch, +4 ranged touch)

4th—*restoration*, *wall of fire*<sup>D</sup>

3rd—*daylight*, *searing light*, *locate object*, *rage*<sup>D</sup>

2nd—*bear's endurance*, *produce flame*<sup>D</sup>, *resist energy*, *shatter*, *sound burst*

1st—*bless*, *burning hands*<sup>D</sup>, *divine favor*, *entropic shield*, *protection from evil*

0—*create water* (2), *detect magic* (2), *light*, *read magic*

<sup>D</sup> Domain spell. Domains: Fire, Passion

Spell-Like Abilities (CL 7th):

1/day—*rage* (as spell, for 7 rounds)

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Abilities Str 13, Dex 8, Con 16, Int 8, Wis 16, Cha 12

SQ dwarf traits, spontaneous casting (*cure* spells)

Feats Heroic Surge, Point Blank Shot, Precise Shot

Skills Appraise +1, Diplomacy +7, Heal +6, Knowledge (religion) +1

Possessions +1 *full plate*, heavy steel shield, +1 *flaming warhammer* (“Vera”), +1 *light crossbow*, *ring of featherfall*, quiver w/20 bolts, holy water.

Dwarf Traits (Ex): +2 on Search skill checks for unusual stonework, +4 racial bonus to resist bull rushes and trips, +2 on saves vs. poison and +2 on saves vs. spells, +1 on attacks against goblinoids, +4 dodge bonus to AC against giants

## ROLEPLAYING NOTES

Forge Firespittle is a brash and boisterous cleric of SIRRION. Everything he does is with a passion. There are no meek and timid clerics of the fiery god and there are no meek and timid Daewar dwarves. Forge loves life almost as much as he loves battle and dwarven ale. He is willing to break out in song when celebrating and laugh long and loud (sometimes too long and too loud) at things he finds amusing. In battle he habitually foams at the mouth and screams at his enemies—often degrading them in the process. He loves art and often sees things in nature that others can't. He'll often pick up rocks and claim they look like famous figures, but often no one else sees the resemblance.



Forge has known Rouge the longest. He helped her and others escape from Qualinost before the great city was destroyed. Rouge lost both her parents in the fall and Forge took her under his wing. He is very protective of her, even fatherly some might say. They have been companions since the fall of Qualinost and later met up with the knight Morgan, the minotaur Ardant and that tree-hugging, animal-loving kender called Twig. The most recent addition to the group has been a gnome by the name of Copyright.

Forge tends to get along with everyone. He thinks Morgan is a bit stuffy, but he's an excellent warrior who shows a lot of passion in battle. Ardant is a powerful warrior, but the minotaur is a stick-in-the-mud when it comes to enjoying life. Sometime Forge thinks the minotaur would prefer to sit and watch the world go by rather than experience it first hand. Twig is as crazy as any kender, but Forge is impressed with her ability to transform herself into animals. Sometimes Forge challenges the kender to experiment with new forms she has never tried. Twig has given Forge the nickname "Teakettle" for his fiery personality. Copyright seems to have a passion for knowledge and riches, things that Forge can certainly understand.

## MORGAN DIKYRE

Male civilized human fighter 3/Knight of the Crown 4

LG Medium humanoid (human)

Init +2; Senses Listen +1, Spot +1

Languages Common, Solamnic

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AC 22, touch 11, flat-footed 21

hp 60 (7d10+14 HD)

Fort +9; Ref +3, Will +1 (+2 vs. fear or compulsion, +9 vs. dragonfear); Honor-Bound

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Spd 20 ft.

Melee +1 *dragon bane longsword* +12/+7 (1d8+8/19-20 plus 2d6 vs. dragons)

Ranged +2 *shortbow* +10/+5 (1d6+2/x3)

Base Atk +7; Grp +10

Atk Options Cleave, Great Cleave

Special Atk strength of honor 2/day

Combat Gear *potions of cure light wounds* (3)

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Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12

SQ fight to the death, heroic initiative +1, honorable will, knightly courage

Feats Cleave, Diehard<sup>B</sup>, Great Cleave, Honor Bound, Improved Resist Dragonfear, Power Attack, Weapon Focus (long sword), Weapon Specialization (longsword)

Skills Climb +2\*, Jump +2\*, Listen +1, Ride +6, Sense Motive +1, Spot +1, Swim +4\*

\* Includes -6 Armor Check Penalty

Possessions +1 *full plate*, heavy steel shield, +1 *dragon bane longsword* "Rightous Fang", +2 *shortbow*, 3 *potions of cure light wounds*, quiver w/20 arrows.

Honorable Will (Su): The knight adds his Charisma bonus to saving throws to resist compulsion spells and effects.

Knightly Courage (Su): The knight adds his Charisma bonus to saving throws to resist fear.

Strength of Honor (Su): Twice a day as a free action the knight can gain a +4 morale bonus to his Strength score for 4 rounds.

## ROLEPLAYING NOTES

Morgan is a fairly young man. He started his training as a squire in Solamnia and followed his liege to Sanction where he started training for the Knighthood. He discovered that the noble family of Kyre was famous in the lands of Khur as heroes. While he was in Sanction he was the subject of much attention by the Khurish merchants there.

Morgan performed a number of missions for the Solamnic Knights around the city of Sanction before being ordered to the defense of a nearby settlement of cloistered monks. While there he faced off in a bloody battle against minotaurs and ogres. He also saved the life of a strange monk by the name of Ardant who happened to be a minotaur. Ardant promised to make it up to Morgan and insisted on traveling with him to repay his debt. At first Morgan resisted but eventually he gave in and grew to enjoy the company of the stoic monk.



While in Sanction the warriors crossed paths with a female kender by the name of Twig Summerberry who was in the process of liberating a leopard from a local fair. From that point on Twig followed the pair and even stowed away on a ship they were traveling on when Morgan was sent to deliver a message to a contact in Abanasinia. While Morgan and his companions were in Abanasinia they joined forces with Rouge the Red Robe, Forge Firespittle, and later Copyright the treasure-seeking gnome. Since that time they have continued to work together on a number of interesting missions.

Morgan naturally feels he should take the lead in the group. He will often appoint people to various tasks and attempt to have the final word on all matters. He's not bossy; he's just concerned about wasting time and wants to be efficient when possible. He has taken a liking to Rouge the Red Robe and finds her friendship refreshing when she is not lost in her thoughts or in another boring discussion with Copyright. He thinks Twig is a pest, but he knows she means well and he tries to look out for her. Morgan finds Forge a kindred spirit and, although he thinks the dwarf gets out of hand now and again, he is willing to overlook his outbursts. Morgan just doesn't understand Copyright. The gnome is greedy, abrasive, and - at times - just downright rude. He respects the gnome's intelligence, but that's it. Ardant, the minotaur monk, is treated as a brother.

## RUZHALEA "ROUGE" THE RED-ROBE

Female Qualinesti elf wizard (transmuter) 4/Wizard of High Sorcery (Red) 3

N Medium humanoid (elf)

Init +3; Senses Listen +3, Spot +3

Languages Abanasinian, Common, Elven, Draconic, Magius, Istarian

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AC 16, touch 13, flat-footed 13

hp 21 (7d4 HD)

Immune sleep

Fort +2; Ref +1, Will +7 (+9 vs. enchantment)

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Spd 30 ft.

Melee +1 *ghost touch quarterstaff* +4 melee (1d6 +1/x2) or mwk dagger +3 (1d4/19-20)

Ranged mwk dagger +6 (1d4/19-20)

Base Atk +2; Grp +2

Special Atk magic of purity

Combat Gear *wand of magic missiles* (CL 3rd, 20 charges), *scroll of fireball* (CL 7th)

Spells Prepared (CL 7th, CL 8th w/transmutation, +2 melee touch, +5 ranged touch)

4th—*stone shape, stoneskin*

3rd—*lightning bolt, protection from energy, fly, wind wall*

2nd—*bull's strength, scorching ray* (2), *knock, detect thoughts*

1st—*enlarge person, burning hands* (2), *mage armor, magic missile* (2)

0—*detect magic* (2), *open/close, read magic*

Spellbook As above plus 0—All except enchantment and necromancy; 1st—*hold portal, expeditious retreat\**, *identify, feather fall\**, *reduce person*; 2nd—*cat's grace\**, *eagle's splendor\**, *levitate, summon swarm*; 3rd—*blink\**, *haste\**, *slow\**, *tongues*; 4th—*detect scrying, lesser globe of invulnerability, mass reduce person\**, *phantasmal killer*

\* Transmutation spell.

Banned Schools enchantment, necromancy

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Abilities Str 10, Dex 16, Con 11, Int 16, Wis 12, Cha 8

SQ arcane focus (transmutation), arcane research +1

Feats Craft Wand, Scribe Scroll, Spell Focus (transmutation)

Skills Concentration +10, Diplomacy +0, Knowledge (arcana) +13, Knowledge (religion) +10, Listen +3, Move Silently +11, Search +5, Sense Motive +2, Spellcraft +13, Spot +3

Possessions +1 *ghost touch quarterstaff, bracers of armor* +2, *ring of protection* +1, 5 mwk daggers, *boots of elvenkind, robe of blending*, red robes, spell components, backpack, bedroll, spell books

Arcane Focus (Ex): The Red Robe wizard has chosen to focus in the school of transmutation. She gains a +1 bonus on saving throws vs. spells of her chosen school, and her effective caster level with transmutation spells is one level higher.

Arcane Research (Su): The Red Robe wizard gains a +1 competence bonus to Spellcraft and Knowledge (arcana) skill checks.

Magic of Purity (Sp): Once a day, the Red Robe wizard may imbue a spell that causes damage with pure arcane energy. Half of the damage dealt is considered untyped damage, and therefore is not subject to energy resistance or similar magic.

## ROLEPLAYING NOTES

Rouge is a somewhat tragic character. She has always tried to do her best to please her family, but the call of Lunitari was too strong. Rouge was born with a thirst for knowledge. The fact that she wears red robes instead of white would normally make her a dark elf. But since the destruction of her homeland Rouge has never been officially cast out from her people. Over the course of her travels she has used her magic to assist the elves of Abanasinia and has become a folk hero in that region despite the color of her robes. She often feels uncomfortable in her robes when in the presence of other elves.

Rouge was rescued from Qualinost by the dwarf Forge Firespittle before its destruction. Forge took the young elf under his care and protection. Rouge treats Forge with the respect a father would deserve. They are as different as night and day. Rouge is usually quiet, thoughtful, and reserved, while Forge is loud, brash, and speaks his mind. Yet, there is a strong bond between the two.

Some time ago Rouge and Forge came into the company of Morgan di Kyre, a Knight of the Crown; Ardant a minotaur monk; and a shape changing kender by the name of Twig Summerberry. They have been on a number of missions and find that their talents complement one another. Plus it seems as if Morgan goes out of his way to make sure that he finds some way to assist Rouge when she needs a hand. So he always seems to be around, which is just fine in Rouge's opinion.

Rouge is good friends with newest member, Copyright; she likes him because they often get drawn into long winded discussions of ancient history, magical theory and legends of magic items that Copyright hopes to uncover some day. She is friendly with both Twig and Ardant; although she finds them both a bit odd, she would never presume to say so. She finds Morgan charming and personable, and doesn't yet understand her feelings for the human warrior.



## TWIG SUMMERBERRY

Female kender druid (Habbakuk) 7

NG Small humanoid (kender)

Init +3; Senses Listen +8, Spot +10

Languages Common, Kender, Nordmaarian

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AC 21, touch 14, flat-footed 18

hp 42 (7d8+7 HD)

Immune fear

Fort +7; Ref +6, Will +8 (+12 vs. fey)

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Spd 20 ft.

Melee +1 *thundering battak* +4 (1d4/x2 plus 1d8 sonic if critical, Fort DC 14 or deafened)

Ranged sling bullets +8 (1d3/x2 plus 1d8 sonic if critical, Fort DC 14 or deafened)

Base Atk +5; Grp +0

Spells Prepared (CL 7th, +XX melee touch, +XX ranged touch)

4th—*flamestrike*

3rd—*magic fang (greater)*, *spike growth*

2nd—*barkskin*, *soften earth and stone*, *flaming sphere*, *warp wood*

1st—*goodberry*, *longstrider*, *speak with animal*, *produce flame*, *shillelagh*

0—*know direction*, *guidance (2)*, *flare*, *light*, *virtue*

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Abilities Str 8, Dex 16, Con 13, Int 12, Wis 14, Cha 8

SQ kender traits, nature sense, resist nature's lure, trackless step, wild empathy +8, wild shape 3/day

Feats Natural Spell, Spell Focus (conjuration), Track

Skills Concentration +6, Handle Animal +9, Hide +7, Knowledge (nature) +10, Listen +8, Move Silent +8, Open Locks +3, Ride +15, Sense Motive +3, Sleight of Hand +5, Spot +10, Survival +16

Possessions +2 *hide armor*, +1 *light wooden shield*, +1 *thundering battak "Kaboom"*, *bead of force*, *boots of elvenkind*, pouches, battak bullets (12).

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy (Ex): The druid may attempt to improve the attitude of an animal. This functions just like a Diplomacy check, with a +7 check bonus. The druid and the animal must be within 30 feet of another under normal visibility conditions.

Wild Shape (Su): The druid has the ability to turn herself into any Small or Medium animal and back again three times per day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 7 hours, or until she changes back.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Spot, the Leopard: CR 4; Medium animal; 5d8+15; hp 35; Init +4; Spd 40 ft, climb 20 ft; AC 18, touch 11, flat-footed 12; Base Atk +2, Grap +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite) and 2 claws +1 melee (1d3+1); SA Improved grab (grapple to rake), pounce (full attack on charge), rake 1d3+1; SQ Low-light vision, scent, evasion; SV Fort +5, Ref +7, Will +2; Str 17, Dex 20, Con 15, Int 2, Wis 12, Cha 6;

*Skills and Feats*: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6; *Tricks*: attack, come, defend, down, guard, heel

## Roleplaying Notes

Twig Summerberry was born and raised in the wilds of Nordmaar. The kender tree village of her birth lies on the edge of the mighty Sahket Jungle. She spent much of her time with the Kagonesti elves that reside there and borrowed many of their traditions, making them her own. It was the wilder elves that taught her the ways of nature worship, and Twig caught on immediately.

When wanderlust struck the kender she traveled South out of Nordmaar, through the dark lands of Neraka to the exotic city of Sanction. In Sanction the kender was overcome with all the wonderful sights and sounds. A traveling Khurish fair was in town while she was there and she marveled and thrilled at the strange performances. Twig was outraged later when she witnessed a chained leopard that was brought out to perform tricks and was whipped for failing to comply. After the performance, the kender snuck into the fairgrounds and released the leopard. As the kender and leopard were making their escape they were caught by the leopard's animal trainer who attacked them, and his guards. Next to arrive were a knight by the name of Morgan di Krye and a minotaur by the name of Ardant. The animal trainer attacked the knight and minotaur and Twig fled with the leopard, but Twig (and Spot the leopard) did not leave the city. The kender wanted to thank the pair for rescuing her so she followed them by stowing away on a ship as they were headed to Abanasinia and she has been with them ever since.

Twig gets along with just about everyone in the party. She is curious about everything and everyone. She has grown close to Ardant for some reason. She thinks it might be because he is most like an animal, although she will never make the mistake again of telling him that. She often prefers to remain close to the minotaur monk and ask him rhetorical questions and tease him about anything. She is also fond of Morgan and finds him to be a noble warrior, even though he is encased in all that metal. She doesn't understand how he can wear that stuff.

Twig has given Forge Firespittle the nickname "Teakettle", for his fiery spirit. When she is bored she likes to poke "Teakettle" with a stick to get him riled up. Twig thinks Rouge is a kind person, if a bit sad at times, and she enjoys listening to Copyright the gnome talk, even though she usually doesn't understand a thing he says.

Twig's animal companion is a leopard by the name of Spot. She is a beautiful specimen that Twig nurtured back to health after saving her from the squalid conditions of a Khurish fair.

