

Fellzog, Earth Wizard

Attributes:

Agility 6
Speed 18
Endurance 6
Life Points 18
Concentration 3
Focus 9

Magickal Skills:

Earth 15, Air 10
Water 5, Fire 5

Word of Power:

“cave-crunch!”

Background:

A grouchy, though brilliant, wizard raised by a paranoid father who was afraid of the surface. Fellzog developed his magickal skills to fashion Anhelm into a permanent cavernous realm! (Though, he does perceive himself as some sort of bizarre do-gooder.)

Description:

Dressed in a muddy brown robe, Fellzog is a tall, pale wizard with thinning hair and wispy beard. His eyes burn with the hatred of the sun.

Events:

Minor: “defeat my archnemesis, Lobad”
Minor: “find my true love”
Major: “turn Anhelm into perpetual cavern”

Artifacts: ring of earth +2

Alliances/Cabals:

Belongs to the “No Sun” Alliance (though he may be the only member)

Constructs:

Trap (a rolling boulder)
Cost: 5 Focus Points
Agility 8
Speed 24
Endurance 11
Life Points 33
Concentration 0
Focus 0