

Companions of the Broken Band

Current Roster

[Brando The Magpie](#)

CG Gnome Ranger

Role: Mounted Skirmisher, Tracker

[Kazu the Fist](#)

LG Half-Orc Monk

Role: Frontline Skirmisher

[Kolvar Themaris](#)

CN Elf Fighter

Role: Frontline Skirmisher

[Krauz "The Wolf" Bloodforge](#)

CN Half-orc Bloodrager

Role: Frontline Skirmisher

[Linndell Rallos](#)

CG Half-elf Slayer

Role: Tracker, Switch-Hitter

[Rhûnn](#)

Human Barbarian

Role: Frontline Skirmisher

[Soto Elendor](#)

LG Human Paladin

Role: Frontliner, Healer

[Vhinservun Tekra](#)

NG Undine (Former Human) Bard and Dagger Dancer.

Role: Scout, Support, Mid-Range Skirmisher

Former Members

Enxina Autumnmight

Race and Class: Elf Ranger

Role: Skill Specialist, Sniper

Fate: Met her end providing an escape for the party after they were hired to lead an assault into the territory of Iuz. She was later brought back as an undead nemesis for the party before being destroyed by the group's cleric at the time.

Furgwor Jadgan

Race and Class: Dwarf Ranger

Role: Tracker, Ranged Striker

Fate: Was so busy following Troll tracks in the mountains one mission that she failed to notice the blue dragon approaching from above until she was already in its closing jaws

Gregor the Lessor

Fate: Was swallowed by a purple worm

Halton Dallanos

Race and Class: Elf Swashbuckler

Role: Mobile Skirmisher

Fate: Crushed by the xorn he killed after he showed off, not realizing it was falling on him.

Lancalin

Race and Class: Human Fighter

Role: Self-proclaimed Knight

Fate: Went down a well in a dungeon never to be seen again.

Miklos Baldaros

Race and Class: Human Cleric,

Role: Support, Undead Specialist

Fate: Died making a stand against a horde of undead. Lost the grip on his holy symbol after an evil wizard cast a spell on it.

Rutrat Dimbreaker

Race and Class: Dwarf Fighter

Role: Front line fighter

Fate: Lost his fighting arm to Xurianalth's acid breath and was forced to retire to his clan and gave his blessing (begrudgingly) for the Krauz to replace him.

Sannva Coldmane

Race and Class: Human sorceress

Role: She made things go boom!

Fate: Was the first to arrive in the treasure room in a haunted castle and failed to notice that the suspiciously overflowing treasure chest within was actually a particularly ravenous mimic.

Sharimus the Red

Race and Class: Half-elf wizard

Role: Crowd Control, Support

Fate: Died after reading a spell book that was trapped. Was turned into a frog...and as quickly snatched up and eaten by his own raven familiar Chuckles

Sir Falgorn

Race and Class: Human Cavalier.

Role: Heavy Cavalry, Tactician

Fate: Claimed the Armor of Yorlak the Butcher, and then died when Yorlak rejuvenated back into it

Thomas Klaine

Race and Class: Human Rogue

Role: Thief, Burglar

Fate: Quiet and unassuming, he quietly stole thousands of gold pieces from the group in order to fund a particularly harsh gambling addiction. When discovered, he offered to pay the party back. Thomas met his end during the next adventure when raiding a lich's crypt and no real details emerge about how he died remain.

Tas Greenless

Race and Class: Halfling Rogue.

Role: Scout, Ranged Striker

Fate: Enslaved by an aboleth and killed with the rest of its slaves by the Companions when they came to find out what happened to him

Yrgind the White and Beoric the Whale

Fate: thought they could cover more ground by splitting up and wound up as dinner for a family of Trolls.

Major Recurring Foes

The Aboleth from Under the Isle of Woe

During a mission to the Lake of Woe Tas Greenless was sent to scout a submerged underground cave system which turned out to be the lair of a particularly hostile aboleth. When the rest of the Companions finally went in to investigate the aboleth collapsed an underground cavern on them, killing Vhinservun who was later reincarnated as an Undine. In the next expedition the force the Companions sent were forced to kill most of the aboleth's slaves including Tas to thwart the monster's plans, but were completely wiped out. The aboleth itself evaded death and now plots its vengeance on the rest of the Companions for setting back it's master plan by decades. The Companions of the Broken Band don't know the aboleth's name, but it certainly knows theirs.

Xurianalth

After fighting against a tribe of lizardfolk that had begun to attack humanoid villages in the area, a black dragon by the name of Xurianalth was discovered as the mastermind of the attacks. Seeking to establish themself as a power in the region and deprive the cities nearby of essential resources, Xurianalth fought viciously against the party and destroyed Rutrat's fighting arm in a breath of corrosive acid. Xurianalth survived the battle, albeit without a few scars, and now plots new schemes of vengeance and power.

Yorlak the Butcher

Yorlak is a [Graveknight](#) that the Companions defeated some time ago only to have Sir Falgorn claim his armor as his own and then be killed by it when Yorlak's rejuvenation kicked in a week later (another Companion lost, alas!)

Yorlak, a particularly brutal mercenary captain in life, had been the undead lord of a keep that the Companions cleared out back in the day, but since being defeated and coming back he's now become the field general for some more unknown powerful enemy. Of course Yorlak has grown more powerful himself, and is now in command of some formidable forces so he'll be a challenge in and of himself the next time the Companions encounter him.

Other Foes

Bartok the Bold: A half orc warrior. mercenary sometimes employed by Vanisalla

Grankle: A one eyed giant that killed Linndell's father

Vanisalla: A human wizard that oversees the wizard enclave on the outskirts of the Celadon Forest

Adventures

Ambush in the Wailing Woods

Brando, Kazu, Kolvar, Krauz and Vhinservun were recovering in the Broken Arms Tavern in V'run after their last adventures when they were approached by Akara the kobold, clutchmate to the Copperbeard Clan of Dwarves, who was seeking help to rescue his Clan from an attack. The Companions of the Broken Band quickly agreed, and, joined by Soto, set out to offer the help that they could. Along the way they were beset by bandits in the Wailing Woods where, after a brief and bloody battle, Kazu left the group to track down the survivors from the bandit camp while the rest of the party continued on their quest.