

# Jean Claude Buehl

Verdant Place, Escondido

Race: Minotaur

STATUS						
Level	gp	Alignment	THAC0	AC	Total hit points	Current HP
4	10,650	N	17	4	28	26

ATTRIBUTES						
ATTR	STR	CON	INT	WIS	DEX	CHA
SCORE	18/52 +2 hit, 3dam	14	10	8	10	6

SKILLS							
Skill	Acc. %	Bladed sword	Long bow	Longsword	Theorying acc. (%)	Wand acc.	Swimming, trap, navigation
Proficient	y	y	y		y		y
Specialized?	v +2 dava		y				

SAVING THROWS					
Poison	Spell	Death	Stun/Paralyze	Paralysis	Fire

**ORIGIN OF CHARACTER**

Buehl hails from the County of Boulayne on Kymia, amongst the seafaring Minotaurs across the Blue Sea, who were once enslaved by the Red Wings empire. After an apprenticeship at sea, he attended Adventure's College. He obtained a BEE in Maze Guardianship (he has since unlearned the certificate) and took passage for the mainland and the first maze mission. Buehl joined the present adventuring party after they had negotiated the maze, without him even noticing. (He felt little loyalty to his employer who had not paid him for some months). He once held a command in the army of Lord Hanelich of Bandon, whom he helped rescue from the grasp of the evil wizard Zanara. He has been instrumental in waking a sleeping beauty and slaying a vampire. Of late he has tangled successfully with Zanara's equally evil relative, Zagar. Buehl is of neutral alignment, he can be good but his bestial instincts often get the better of him; for example he lusts after anything in a skirt, occasionally eats human flesh and he suffers from an annoying incontinence. Buehl was briefly converted to the Paladine faith by Sir Constantine the Righteous, but owing to the latter's erratic behaviour, has lately reverted to the god of his ancestors, Sargas the Bull. He was never the most pious of Paladine followers.

## APPEARANCE

8' tall, human body but with hooves and bull's head, with Moiraxian hammer and ring through ear and nostril. One horn appears made of gold, and is sometimes illuminated. Hairy chest with gold medals. Wears blue silk jacket under bandolier, a kilt and spurs. Carries a longbow and quiver, one large axe and one small, a belt pouch and a backpack.

## EQUIPMENT CARRIED

ITEM	LOCATION	NUMBER / OR COMMENTS
Amulet	around neck	Magic, protect v. Level drain. From Banalash
Axe	over back or (casualy) in hand	
Bandage	pouch	[6]
Chalkbag	in pot hanging from belt	
Sharp wall foreshot	pouch	
Fishhook	in pouch	[6]
Flesh of oil	hanging from belt	
Flask of water	hanging from belt	for [24] hours
Gems	Pouch	Nature
Ham		
Longbow and arrows	in quiver slung over back	[26]
Longsword	Scabbard, on belt	Magic, from Izmark
Mantles	in pouch	[25]
Mirror	pouch	
Money, GP	SP:	all in pouch
Pouch	on belt	
Rations	backpack	for [7] days
Robe	backpack	Black, wizards
Rope + grapple	over shoulders	[50] feet
Spikes, iron	in pouch	[6]
Sting	pouch	[10] yards
Throwing axe/hand axe	on belt	
Tinder/flint and steel	pouch	
Torch		[6]