

Bastion Press Biography

Behind the Screams: Minions

Kenneth Mortimer – Field Researcher

Visitors to Bastion Press' Seattle offices rarely see one of our most important and dedicated employees. Kenneth Mortimer has been with us since the beginning, although he rarely spends any time at his desk. It is a little known fact that Kenneth did nearly all of the field research for our first major product, *Minions: Fearsome Foes*.

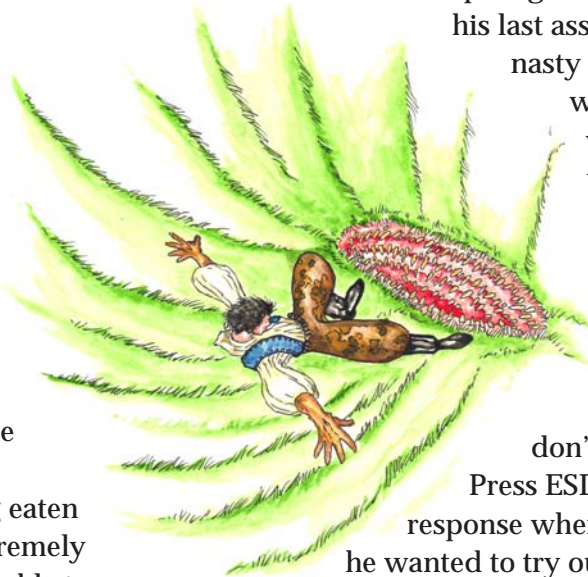
Kenneth's job for *Minions* was to track down—and study as closely as possible—a wide variety of monsters, nasties, and wild creatures for our development team to translate onto the page. Though notoriously brave, Kenneth is a tad on the clumsy side, and we estimate that Kenneth was personally eaten at least 60 times in the making of *Minions* alone. Though the rest of us here cringe at the thought, Kenneth claims that 'getting eaten by a creature is extremely important in being able to accurately understand it.' Our field artist, Todd Morasch, was lucky enough to capture many shots of Kenneth in action, a few of which we used in the final product.

Kenneth owes the ability to do such research to a pair of wondrous devices which Bastion Press acquired quite dearly, and with much adversity from our investors. The first is a sturdy silver ring

which Kenneth wears on his right hand at all times. This ring is extremely powerful, and whenever Kenneth is killed while wearing it, he is immediately resurrected and returned to the Bastion Press field wagon, where the second device, a large silver hoop, is stored. The hoop is magically linked to the ring, and Kenneth reforms in the hoop after each fatal incident.

Kenneth claims that getting eaten isn't as bad as it seems, and that he even has grown to enjoy it after a while. According to Todd, Kenneth must have dived back into the quickgrass at least three times on his last assignment. This got us a nasty look from our wardrobe department, who supplies Kenneth with all of his adventuring gear. So far no one else here at Bastion Press has experienced Kenneth's passion first hand. "Umm...I don't think so!" was Bastion Press ESD scanner Brian Going's response when Kenneth asked him if he wanted to try out the ring on a large and hungry stranglebark.

"I'm always amazed at the passions that drive my employees," commented Jim Butler, President & CEO of Bastion Press. "Kenneth is one of those rare individuals who truly loves doing dangerous work, and his efforts certainly have made *Minions* a better product."



Kenneth's current assignment is also not quite as envious as he makes it out to be. Kenneth is currently finishing up testing out an impressive arsenal of weapons and armor for our upcoming **Arms and Armor** tome. After getting bludgeoned with the back end of a bane spear, impaled on the end of a sky lance, and messily diced by a pair of tiger hooks, Kenneth is rather looking forward to his upcoming holiday vacation. Next up for Kenneth: tracking down and ticking off the cruelest collection of villains and scoundrels in the multiverse. We wish him good luck.

Kenneth A Mortimer

Medium-size Human - Rogue 3, Sorcerer 2

Hit Points: 20 hp

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: Shortsword +3 melee

Damage: Shortsword 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sneak Attack, Spells

Special Qualities: Evasion, Uncanny Dodge

Saves: Fort +0, Ref +4, Will +3

Abilities: Str 10, Dex 13, Con 8, Int 16, Wis 9, Cha 12

Skills: Alchemy +5, Animal Empathy +6 Appraise +5, Climb +4, Concentration +1, Decipher Script +5, Disguise +4, Gather Information +8, Handle Animal +8, Hide +5, Intuit Direction +2, Jump +4, Knowledge (nature) +3, Listen +6, Move Silently +6, Ride +4, Scry +3, Sense Motive +5, Spellcraft +3, Spot +7, Swim +4, Use Rope +4, Wilderness Lore +6

Feats: Alertness, Run, Track

Equipment: Shortsword, ring of resurrection, peasant clothing, leather belt, leather boots, coin purse, 224gp, pen, notepad.

0 Level Spells Known: Light, Mage Hand, Mending, Detect Magic, Read Magic

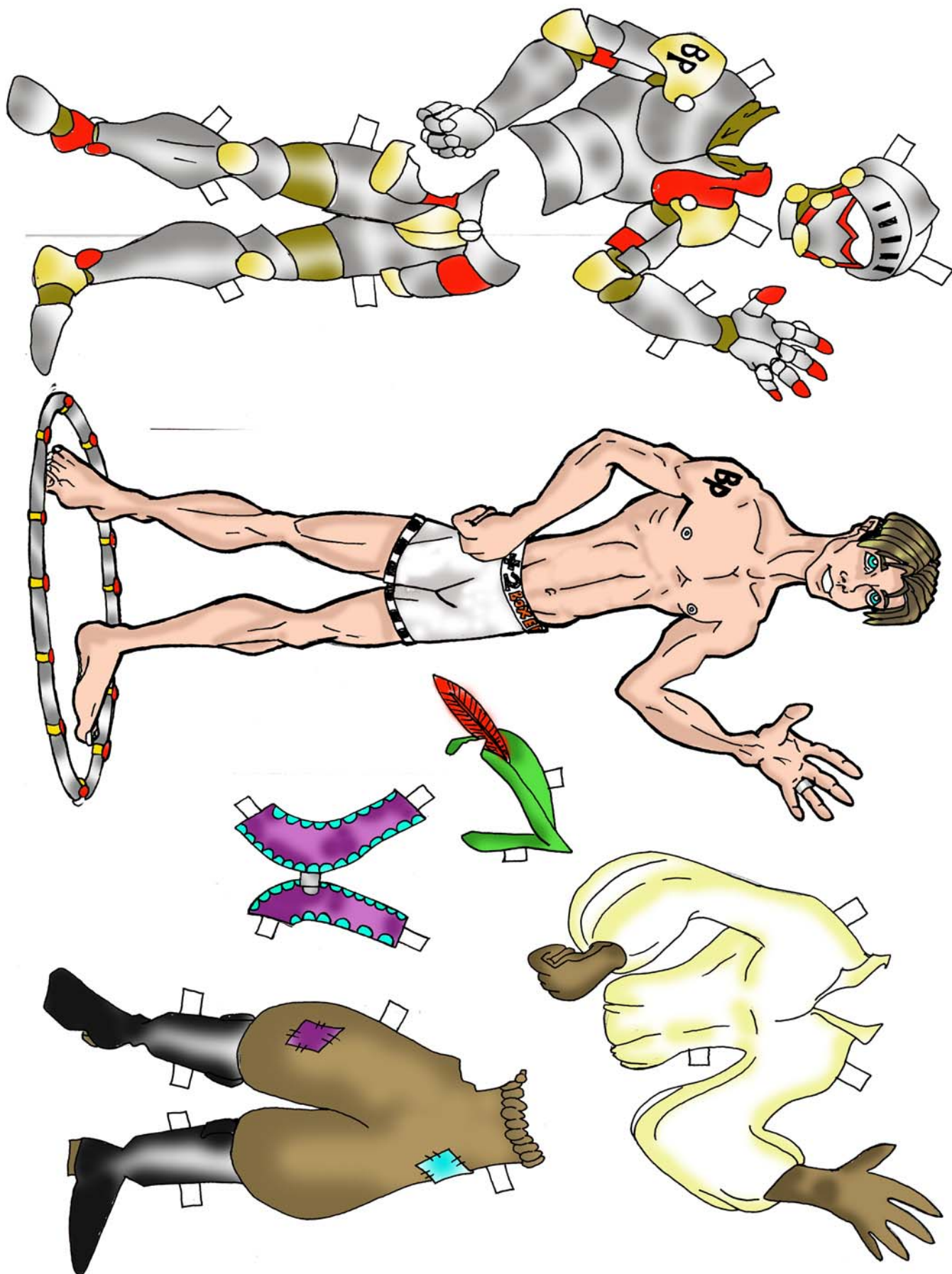
1st Level Spells Known: Identify, Spider Climb

Spells per Day: 0 level:6; 1st level 5

Ring and Hoop of Resurrection

Anyone who dies while wearing this ring is immediately teleported to the associated silver hoop and receives the effect of a *true resurrection* spell. The ring of resurrection teleports the body of the wearer, but does not teleport any of his equipment, save the ring itself.

Caster Level: 20th; **Prerequisites:** Forge Ring, *true resurrection*, *teleport without error*, *contingency* ; **Market Price:** 640,000 gp; **Cost to Create:** 320,000 gp + 25,600 XP.







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