

DUNGEONS & DRAGONS®

Pregenerated Characters for D&D® Fantasy Game

THE SHADY DRAGON INN

by Carl Smith



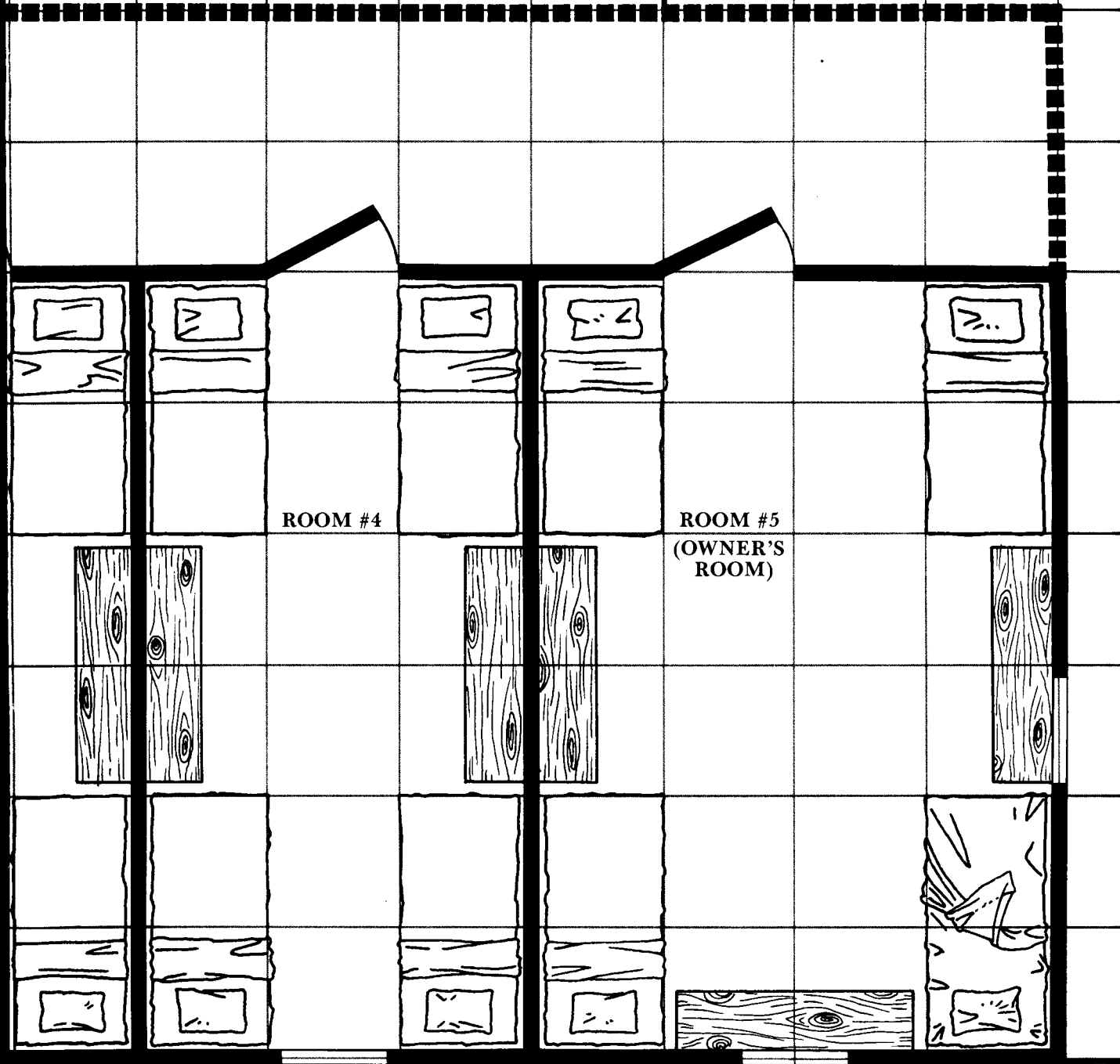
Over 100 pregenerated characters await you in the newest D&D® player's aid: The Shady Dragon Inn!



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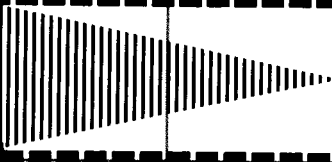
SHADY DRAGON INN
TOP FLOOR



ROOM #4

ROOM #5
(OWNER'S ROOM)

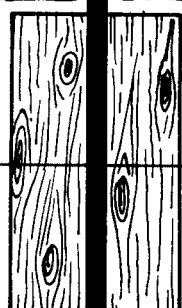
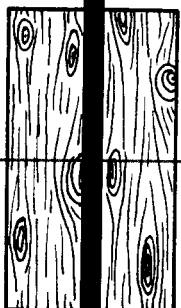
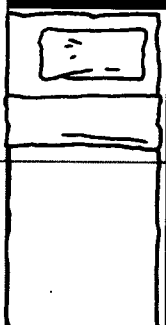
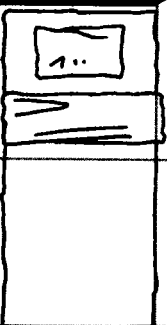
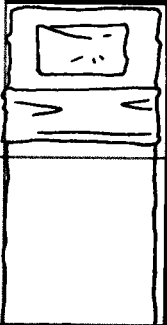
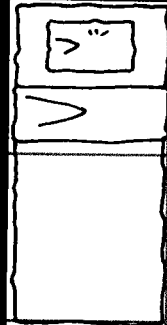
STAIR
LANDING



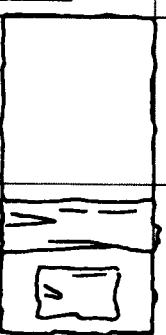
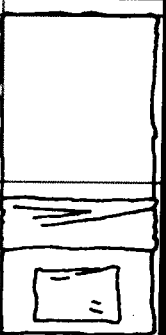
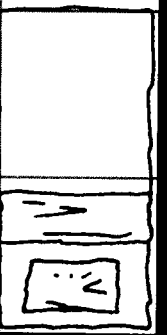
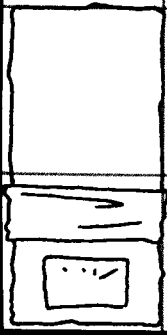
ROOM #1

ROOM #2

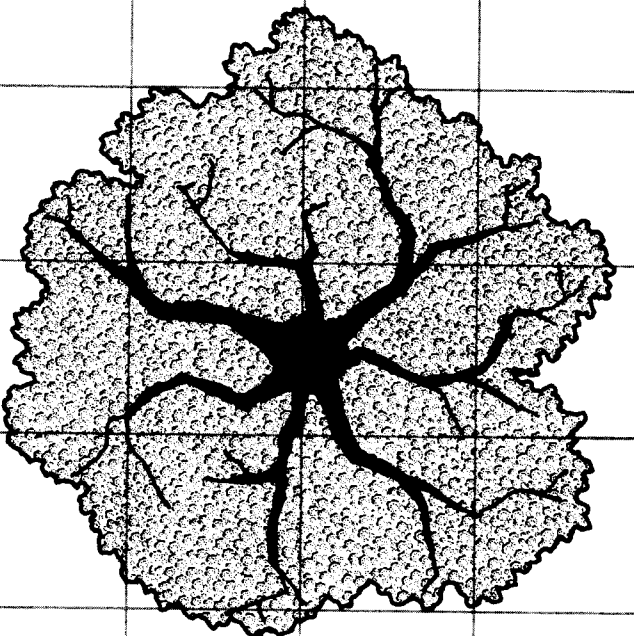
ROOM #3



SCALE 1" = 5 FEET

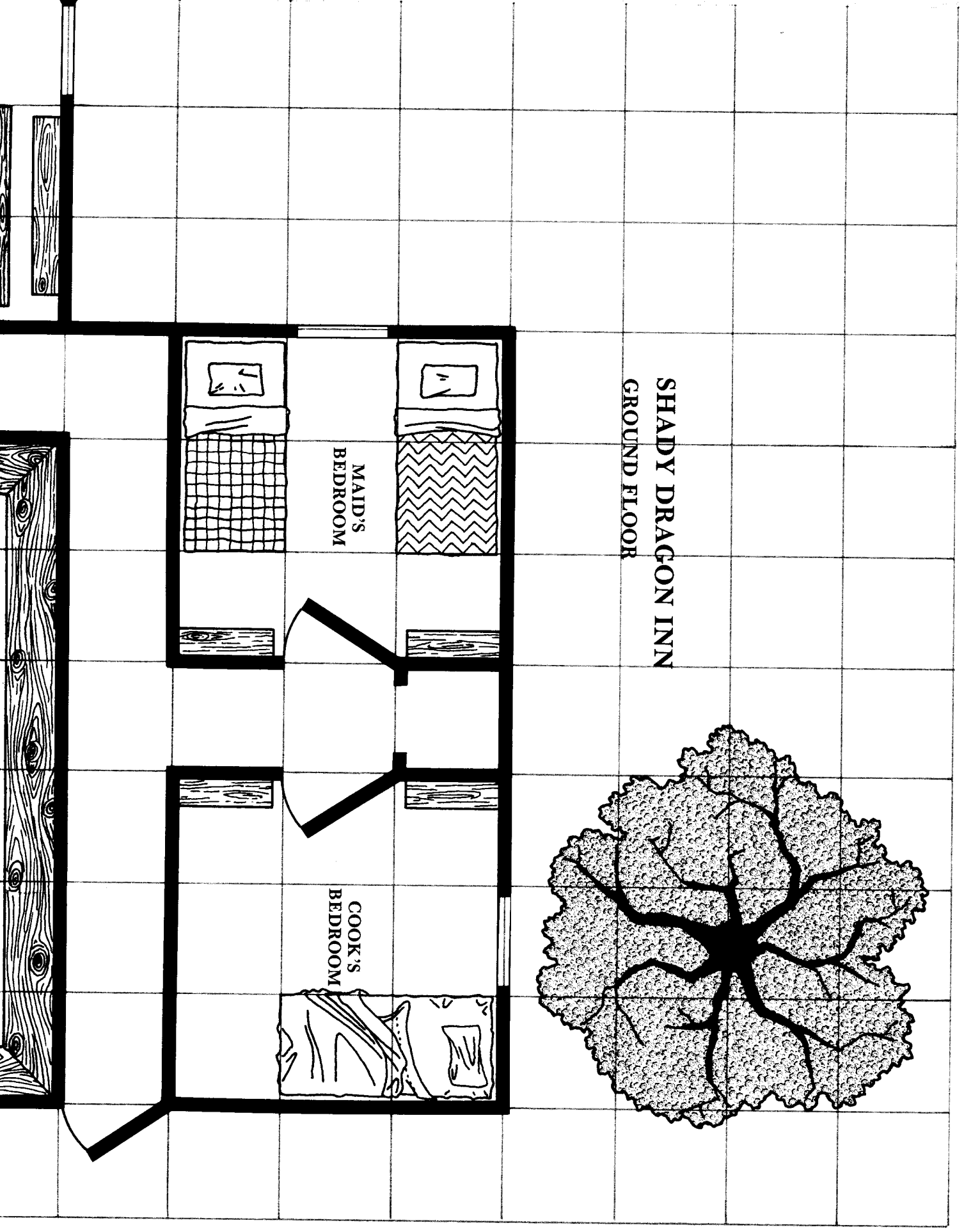
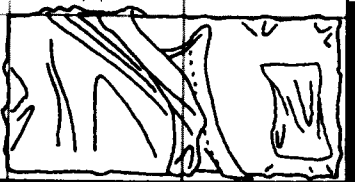
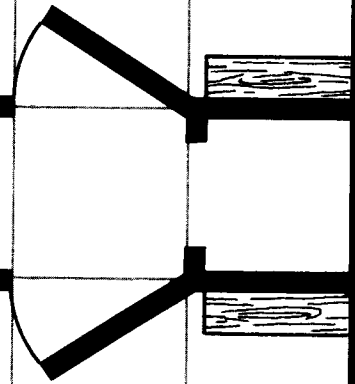
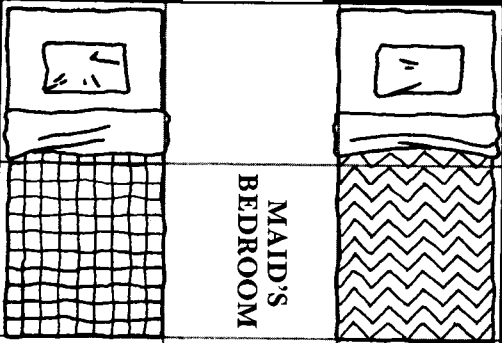


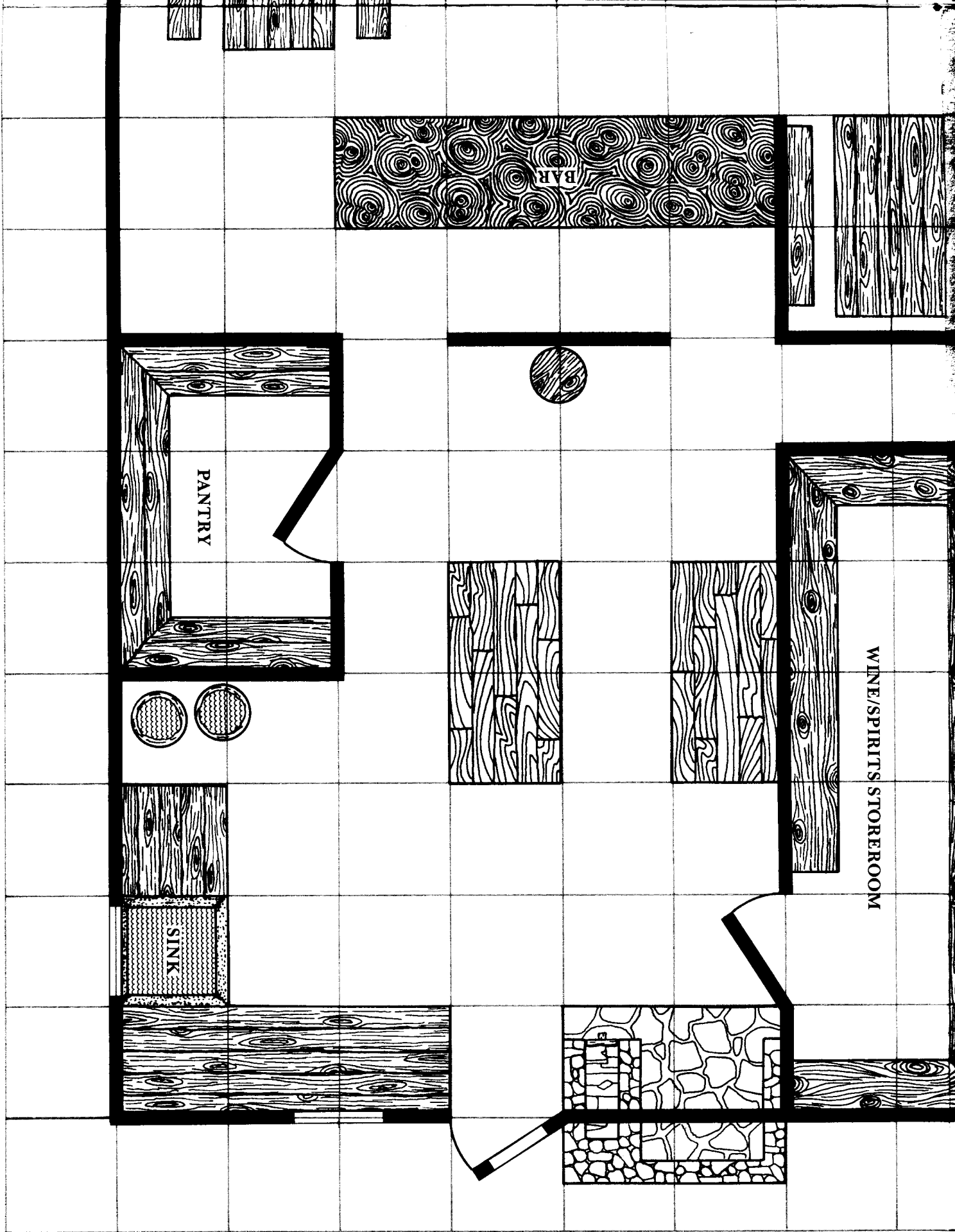
SHADY DRAGON INN
GROUND FLOOR

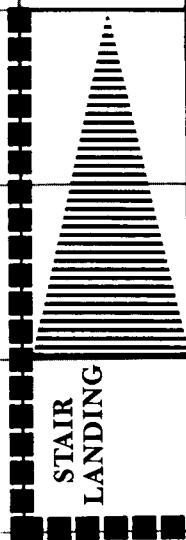
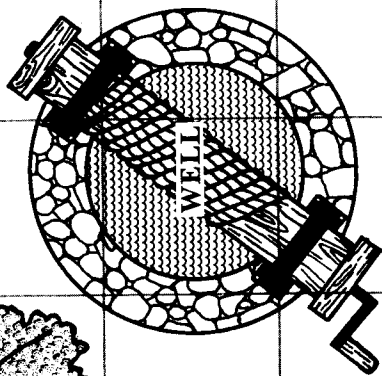
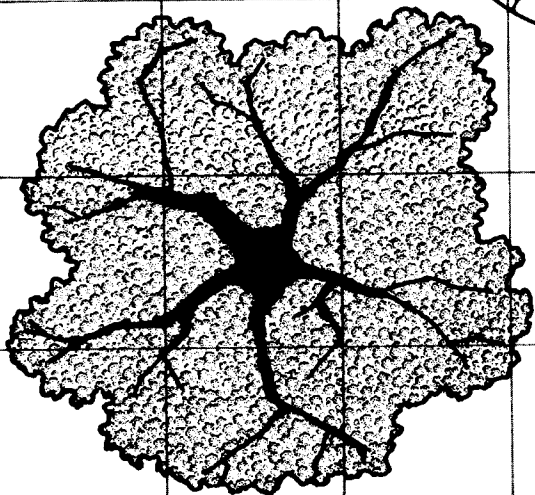


MAID'S
BEDROOM

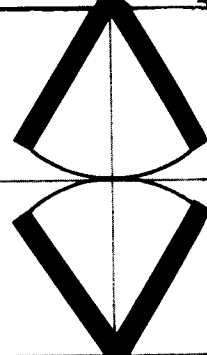
COOK'S
BEDROOM

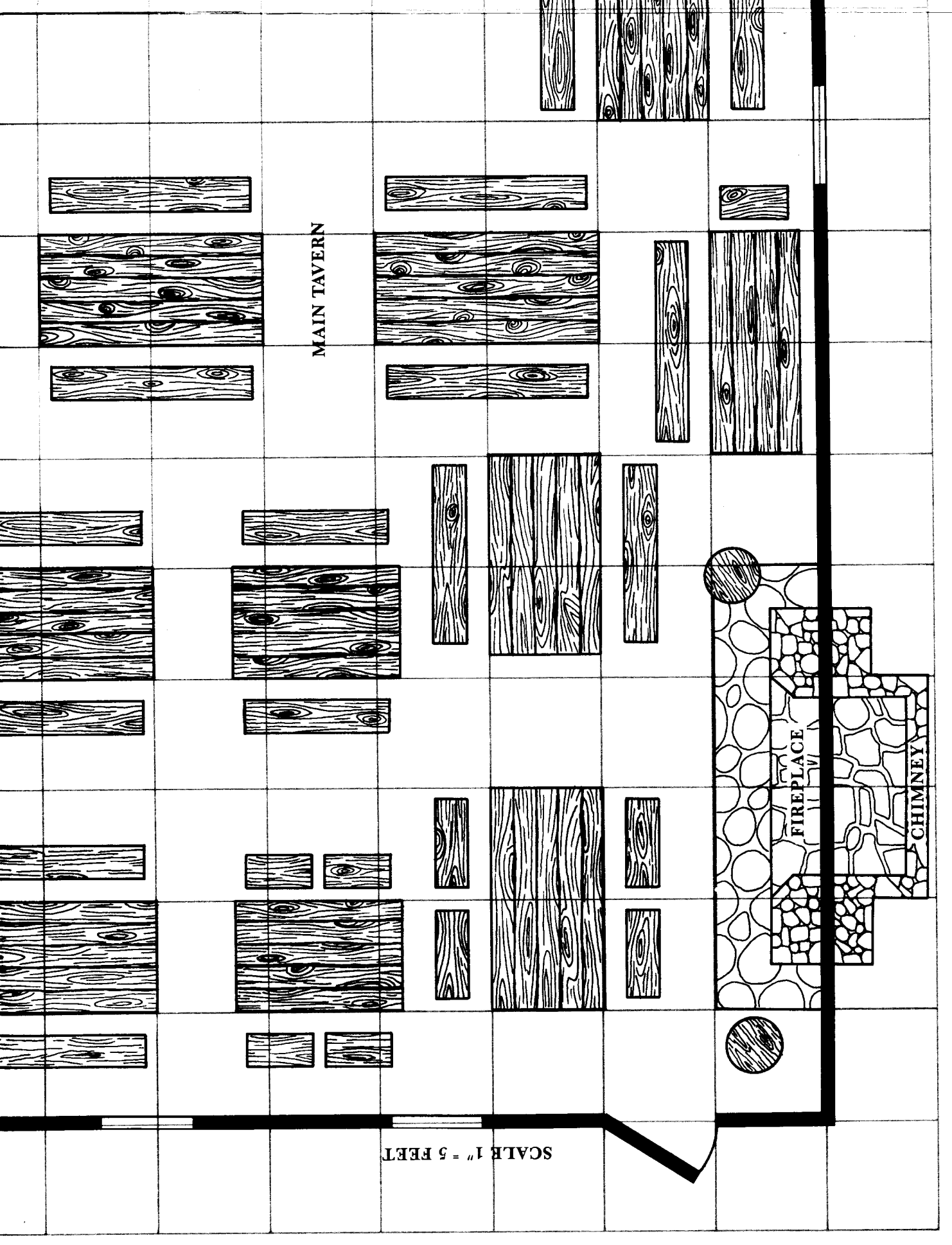






STAIR
LANDING





MAIN TAVERN

FIREPLACE

CHIMNEY

SCALE 1" = 5 FEET



By Carl Smith

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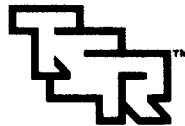
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This player's aid is for use with the DUNGEONS & DRAGONS® Expert SET, which includes and expands the D&D® Basic Rules. This player's aid cannot be used without the D&D® Basic and Expert rules produced by TSR, Inc.

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How to Use this Player's Aid

The first part of this player's aid provides several important services: DMs or players may choose a character and know enough about him and his background to begin using him quickly; when DMs provide NPCs to a party, instead of using a nameless thief or cleric, they can now have the party encounter Gwynne Cutpurse or Friar Fergus, giving a greater flavor of reality to the adventure; the DM may also use recurring NPCs instead of wasting time in generating new characters.

Sword for Hire also provides parties of individuals--both racial and class parties, as well as mixed parties of around the same level. If an encounter now calls for a party of low-level halflings, high level fighters, or a mixed low-level party, the DM can provide names and enough statistics to play them quickly by using the "Parties" Section of this book.

A third use of this book is to help you give histories to the NPCs in your campaign or in the campaign you are about to begin. Just as some people decide to change jobs, or have an accident and must change careers, some of the people in your campaign world may once have done something else before working at what they do now. The life of an adventurer is not for everyone: few people enjoy the hardship of outdoor living, the constant threat of danger or sudden death, and the chance of no reward at the end of an adventure. There is no good reason why a barmaid cannot be an ex-thief, or why the tavern owner cannot be an ex-fighter, or why the man who runs the meat market cannot be a dwarf. Retired magic-users make good fortune-tellers, retired clerics may be healers, and guards may be retired fighters or thieves. Just because a man is now a merchant does not mean that he was always one.

A magic-user who retires from active adventuring might become an alchemist, a clerk, a confectioner, an embalmer, a perfumer, a tanner, a trapper, a vintner, or a zoo keeper.

Clerics who retire might become apothecaries, astrologists, bankers, brewers, harness makers, herbalists, leeches, midwives, physicians, teamsters, upholsterers, or drapers.

Dwarves who retire from adventuring might become architects, brick makers box makers, coopers, carpenters, coppersmiths, engineers, goldsmiths, ironmongers, masons, money lenders, pitch makers, roofers, stone carvers, swordsmiths, thatchers, tinsmiths, or weapon makers.

Thieves who retire might become assassins, beggars, fish mongers, fortune

tellers, gamblers, jewelers, launderers, locksmiths, minstrels, money lenders, rat catchers, scribes, tinkers, or traders.

Halflings who retire from adventuring may become actors, bakers, barbers, cabinet makers, candle makers, cheese makers, chimney sweeps, clothes makers, criers, farmers, grocers, hatmakers, inn keepers, lamp makers, merchants, millers, net makers, playwrights, poets, potters, rope makers, rug makers, sail makers, scholars, sign painters, tailors or tavern keepers.

Fighters who retire might become bargemen, blacksmiths, boat makers, butchers, chair bearers, drovers, fishermen, freighters, guards, herdsman, kennel keepers, laborers, men-at-arms, mercenaries, merchants, porters, saddlemakers, stable keepers, sweepers, team drivers, weapons makers, wheel makers, or woodcutters.

Elves who retire from adventuring might become basket makers, bow makers, dancers, dyers, emblazoners, falconers, fletchers, fowlers, furriers, hunters, map makers, minstrels, painters, shoemakers, silversmiths, weavers, wheel makers, wood cutters, or wood workers.

How to use the Shady Dragon Tavern

The Shady Dragon Tavern is a tool for the DM. It is a good place for adventurers to meet before they begin their adventure -- a place where they can come into contact with other adventurers, possible employers, and those who sell adventuring items such as maps, special aids, and small magical objects. If the tavern is used as a place to hire other adventurers, the DM may want to place several characters of the same type but of different levels, or he may wish to have different members of the same level available for the players to contact or hire. As a general rule, PCs or NPCs of a higher level ask for more pay than do PCs or NPCs of a lower level (for example, a third level

thief would demand more payment than a first level thief). Why a character accepts a job is a part of his personality and background. A high level fighter might join a party for less pay than normal if the party plans to fight orcs and the fighter hates orcs: he could consider it worthwhile to take less money for doing something he wanted to do.

In addition to serving as a "jumping off" point for an adventure, the tavern could be used for mini-adventures such as a tavern brawl, a thief stealing from patrons, an attempted murder, an adventurer attacked by thugs, and so forth -- the possibilities are limited only by your imagination. This tavern can serve as a link between adventures while the DM prepares everything he needs for the next adventure.

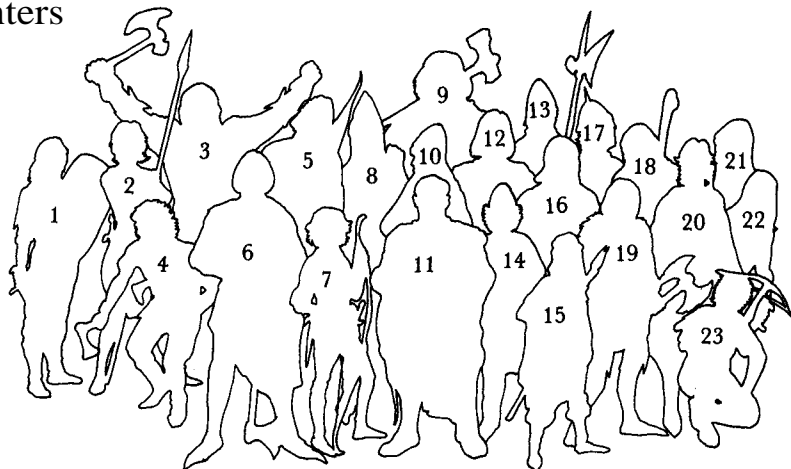
Reading the Statistics

S=Strength, I=Intelligence, W=Wisdom, C=Constitution, D=Dexterity, CH=Charisma, AL=Alignment, LV=Level, AC=Armor Class, hp=Hit Points, P/D=Save vs. Poison or Death Ray, MW=Save vs. Magic Wand, S/P=Save vs. Turn to Stone or Paralysis, DB=Save vs. Dragon Breath, SP/MS=Save vs. Spells or Magic Staff, THACO=To Hit Armor Class Zero.

Racial or class abilities shown on a table in the Rulebook, such as the cleric's ability to turn undead or the languages a class or race speaks, are not given. You must find those for yourselves.

Numbers in parentheses mean one of two things: if found in the armor class of the character, they show the adjusted armor class when he or she is wearing a magical protection device. If found in the saving throws of characters who have high Wisdom, they show the adjustment for magical attack.

Fighters



Fighters



#1 Abel Artone

S 10; I 5; W 15; C 9; D 8; CH 12; AL L;
LV 1; AC 5; hp 7; P/D 12; MW 13;
S/P 14; **DB 15; SP/MS 15; THACO 19**

Wears chainmail and shield; carries a broadsword and a dagger.

Abel stands 5'9", weighs 155 lbs., and has brown hair and eyes. He was once the squire of a knight, but now is starting his own career. He is a dreamer, but has more common sense than brains.

#2 Ariadne Beornsdottir

S 9; I 8; W 9; C 9; D 8; CH 16; AL N;
LV 2; AC 6; hp 14; P/D 12; MW 13;
S/P 14; **DB 15; SP/MS 16; THACO 19**

Wears chainmail; carries a spear, dagger and sword.

Ariadne stands 5'10" and weighs 140 lbs. She is slender and mild-looking but has won fame as a guard. Ariadne left her job as a captain in a local baron's guard because it was not exciting enough. She tries to profit from all her adventures.

#3 Boris Bonesnapper

S16; I9; W 15; C 11; D 13; CH 10; AL C;
LV 3; AC 2; hp 21; P/D 12; MW 13;
S/P 14; DB 15; SP/MS 15; THACO 17

Wears plate mail and coif; carries a two-handed axe, a sword, a dagger, a light crossbow, and 10 quarrels.

Boris got his name when fighting a desert tribesman for a share of booty taken on a raid. He broke both the man's arms, and then told him to "take what you want." The man took nothing, and Boris had a double share of treasure. No one doubts his fighting ability, but word has it that this 6'3" foreigner is insane.

#4 Charles the Bold

S 15; I 7; W 12; C 14; D 7; CH 10; AL L;
LV 3; AC 8; hp 21; P/D 12; MW 13;
S/P 14; DB 15; SP/MS 16; THACO 16

Wears leather armor; carries a dagger, two-handed sword, and two hand axes.

Charles stands 5'5" and weighs 185 lbs.: he does not look violent, but when his sense of honor is offended, he is a dangerous enemy. He is best known for walking into a thieves' den, reclaiming loot stolen from a local lady, splitting the skulls of two thieves who protested, and walking calmly away.

#5 Donal of Clear Water

S 15; I 9; W 10; C 13; D 14; CH 9; AL N;
LV 3; AC 8; hp 21; P/D 12; MW 13;
S/P 14; DB 15; SP/MS 16; THACO 16

Wears chainmail and a nasal helmet; carries a longbow, 20 arrows, a *sword +1*, and a dagger.

Donal stands 6' even and weighs only 165 lbs. He is from the forested mountains. He dislikes foolish orders, and left the king's archers because he did not like following all the military rules. For a while he was a bounty hunter, trailing outlaws, but now he is a mercenary for hire. The red feathers on his arrows are well known among local outlaws.

#6 Eric the Honest

S 17; I 14; W 7; C 9; D 12; CH 10; AL 4; LV 2; AC 2; hp 31; P/D 10; MW 11; S/P 12; DB 13; SP/MS 15; THACO 15 [14 using *battle-axe +1*]

Wears plate mail, a shield, and a nail-keg helmet; carries a broadsword, a *battle-axe +1*, and a dagger. Also speaks Orc.

Eric is 6'2", 195 lbs., blonde, and a boyish-looking 28. A fearsome fighter, he is a loyal friend and can solve most problems — although some of his plans are a little unusual. The emblem on his shield is an open hand. He hates bandits.

#7 Fiona

S 13; I 9; W 5; C 12; D 11; CH 8; AL L; LV 6; AC 5; hp 45; P/D 10; MW 11; S/P 12; DB 13; SP/MS 16; THACO 16 [15 using *sword +1*]

Wears chainmail; carries a longbow, 15 arrows, a *sword +7*, and two daggers.

Fiona is red-haired, 5'3", and weighs barely 103 lbs. She has a strong sense of right and wrong, and often speaks her mind no matter what others think. At 24, she has been a caravan guard to the steppes, a thief-catcher, a bodyguard to several rich merchants, and a fugitive wanted for the killing of a thief who robbed a poor widow. In her quiet moments, she plays the flute. Usually she travels with Wulf her tamed wolf.

#8 Gavin Strongbow

S 10; I 4; W 6; C 5; D 12; CH 11; AL C; LV 6; AC 3; hp 32; P/D 10; MW 11; S/P 12; DB 13; SP/MS 15; THACO 17 [16 using *sword +1*]

Wears plate mail, and a conical nasal helm; carries a longbow, 30 arrows, a *sword +1*, a dagger, and a hand-axe.

Gavin is a fine fighting man, standing 6' 1" and weighing 158 lbs. He has had a shady career. In the army, he once held a pass, killing nine desert tribesmen with nine arrows. It is rumored that he once was a thief. If money is at hand, and the price seems worth the risk, Gavin will join the mission.

#9 Harold Forkbeard

S 16; I 6; W 17; C 14; D 7; CH 14; AL N; LV 7; AC 4; hp 61; P/D 8; MW 9; S/P 10; DB 11; SP/MS 10; THACO 12 [10 using *warhammer +2*]

Wears a chainmail byrnie; carries a *warhammer +2*, broadsword, hand axe, and a dagger.

Harold is a blond giant of a man who stands 6'5" and weighs 225 lbs. He been known to fight in a tavern for the sheer love of combat, although he is said never to kill and rarely to maim anyone in these brawls. His huge beard is braided in two strands, and in combat he uses a war hammer and sword, or a hand axe and sword. Some say he left the far northlands because of a blood debt which outlawed him.

#10 Ilona Firehair

S 13; I 9; W 11; C 10; D 16; CH 13; AL C; LV 8; AC 3; hp 60; P/D 8; MW 9; S/P 10; DB 11; SP/MS 12; THACO 13 [12 using *javelin +1*]

Wears chainmail and a conical helm; carries a short bow, 20 arrows, four *javelins +1*, a sword and two daggers (one in her boot).

Ilona stands a striking 5'11", weighs 131 lbs., and has long, red hair which she wears free or in a single braid down her back. She is beautiful but cruel, and cares only for a quick profit. She is said to have been a thief before turning to the more steady income of being a caravan guard. Some prisoners she has let live, but she is said to have slain others on a whim. A golden, flame-shaped bracelet sits on her right arm.

#11 Juhel of Sternmont

S 13; I 6; W 9; C 11; D 6; CH 7; AL L; LV 10; AC 4; hp 70; P/D 6; MW 7; S/P 8; DB 9; SP/MS 10; THACO 11 [9 using *sword +2*]

Wears plate mail and a nail-keg helmet; carries a *sword +2*, dagger, mace, and polearm.

Juhel stands 5'8" tall and weighs a massive 193 lbs. His black hair is cut in a straight fringe, and his moustache drapes menacingly to the sides of his mouth. Over his armor, he wears a white cape that has his emblem, a black mountain, in its center. Some say he was warlord of a mountain shire before it was destroyed by a dragon, and that the scars he bears on his face came from the dragon, which he killed in hand-to-hand combat.

#12 Kimball Black

S 12; I 9; W 8; C 13; D 8; CH 9; AL N; LV 10; AC 4; hp 84; P/D 6; MW 7; S/P 8; DB 9; SP/MS 11; THACO 12

Wears plate mail; carries a sword, spear, hand-axe and dagger.

Kimball is 5'10" and weighs 175 lbs. He dresses in dark grays and sports a dark cloak. A brooding man, he rarely does anything for free. As a hired man, his loyalty is firm. He believes a man's word is his bond. His wrists bear the scars of old slaver's chains.

#13 Lancelin Open-hand

S 17; I 13; W 14; C 7; D 8; CH 9; AL C; LV 11; AC 4; hp 60; P/D 6; MW 7; S/P 8; DB 9; SP/MS 9; THACO 10 [9 or 7 +1/+3 vs. *enchanted creatures*]

Wears plate mail, conical helmet and nosepiece; carries a polearm, *broadsword +1* (+3 vs. *enchanted creatures*), and dagger. Also speaks Elf.

Lancelin is brown-haired, clean-shaven, stands 6'3", and weighs 207 lbs. He spent many years in the Great Olde Woode, and is said to have married an elf...perhaps that is only a story to explain his changeable nature. He wears a red cape decorated with a spread-fingered gauntlet as an emblem. He will work for anyone who meets his fees, and will change employers if another offers him a higher fee. He openly scorns adventurers who are not mercenary, saying "I'm loyal to my paymaster."

#14 Madoc Gwynn

S 11; I 9; W 12; C 9; D 16; CH 11; ALL; LV 12; AC 5; hp 77; P/D 6; MW 7; S/P 8; DB 9; SP/MS 10; THACO 12 [11 using *sword+1*]

Wears leather armor and conical helm; carries longbow, 25 arrows, *sword+1* (*locate objects*), spear, and dagger.

Madoc stands 5'6" and weighs 151 lbs., and his brown hair and eyes reflect his tan, green, and brown clothing. He is from the far Western Forest, where the mountains reach into the woodlands. Madoc was a huntsman for many years until he became archery instructor for the king. Now, at 39, he has left this job to become an adventurer. He prefers the outdoors to cities.

#15 Nadia Svendsdottir

S 15; I 10; W 13; C 9; D 9; CH 10; AL N; LV 13; AC 5; hp 75; P/D 6; MW 6; S/P 7; DB 8; SP/MS 8; THACO 9 [7 using *sword+2*]

Wears chainmail; carries a *sword +2*, four javelins, and dagger.

Nadia is only 5'2" and 98 lbs. Her dark hair and merry brown eyes show little of the hard life she has spent. Her father, it is said, is the famous pirate Beorn Waverider. She wears sea blue clothing and a navy blue cape. A scarlet bandana is her favorite headband. At 30, she has travelled most of the waters and lands around, and is well-known. She once fought and killed five bandits to protect her boyfriend, who is now dead.

#16 Owen the Powerful

S 16; I 9; W 11; C 8; D 11; CH 11; ALL; LV 4; AC 2; hp 19; P/D 10; MW 11; S/P 12; DB 13; SP/MS 14; THACO 15 [14 using *sword+1*]

Wears plate mail, helmet, and shield; carries *broadsword +1* (*flames on command*), battle-axe, hand axe and dagger.

Owen stands 5'9" and weighs 180 lbs. He is 41, and he has graying brown hair and crow's feet at the corners of his eyes. Owen once wrestled a bear and broke its back, gaining him the name "the Powerful." For years, he was master-at-arms in the duke's service, but the last three years he has been adventuring, having grown tired of staying at the castle and teaching "stripling youths" the art of swordsmanship.

#17 Peregrine the Hawk

S 14; I 7; W 9; C 13; D 9; CH 15; AL N; LV 14; AC 2; hp 78; P/D 6; MW 6; S/P 7; DB 8; SP/MS 9; THACO 9 [7 using *sword+2*]

Wears plate mail, conical helm and spike, and oval shield; carries *sword +2* (*charm person*), dagger, short bow and 20 arrows, and warhorse.

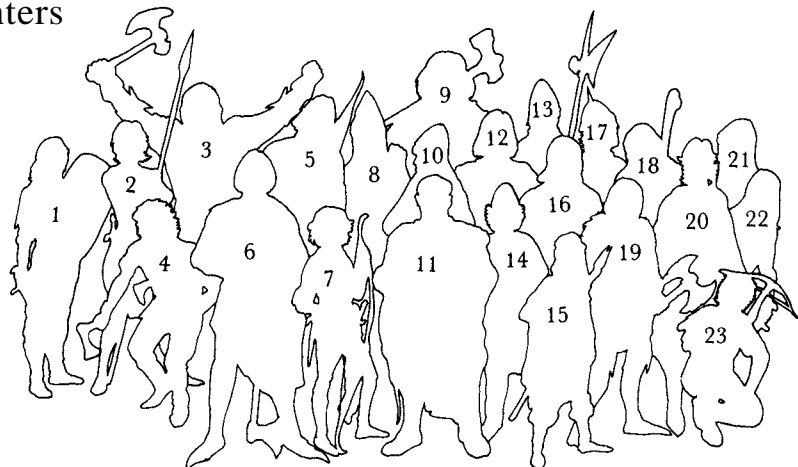
Peregrine stands 5'6" and weighs 145 lbs. His hair is black, and his skin is tanned by the desert sun. He wears a flowing desert-cloak and neck-scarf over his armor. Money is money to Peregrine, and where it comes from does not matter. He is a proud man, and will stick by anyone he calls a friend.

#18 Quintain Valewalker

S 11; I 6; W 11; C 11; D 9; CH 11; ALL; LV 8; AC 2; hp 58; P/D 8; MW 9; S/P 10; DB 11; SP/MS 12; THACO 14 [13 using *mace+1*]

Wears plate armor and shield; carries a sword, *mace +1*, dagger, and staff.

Fighters



Quintain is 27, weighs 161 lbs., and stands 5'10" tall. His staff and old brown cloak often make people think he is a friar. He is losing his brown hair, but he has a full beard. He likes good jokes and is an easy-going companion. He claims a mummy's touch caused his hairline to recede.

#21 Turlough of Glenroc

S 12; I 9; W 12; C 11; D 9; CH 8; AL N; LV 5; AC 3; hp 35; P/D 10; MW 11; S/P 12; DB 13; SP/MS 14; THACO 17; [16 using *sword* +7]

Wears plate mail, helmet; carries battle-axe, *sword* +1 and dagger.

Turlough left his mountain home for adventure and where he finds it is unimportant. If an adventure catches his fancy, he is apt to undertake it for the sheer sport it offers. Turlough has dark brown hair, a full beard, and twinkling eyes. A scar from an old wound crosses his forehead, and it is said that he is the black-sheep son of a wealthy family in the highland mountains.

Ursula is 5'6", ash-blond, and weighs 118 lbs. Once when she was captured, she outwitted a band of tribesmen with riddles, earning the name "the Clever." She used her knowledge of riddles to figure out the puzzle of an ancient tomb and steal its treasures.

#23 Vychan the Little

S 12; I 12; W 6; C 8; D 7; CH 13; AL L; LV 2; AC 8; hp 14; P/D 12; MW 13; S/P 14; DB 15; SP/MS 17; THACO 19

Wears leather armor; carries crossbow, 20 quarrels, sword, and dagger.

Vychan is 5'4" tall, weighs 149 lbs., is dark-skinned, and has curly black hair. He always wears a large grin, and seeks exciting adventures where he can make money. Once he accepts a job, he never changes. He hates orcs and the dark, but will adventure underground if the pay is high enough. Vychan wears a bright red cloak, and does not like to be called "little man."

#19 Rolf the Wolf

S13;I9;W8;C6;D7;CH8;ALC;LV7; AC 4; hp 38; P/D 8; MW 9; S/P 10; DB 11; SP/MS 13; THACO 13 [12 using *battle-axe* +1]

Wears plate mail; carries sword, *battle axe* +1, and dagger.

Rolf is slender (5'11", 158 lbs), has graying black hair, and a fierce half-grin which is often described as "wolfish." He wears a group of wolf skins over his armor. He is hard to get along with, because he is very moody. He will raid orcs, elves or men if the money is right. Monsters and death hold no terror for Rolf: "Dead is dead," he says, "and it does not matter how you get that way."

#22 Ursula the Clever

S 14; I10; W 14; C 12; D6; CH 10; ALN; LV 8; AC 3; hp 59; P/D 8; MW 9; S/P 10; DB 11; SP/MS 11; THACO 13 [12 using *sword* +7]

Wears plate mail and shield; carries *sword* +1 (*casts light on command*), hand axe, three javelins, and dagger.



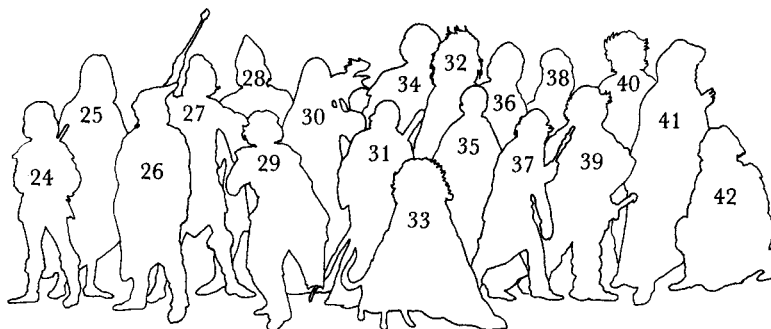
#20 Sean Brighthouse

S16; I10; W9; C 11; D 12; CH 12; ALL; LV 6; AC 2; hp 39; P/D 10; MW 11; S/P 12; DB 13; SP/MS 14; THACO 15 [14 using *sword* +7]

Wears plate mail, shield, helmet; carries pole arm, *sword* +1, hand axe, and dagger.

Sean is 18, has light brown hair, and a small moustache. He weighs 175 lbs., and stands 6' even. Over his armor he wears a yellow cloak that has a large red heart in its center. Sean will help anyone who needs help, although he prefers to be paid for his services. Loyal to the last, Sean will defend any cause he takes up until it is finished. His old wardog, Bearheart, is never far away from him. Although young, he is well-known for his recent adventure against the southern goblins.

Magic-users



Magic Users



#24 Apris the Wondrous

S 12; I 16; W 12; C 7; D 7; CH 6; AL C;
LV 1; AC 9; hp 3; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 15; THACO 19
 Spells: 1st Level: *sleep*.

Carries a dagger and wand of *secret door detection* (9 charges). Also speaks Elf.

Apris is 5'3" and weighs 118 lbs. She has just completed her apprenticeship. She could have stayed on with her master and learned more, but she wants to go on her own. Apris cannot always choose the best course of action until the chips are down.

#25 Beryl Wayfarer

S 11; I 14; W 7; C 12; D 12; CH 10; ALN;
LV 2; AC 9; hp 7; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 16; THACO 19
 Spells: 1st Level: *sleep, shield*.

Carries a dagger and a *wand of metal detection* (8 charges). Also speaks Dragon.

Beryl is tall, 6', and weighs 133 lbs. She wears autumn colors to match her chestnut hair. She is interested in becoming rich without risks. Beryl is from the far mountains, and she gets along well with dwarves because it is said she can find precious metals.

#26 Claudius Cloudgazer

S 13; I 15; W 11; C 14; D 11; CH 11; ALL;
LV 2; AC 9; hp 10; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 15; THACO 18
 Spells: 1st Level: *sleep, light*.

Carries a dagger and a *wand of trap detection* (15 charges left). Also speaks Dwarf.

Claudius is pale, has pale blond hair and watery blue eyes, stands 5'3", and weighs 124 lbs. At twenty-nine, he looks easily ten years older. A brother of his was a fighter and died on an adventure. He is wary of his fellow adventurers, and sometimes he is too cautious. He never turns his back on a friend, however. Fighters consider him lucky because of his wand.

#27 Deidre Hroffsdottir

S 7; I 15; W 15; C 10; D 13; CH 13; ALC;
LV 3; AC 9(8); hp 11; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 14; THACO 20
 [19 using *dagger +1*]
 Spells: 1st Level: *sleep, protection from evil*.
 2nd Level: *invisibility*.

Carries a *dagger +1* and a *wand of fear* (11 charges left). Also speaks Halfling.

Deidre is a slender young woman (5'11", 103 lbs.). She is somewhat aloof, and often unpredictable, depending on how she happens to feel at a certain moment. She wears dark purple, which, along with her dark brown hair and eyes, gives her a "mysterious" look. She believes in surviving at all costs, and she does not trust other magic-users.

#28 Emlyn the Serpent

S 16; I 11; W 9; C 15; D 9; CH 11; AL N; LV 4; AC 9; hp 20; P/D 13; MW 14; S/P 13; DB 16; SP/MS 15; **THACO 17** [16 using *dagger +1*]
Spells: 1st Level: *charm person, hold portal.*
2nd Level: *levitate, web.*

Carries a *dagger +1* and a *wand of illusion* (13 charges).

Emlyn is middle-aged and lean (6'3", 131 lbs.). Stories about his wand have caused rumors that he has a familiar serpent. Emlyn wants a staff; he will gladly join a party that promises magic items as his share of treasure. Because of his skill at hitting his enemies, other magic-users call him "the Serpent."

#29 Fleur the Rose

Fleur the Rose

S 8; I 13; W 10; C 9; D 10; CH 14; AL L; LV 4; AC 9; hp 15; P/D 13; MW 14; S/P 13; DB 16; SP/MS 15; **THACO 20** [19 using *dagger +1*]
Spells: 1st Level: *magic missile, sleep.*
2nd Level: *mirror image, wizard.*

Carries *dagger +1* and a *ring of fire protection*. Also speaks Bugbear.

Fleur is red-headed, 5'6" tall, and weighs 123 lbs. She is from the flatlands, and favors bright colors, usually bright yellow or green. She wears her emblem, a flame-petalled rose, on the left breast of all her garments. Fleur prefers to work cantrips and sleight-of-hand to amuse her friends, but she will aid a lawful or neutral person in need.

#30 Gregor Grimmin

S 4; I 12; W 9; C 14; D 7; CH 4; AL C; LV 5; AC 10; hp 23; P/D 13; MW 14; S/P 13; DB 16; SP/MS 15; **THACO 20** [19 using *dagger +1*]

Spells: 1st Level: *read magic, charm person.*
2nd Level: *knock, web.*
3rd Level: *fire ball.*

Carries *dagger +1* and *ring of spell storing* (3 *sleep* spells).

Gregor wears gloomy black and gray. His pale skin and jet black hair give him an evil appearance. He is 5'11", weighs 154 lbs., and looks as if he could be anywhere from 30 to 50. He rarely engages in chatter, but he will join any party who asks him, if he is promised first or second choice of magical treasure. He has a pet crow that rides on his shoulder and caws darkly.

#31 Horatius the Wood

S 8; I 9; W 4; C 12; D 7; CH 15; AL N; LV 5; AC 9(10); hp 19; P/D 13; MW 14; S/P 13; DB 16; SP/MS 17; **THACO 20** [19 using *dagger +1*]

Spells: 1st Level: *detect magic, magic missile.*
2nd Level: *locate object, invisibility.*
3rd Level: *lightning bolt.*

Carries *dagger +7* and *scarab of protection* (5 uses left).

Horatius is about 30, 5'8", and 165 lbs. He dresses in a simple, blue-bordered white robe. He is from a mountain tribe who shave their heads, but his baldness is barely noticeable because of the tribal tattoos that cover his body. Along his right arm an eagle is tattooed, and a dragon along his left. He carries a staff-like walking stick that is not magical. He will accompany anyone who does not desecrate a temple.

#32 Jasper the White

S 14; I 11; W 9; C 17; D 8; CH 8; AL L; LV 5; AC 9(10); hp 30; P/D 13; MW 14; S/P 13; DB 16; SP/MS 15; **THACO 18** [17 using *dagger +1*]

Spells: 1st Level: *protection from evil, shield.*
2nd Level: *phantasmal force, web.*
3rd Level: *fire ball.*

Carries *dagger +1* and *wand of fire balls* (8 charges).

Jasper is middle-aged and average-sized. He wears white robes that match his white hair and full beard. Jasper hates orcs, and destroys them every chance he gets. He is loyal to his friends, and vengeful to his enemies. His clothing and hair give him a ghost-like appearance.

#33 Leila the Dark

S 9; I 12; W 8; C 8; D 11; CH 11; AL C; LV 6; AC 9(8); hp 16; P/D 11; MW 12; S/P 11; DB 14; SP/MS 13; **THACO 17** [16 using *dagger +1*]

Spells: 1st Level: *light, magic missile.*
2nd Level: *detect invisible, levitate.*
3rd Level: *hold person, lightning bolt.*

Carries *dagger +1*, *ring of protection +1*, *ring of animal control*.

Leila is 24, stands 5'2", and weighs 97 lbs. Her dark hair and dark skin make people think she is a gypsy. She favors dark green clothing, and green capes lined with bright yellow. She is greedy, and although she may accompany a fighter because she finds him attractive, she is really interested only in money. A large, normal black cat she calls Stefan always travels with her.

#34 Magnus the Mage

S 15; I 15; W 13; C 14; D 10; CH 7; AL N; LV 7; AC 9(8); hp 33; P/D 11; MW 12; S/P 11; DB 14; SP/MS 11; **THACO 16** [15 using *dagger +1*]

Spells: 1st Level: *read magic, magic missile, shield.*
2nd Level: *ESP, mirror image.*
3rd Level: *fly, fire ball.*
4th Level: *charm monsters.*

Carries *dagger +1*, *ring of protection +1*, *wand of cold* (5 charges). Also speaks Gnoll.

Magnus is a huge man for a magic-user: he stands well over 6'5" and weighs 175 lbs. He has brown hair and is clean-shaven. He enjoys taverns and feels at home with fighters. Magnus dresses more like a merchant than a magic-user, and his dagger has a golden hilt. He loves adventure and will try anything once.

#35 Nikol the Necromancer

S 3; I15; W 13; C 8; D 11; CH 12; ALL; LV 8; AC 9(8); hp 22; P/D 11; MW 12; S/P 11; DB 14; SP/MS 11; THACO 20 [19 using *dagger +1*]

Spells: 1st Level: *charm person*, *hold portal*, *sleep*.
2nd Level: *detect invisible*, *levitate*, *mirror image*.
3rd Level: *fire ball* (x2).
4th Level: *confusion*, *wall of fire*.

Carries *dagger +1*, *ring of protection +1*, *wand of negation* (7 charges). Also speaks Harpy.

Nikol stands 5'5" and weighs 123 lbs. His black hair and pointed beard are always neatly trimmed. He wears black clothing, dark, red-lined capes, and a single medallion of silver made to look like a small skull. He is haughty, and spreads the rumor that he can talk to the dead. Despite his dark appearance, he is a good and loyal member in any party. Nikol always drinks wine.

#36 Paulinus Ravenfriend

S 6; I11; W 10; C 7; D 7; CH 17; AL C; LV 9; AC 10(9); hp 27; P/D 11; MW 12; S/P 11; DB 14; SP/MS 12; THACO 18 [17 using *dagger +1*]

Spells: 1st Level: *hold portal*, *sleep*, *charm person*, *read magic*.
2nd Level: *detect evil*, *invisibility*, *knock*.
3rd Level: *dispel magic*, *fly*, *fire ball*.
4th Level: *wall of fire*, *wall of ice*.
5th Level: *conjure elemental*.

Carries *dagger +1*, *ring of protection +1*, *ring of animal control*.

Paulinus dresses in scarlet. He is tanned, clean-shaven, and has light brown hair. He looks more like a wealthy thief than a magic-user. A black raven is embroidered on the left breast of all his clothing. Although he seems friendly, Paulinus is most interested in saving his skin and becoming rich. He always travels with a large, non-magical black raven.

#37 Rhys the Quick

S 7; I14; W 12; C 9; D 12; CH 12; AL N; LV 10; AC 9(8); hp 37; P/D 11; MW 12; S/P 11; DB 14; SP/MS 12; THACO 18 [17 using *dagger +1*]

Spells: 1st Level: *magic missile*, *hold portal*, *shield*, *sleep*.
2nd Level: *invisibility*, *wizard lock*, *continual light*.
3rd Level: *dispel magic*, *fire ball*, *hold person*.
4th Level: *massmorph*, *remove curse*, *wall of fire*.
5th Level: *feblemind*, *cloudkill*.

Carries *dagger +1*, *ring of protection +1*, *wand of lightning bolts* (9 charges). Also speaks Ogre.

Rhys is called "the Quick" because of his clever mind. He dresses in warm colors, has auburn hair and a well-waxed moustache, and is a slender 5'4". He used to be a thief until he was almost caught. Knowing the penalty for thievery, he looked for an easier way of making a living. Rhys will try anything that offers excitement and good profit.

#38 Selina of Black Coast

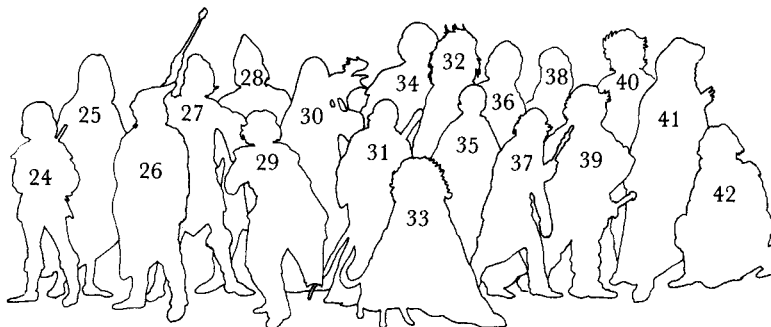
S 10; I11; W 12; C 14; D5; CH 11; ALL; LV 11; AC 9(10); hp 46; P/D 9; MW 10; S/P 9; DB 12; SP/MS 9; THACO 14 [13 using *dagger +1*]

Spells: 1st Level: *sleep* (x2), *charm person* (x2).
2nd Level: *levitate*, *phantasmal force*, *knock*.
3rd Level: *infravision*, *fire ball*, *water breathing*.
4th Level: *dimension door*, *growth of plants*, *polymorph self*.
5th Level: *animate dead*, *wall of stone*.
6th Level: *reincarnation*.

Carries a *dagger +1*, *ring of protection +1*, *ring of invisibility*.

Selina is young and tanned. She once worked with sailors to catch pirates along the Black Coast. Blond, blue-eyed, and of average build, she looks more like an attractive, misplaced lady than a high level magic-user. She is very loyal to her friends, no matter the cost to herself. She is said to control a demon.

Magic-users



#39 Tomas Tarn

S 13; I 15; W 4; C 8; D 9; CH 13; AL C; LV 12; AC 9(8); hp 22; P/D 9; MW 10; S/P 9; DB 12; SP/MS 11; THACO 13 [12 using dagger +1]

Spells: 1st Level: *floating disc, sleep (x2), shield.*
 2nd Level: *knock, levitate, web, wizard lock.*
 3rd Level: *haste, lightning bolt, fire ball, infravision.*
 4th Level: *massmorph, wall of fire.*
 5th Level: *contact higher plane, hold monster.*
 6th Level: *death spell.*

Carries dagger +1, ring of protection +1, displacer cloak. Speaks Pixie.

Tomas is chubby and has unruly red hair. He prefers tan and brown clothing. His moods swing quickly from very happy to dark. Though he is young, men have learned to respect and fear him because he is unpredictable. He returned alone from several adventures after his companions died.

#40 Umberto the Ugly

S 10; I 15; W 13; C 11; D 10; CH 7; ALL; LV 13; AC 9(8); hp 38; P/D 9; MW 10; S/P 9; DB 12; SP/MS 8; THACO 14 [13 using dagger +1]

Spells: 1st Level: *light, read languages, sleep (x2).*
 2nd Level: *ESP, knock, locate object, continual light.*
 3rd Level: *clairvoyance, fireball(x2), hold person.*
 4th Level: *hallucinatory terrain, polymorph others, wall*
 5th Level: *telekinesis, cloud kill, pass wall.*
 6th Level: *death spell, disintegrate, stone to flesh.*

Carries dagger +1, ring of protection +1, wand of polymorph (12 charges). Also speaks Goblin.

Umberto is ugly. He is tall, ungainly, and neither skinny nor fat. His mousy brown hair is tangled, and his brown eyes are the only lively thing about his face — until he smiles. He is noted for his fairness, and

shares all items found on an expedition equally with all party members. He is true and loyal to those who work with him.

#41 Walwyn of Stonehill

S 9; I 16; W 13; C 9; D 12; CH 6; AL N; LV 9; AC 9(8); hp 29; P/D 11; MW 12; S/P 11; DB 14; SP/MS 11; THACO 17 [16 using dagger +1]

Spells: 1st Level: *sleep, charm person, shield.*
 2nd Level: *knock, levitate, web.*
 3rd Level: *fire ball (x2), haste.*
 4th Level: *charm monster, remove curse.*
 5th Level: *conjure elemental.*

Carries dagger +1, ring of protection +1, wand of cold (12 charges). Also speaks Gnome and Kobold.

Walwyn is a quiet man from the mountains. He is 6'1" and weighs 181 lbs. He has great dignity, and his presence is enough to quiet a room. He is highly respected, and he rarely interferes in others' affairs unless asked. He dresses in browns and forest greens like an outdoorsman. He prefers rings and wands to other magical items.

#42 Zarkon the Blue

S 9; I 14; W 13; C 6; D 9; CH 6; AL C; LV 7; AC 9(8); hp 16; P/D 11; MW 11; S/P 11; DB 14; SP/MS 11; THACO 17 [16 using dagger +1]

Spells: 1st Level: *sleep, charm person, shield.*

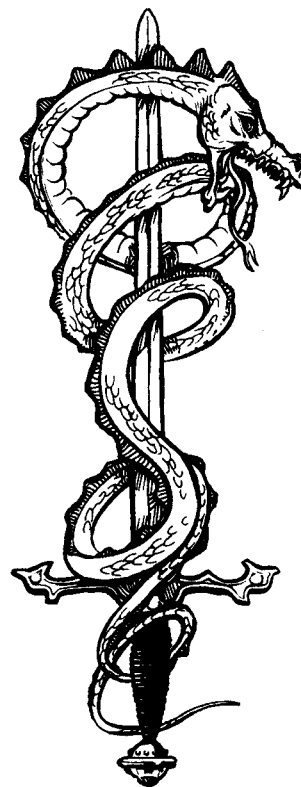
2nd Level: *ESP, levitate, mirror image.*

3rd Level: *fire ball, lightning bolt.*

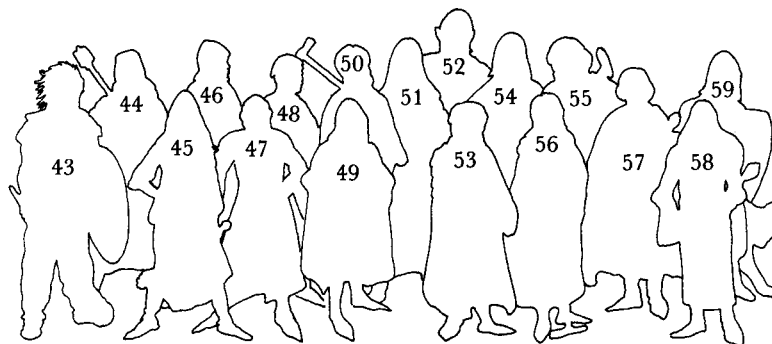
4th Level: *polymorph others, wall of ice.*

Carries dagger +1, ring of protection +1, wand of fire balls (9 charges). Also speaks Hobgoblin.

Zarkon is brash and young. His beard is thin and his dark hair needs cutting. He is slender, wears dark blue clothing, and has startling blue eyes. Zarkon likes to play practical jokes, although he dislikes having jokes played on him. He brags too much, and sometimes makes promises he cannot keep. You cannot trust him when the chips are down.



Clerics



Clerics



#43 Ambrose the Celt

S 13; I7; W 13; C 10; D 10; CH9; ALL;
LV 1; AC 6; hp 6; P/D 11; MW 12;
S/P 14; DB 16; SP/MS 14; THACO 18

Wears leather armor and shield; carries a club and 2 bottles of holy water.

Ambrose the Celt is a solid (5'8", 178 lbs.) and devout man. He does not believe in bloodshed, but he will bash enemies on the head to subdue them. Ambrose is young, and is not tonsured, although he is dressed as a cleric. He insists on praying for one hour a day. He is loyal and fearless in the face of evil.

#44 Brother Bevis

S 8; I10; W 15; C 13; D 11; CH9; ALL;
LV 2; AC 5; hp 13; P/D 11; MW 12;
S/P 14; DB 16; SP/MS 14; THACO 20

Spells: 1st Level: *cure light wounds*.

Wears chainmail and helm; carries mace, 2 bottles of holy water, and a holy symbol.

Brother Bevis stands 6'3" and weighs 132 lbs. His hair is light brown, and he sports a fairly well-groomed beard. He prefers dark brown clerical robes over his chainmail and always carries his mace. Bevis is a quiet, mild man, and has spent most of his 29 years in meditation. He tries to show mercy to his enemies, but he will kill to save members of his party.

#45 Cordelia the Cleric

S 12; I7; W 15; C 9; D 13; CH 10; ALC;
LV 3; AC 4; hp 16; P/D 11; MW 12;
S/P 14; DB 16; SP/MS 14; THACO 19

Spells: 1st Level: *cure light wounds*, *protection from evil*.

Wears chainmail and helm; carries mace, 2 bottles of holy water, holy symbol.

Cordelia is 25, has light auburn hair, has hazel eyes, stands 5'9", and weighs 123 lbs. She is moody; at one time she believes in mercy, and at another she believes that the only good snake is a dead snake. She feels her job is more to tend to the wounds and spiritual needs of the party than to fight.

#46 Dominique of the Sorrows

S12; I13; W 12; C 12; D 10; CH 7; ALL;
LV 4; AC 5; hp 23; P/D 11; MW 12;
S/P 14; DB 16; SP/MS 15; THACO 19

Spells: 1st Level: *cure light wounds*, *protection from evil*.

2nd Level: *find traps*.

Wears chainmail and helm; carries mace, 2 bottles of holy water, holy symbol. Also speaks Elf.

Dominique is tall (6', 136 lbs.) and prefers reddish-brown robes. She has killed many enemies in battle, but afterwards, she always says a prayer for their misguided ways. She

is very loyal to her friends, and dislikes chaotic people, believing that they have no self-control. She is attractive, but rarely smiles, because she feels guilty about killing some of her enemies.

4 7 Egbert Swordbreaker

S 9; I 8; W 16; C 11; D 5; CH 10; AL C;
LV 5; AC 7; hp 27; P/D 9; MW 10;
S/P 12; DB 14; SP/MS 11; THACO 17

Spells: 1st Level: *cure light wounds, remove fear.*
2nd Level: *bles, speak with animals.*

Wears chainmail and helm; carries mace, 2 bottles of holy water, holy symbol.

Egbert is in his late 30's, 5'7", and 168 lbs. He has black hair, a full beard, and prefers black clerical robes, over which he wears his armor. When he is not trying to make fighters "see the light," he is busy carousing with them in taverns. He wears his holy symbol outside his armor. In combat, he attacks fiercely if he thinks he can profit by it. Otherwise, he hangs back.

#48 Friar Fergus

S 10; I 12; W 17; C 8; D 9; CH 8; AL L;
LV 6; AC 3; hp 29; P/D 9; MW 10;
S/P 12; DB 14; SP/MS 11; THACO 17
[16 using mace +1]

Spells: 1st Level: *cure light wounds, light.*
2nd Level: *find traps, resist fire.*
3rd Level: *cure disease.*

Wears plate mail and helm; carries mace +1, 3 bottles holy water; silver holy symbol.

Friar Fergus is in his 40's, stands 5'8", and weighs 182 lbs. He has tonsured, graying hair and wears black clerical garb over his armor. Fergus shows his holy symbol proudly. He is a stern man, but very loyal to his friends. He insists that 1 of every 100 gp his party earns be given to his sect. Many fighters think him too stern, but they want him along because of his healing powers.

#49 Humbert the Large

S5; I10; W 15; C 10; D 10; CH 16; ALC;
LV 7; AC 2; hp 38; P/D 9; MW 9; S/P 12;
DB 14; SP/MS 11; THACO 19 [using
mace+1]

Spells: 1st Level: *cure light wounds, purify food and water, light.*
2nd Level: *silence 15' radius, bless.*
3rd Level: *cure disease, striking.*

Wears plate mail, helm, and shield; carries mace +1, 5 bottles of holy water; 3 holy symbols.

Humbert the Large is 5'4", weighs 186 lbs., has bright red hair, and wears gray clerical robes over his plate mail. On his shield he displays one of his holy symbols, while he wears the other around his neck. Humbert loves good food and the easy life. He will go on any expedition that is well-provisioned if he is promised a good share of the profit. He is more interested in personal gain than in profits for his religion. Despite his size, his deep speaking voice impresses people.

#50 Jerome the Holy

S 9; I 7; W 11; C 12; D 13; CH 17; AL N;
LV 8; AC 1; hp 43; P/D 9; MW 10;
S/P 12; DB 14; SP/MS 13; THACO 17
[16 using war hammer +1]

Spells: 1st Level: *cure light wounds (x2), light.*
2nd Level: *bles, find traps, know alignment.*
3rd Level: *cure disease, remove curse.*
4th Level: *cure serious wounds.*

Wears plate mail and shield; carries war hammer +1, sling and 20 pellets, 6 bottles of holy water; 3 holy symbols.

Jerome is in his mid-40's, 5'11", weighs 165 lbs., and has iron-gray hair and beard. He wears white clerical robes over his armor and a holy symbol in full view around his neck. Jerome is a devout man, but he recognizes the need for money in this world. Because of his *remove curse* spell, men call him "the Holy."

#51 Katharos the Pure

S 6; I11; W 14; C 14; D 8; CH 10; AL L;
LV 9; AC 3; hp 57; P/D 7; MW 8; S/P 10;
DB 12; SP/MS 10; THACO 15 [14 using
mace+1]

Spells: 1st Level: *cure light wounds, detect magic, protection from evil.*
2nd Level: *bles, resist fire, snake charm.*
3rd Level: *cure disease, remove curse, striking.*
4th Level: *cure serious wounds, sticks to snakes.*

Wears plate mail and shield; carries mace +1, 5 bottles of holy water, 3 holy symbols.

Katharos is anywhere from 29 to 49, stands 6'2", and weighs 163 lbs. He has graying black hair, is clean-shaven, and wears red clerical robes. Katharos gives all magical items except rings to his sect. He is rumored to have fought and beaten four wights. He is not loud about his beliefs, feeling that men have the right to their own beliefs. He is a loyal friend.

#52 Ludovicus the Long

S 15; I 11; W 9; C 5; D 9; CH 13; AL C;
LV 10; AC 2; hp 37; P/D 7; MW 8;
S/P 10; DB 12; SP/MS 11; THACO 13
[12 using war hammer +1]

Spells: 1st Level: *cure light wounds, light, detect evil, resist cold.*
2nd Level: *hold person, bles, resist fire, snake charm.*
3rd Level: *cure disease, growth of animals, locate object.*
4th Level: *cure serious wounds, neutralize poison.*
5th Level: *dispel evil.*

Wears plate mail and shield; carries war hammer +1, mace, 6 bottles holy water; holy symbol.

Ludovicus is 37, stands 6'7", and weighs 175 lbs. He is bald and has deep brown eyes. He wears crimson clerical robes and gilded armor. He will stay with a party and help them as long as it is profitable for him. "Gods help those who help themselves," he says seriously. He values gold highly.

#53 Mildthryth the Mild

S 13; I7; W 14; C 12; D 9; CH 11; AL L;
LV 11; AC 2; hp 61; P/D 7; MW 8;
S/P 10; DB 12; SP/MS 10; THACO 13
[11 using *mace* +2]

Spells: 1st Level: *cure light wounds*(x3),
resist cold.
2nd Level: *bless*(x2), *find traps*(x2).
3rd Level: *cure disease*, *remove
curse*, *continual light*.
4th Level: *cure serious wounds*(x2),
protection from evil 10'
radius.
5th Level: *commune*, *raise dead*.

Wears plate mail, shield, helm; carries
mace +2, sling and 20 pellets, 4 bottles of
holy water, 3 silver holy symbols.

Mildthryth is 35, stands 5'8", and weighs
125 lbs. She has brown hair, is quiet-
spoken, and wears crimson clerical robes
bordered in white at the collar, hem, and
cuffs. She is known as a healer, and fighters
like her company because of her healing
and fighting ability.

#54 Nestor the Wise

S 10; I8; W 18; C 12; D 5; CH 12; AL N;
LV 11; AC 4; hp 60; P/D 7; MW 8;
S/P 10; DB 12; SP/MS 8; THACO 14 [12
using *war hammer* +2]

Spells: 1st Level: *cure light wounds* (x2),
detect evil, *resist cold*.
2nd Level: *bless*, *find traps* (x3).
3rd Level: *continual light*, *cure
disease*, *growth of
animals*.
4th Level: *cure serious wounds* (x2),
sticks to snakes.
5th Level: *create food*, *insect
plague*, *raise dead*.

Wears plate mail, shield, helm; carries *war
hammer* +2, 4 bottles holy water, 2 holy
symbols.

Nestor looks very old, although he has just
turned 50. He is 6'2", weighs 145 lbs., and
has a well-groomed beard. Everything about
him, from his hair to his dress, is gray. He
quests for knowledge, and to him, money is

only another way to obtain his goal. Because
of his healing spells and ability to locate
objects, men call him "the Wise."

#55 Orlandot h eBearkiller

S 16; I11; W 10; C 12; D 8; CH 8; AL L;
LV 12; AC 3; hp 65; P/D 7; MW 8;
S/P 10; DB 12; SP/MS 11; THACO 12
[10 using *war hammer* +2]

Spells: 1st Level: *cure light wounds* (x2),
remove fear, *resist cold*.
2nd Level: *bless*, *find traps* (x2), *resist
fire*.
3rd Level: *continual light*, *cure
disease* (x2), *locate
object*.
4th Level: *cure serious wounds* (x2),
speak with plants.
5th Level: *commune*, *raise dead*.
6th Level: *speak with monsters*.

Wears plate mail, shield, and helm; carries
war hammer +2, 4 bottles holy Water, 3
holy symbols.

Orlando is 6'2", and weighs 195 lbs. His
hair and beard are graying brown, his eyes
piercing gray. He loves a good meal and
combat: using a club, he once killed a bear.
Orlando has learned the healing arts well
in his many campaigns. Once he went with
the king to stop a goblin invasion, was
trapped, and managed to fight his way free
after slaying 9 goblins in single combat. He
dresses like a forester.

#56 Penelope of West Haven

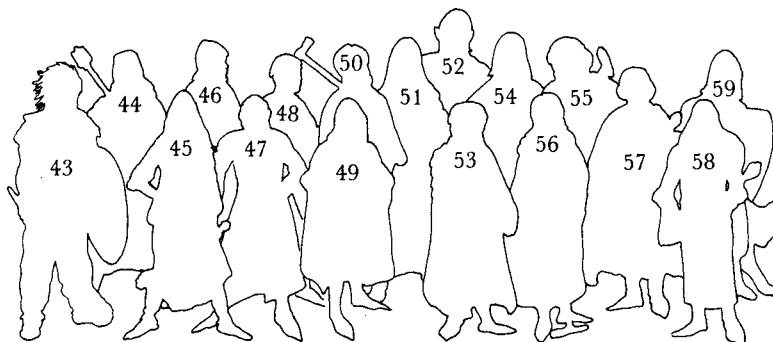
S 10; I7; W 14; C 8; D 12; CH 11; AL C;
LV 12; AC 3; hp 46; P/D 7; MW 8;
S/P 10; DB 12; SP/MS 10; THACO 14
[12 when club +2 is used]

Spells: 1st Level: *cure light wounds* (x2),
light, *protection from
evil*.
2nd Level: *find traps*, *snake charm*,
hold person, *know
alignment*.
3rd Level: *cure disease*, *locate
object*.
4th Level: *cure serious wounds* (x2),
neutralize poison, *sticks
to snakes*.
5th Level: *quest*, *raise dead*.
6th Level: *word of recall*.

Wears plate mail and shield; carries *club*
+2, 4 bottles holy water, 3 holy symbols.

Penelope has timeless beauty and grace.
She is 5'8", weighs 131 lbs., has brown hair
and eyes, and favors tan clerical garb. She
keeps to herself, saying nothing about the
rumor that she has a demon in bondage
(the rumor is a lie). Penelope believes how
well she profits from an expedition shows
how well her god favors the adventurers.
Her armor and shield are gilded.

Clerics



#57 Roderick the Converter

S 9; I 8; W 13; C 9; D 11; CH 10; AL N;
LV 9; AC 2; hp 43; P/D 7; MW 8; S/P 10;
DB 12; SP/MS 10; **THACO** 14 [12 when
mace +2 is used]

Spells: 1st Level: *cure light wounds, detect evil, light.*
2nd Level: *find traps, hold person, snake charm.*
3rd Level: *cure disease, growth of animals, locate object.*
4th Level: *cure serious wounds, neutralize poison.*

Wears plate mail and shield; carries *mace* +2, 4 bottles holy water; 2 holy symbols.

Roderick is tanned, healthy, and in his late 30's. At 5'6" and 142 lbs., he looks unimpressive. Once he begins to speak, he has a very convincing voice. He likes to talk and swap tales. He carries the beliefs of his sect everywhere he goes, and insists that all party members give 1% of their earnings to his sect. He wears white clerical garb and a red cloak over his armor.

#58 Sister Sanchia

S 15; I 9; W 13; C 13; D 9; CH 12; AL L;
LV 9; AC 2; hp 59; P/D 7; MW 8; S/P 10;
DB 12; SP/MS 10; **THACO** 13 [11 when
mace +2 is used]

Spells: 1st Level: *cure light wounds* (x3).
2nd Level: *bless, find traps, silence 15' radius.*
3rd Level: *cure disease* (x2), *remove curse.*
4th Level: *cure serious wounds, neutralize poison.*

Wears plate mail and shield; carries *mace* +2, 4 bottles holy water; 4 holy symbols.

Sanchia is young and dark-haired, weighs 107 lbs, and stands 5'4" tall. She prefers traveller's garb, usually light blues and grays. Although known mainly as a healer, she is also well-known for killing a local bandit chieftain. She wears her armor over her clothing, and her light blue surcoat has a white dove on the right breast. Her shield bears the word "Honor." She is very clever, and loyal to her friends.

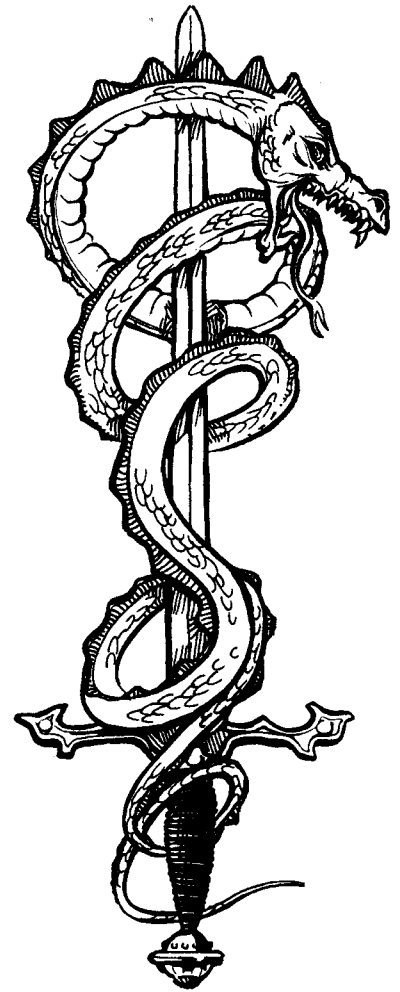
#59 Theodoric of Abbey Temaraire

S 6; I 11; W 13; C 6; D 8; CH 11; AL C;
LV 9; AC 3; hp 42; P/D 7; MW 8; S/P 10;
DB 12; SP/MS 10; **THACO** 15 [13 using
club +2]

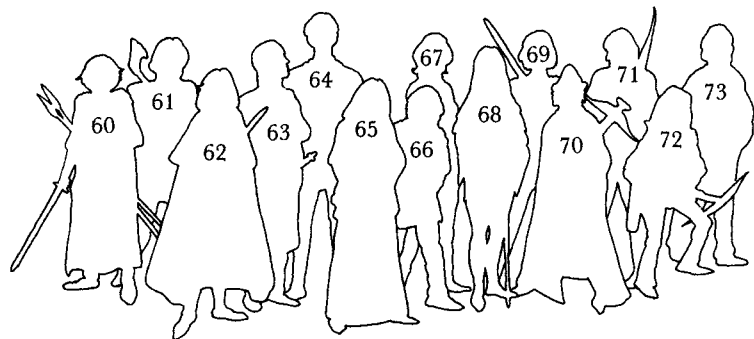
Spells: 1st Level: *detect magic, cure light wounds, resist cold.*
2nd Level: *find traps, know alignment, resist fire.*
3rd Level: *continual light, cure disease, locate object.*
4th Level: *cure serious wounds, neutralize poison.*

Wears plate mail, shield, and helmet; carries *club* +2, 3 bottles of holy water, 2 holy symbols.

At 37, Theodoric weighs 130 lbs. and stands 5'7". He wears bright garments under his armor and a bright green surcoat over it. He has pale blond hair and blue eyes. His pet war dog hates everyone. Theodoric prefers to be in the front of battle, where he is most apt to find treasure. He believes that surviving is a sign of his god's favor.



Thieves



Thieves



Special abbreviations for thieving abilities are: OL=Open Locks, RT=Remove Traps, PP=Pick Pockets, MVS=Move Silently, CSS=Climb Sheer Surfaces, HS=Hide in Shadows, and HN=Hear Noise.

#61 Barnabas Bladecutter

#62 Celeste the Swift

#60 Aiden Ablefingers

S 12; I 7; W 16; C 9; D 16; CH 15; AL C;
LV 2; AC 5; hp 7; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 13; THACO 19
[15 Backstabbing]
OL 20; RT 15; PP 25; MVS 25; CSS 88;
HS 15; HN 1-2

S 7; I 7; W 13; C 15; D 10; CH 13; AL N;
LV 3; AC 7; hp 13; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 14; THACO 20
[16 Backstabbing]
OL 20; RT 20; PP 25; MVS 30; CSS 89;
HS 20; HN 1-3

S 9; I 4; W 11; C 10; D 13; CH 13; ALL;
LV 1; AC 6; hp 4; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 15; THACO 19
[15 Backstabbing]
OL 15; RT 10; PP 20; MVS 20; CSS 87;
HS 10; HN 1-2

Carries sword, dagger, 2 javelins.

Young Aiden stands 5'4" and weighs 125 lbs. He is fair-haired and has innocent blue eyes. If caught, he puts on his "Who? Me?" face. Aiden dresses like a fighter and tells people he is a forester. In truth, he is a thief for hire, and has a promising future. Aiden does not steal for fun.

Wears leather armor; carries sword, two daggers (one in boot), hand axe.

Barnabas stands 5'8" and weighs 142 lbs. He has brown hair, a thin moustache, and wears brown and buff clothing. Barnabas would steal the coins off a dead man's eyes if they were valuable enough. He swiped the constable's purse, cutting it free as the constable rode by — hence his name "Blade-Cutter." Barnabas always listens to stories of wealth, figuring that stealing is easier than any other job. If something is a challenge enough, he may try it for the experience, although he likes gold coins better.

Wears leather armor; carries sword, dagger, sling and 20 pellets.

Celeste is not swift in mind or body: her nickname comes from a time when she was robbing a house, climbed the chimney, fell, and escaped unharmed. Her nickname, "Chimney Swift," has been shortened to "Swift." She does not trust other thieves but will join any party that promises adventure and excitement.

#63 Dolan Black-Hair

S 8; I 7; W 15; C 10; D 14; CH 11; AL C;
LV 4; AC 6; hp 15; P/D 13; MW 14;
S/P 13; DB 16; SP/MS 14; THACO 20
[16 Backstabbing]
OL 30; RT 25; PP 35; MVS 35; CSS 90;
HS 25; HN 1-3

Wears leather armor; carries sword, dagger, sling and 15 pellets.

Dolan is 5'6", weighs 149lbs., and has long dark hair that he ties up or braids while working. He is clean-shaven and dresses like a rich nobleman's son: his weapons have gilded hilts, and he favors suede jerkins. He rarely befriends anyone, but whoever does him a great service (such as save his life or come to his aid in a desperate situation) is a friend for life. Although he acts like a gentleman, Dolan is not above slitting a throat if he sees a need. All the tavern wenches think he is handsome.

#64 Fenris the Filch

S 11; I 10; W 15; C 7; D 12; CH 11; ALL;
LV 5; AC 7; hp 15; P/D 11; MW 12;
S/P 11; DB 14; SP/MS 12; THACO 16
[12 Backstabbing]
OL 35; RT 40; PP 40; MVS 40; CSS 91;
HS 30; HN 1-3

Wears leather armor; carries sword, dagger +1.

Fenris is tall and lanky (6'3" and 161 lbs.). His hair is ash-blond, his eyes pale gray. His armor is so worn its black has faded to dark gray. Once Fenris worked on a mer-

chant ship as a guard, but he robbed a tomb in a foreign port, saw the profit in thievery, and has been a dedicated thief since then. He is not handsome, but his height makes him stand out among other thieves. He is very loyal, and has never abandoned a friend.

#65 Gwynne Cutpurse

S 13; I 7; W 14; C 11; D 17; CH 14; ALL;
LV 6; AC 5; hp 21; P/D 11; MW 12;
S/P 11; DB 14; SP/MS 12; THACO 16
[12 Backstabbing]
OL 45; RT 40; PP 45; MVS 45; CSS 92;
HS 36; HN 1-3

Wears leather armor; carries sword, sling +1, dagger.

Gwynne Cutpurse is 5'9", weighs 125 lbs., has auburn hair and green eyes, and prefers sky-blue and gray garments. She keeps her sling in a pouch, her dagger strapped to her forearm inside a large bell sleeve. Gwynne goes to taverns and way stations, slits the bottom of a rich drunkard's purse, and secretly removes its contents. She wears her hair in bangs to hide a T-shaped scar in the center of her forehead. This scar is from a branding iron once used to mark convicted thieves. Gwynne hates jailers.

#66 Hrothgar the Sly

S 5; I 9; W 11; C 9; D 15; CH 8; AL N;
LV 7; AC 6; hp 25; P/D 11; MW 12;
S/P 11; DB 14; SP/MS 13; THACO 19
[15 Backstabbing]
OL 55; RT 50; PP 55; MVS 55; CSS 93;
HS 45; HN 1-4

Wears leather armor; carries sword, dagger +1.

Hrothgar is small (5'3", 118 lbs.). His hair and beard are mousy brown. His dark brown eyes are never still. Resembling a tailor or cobbler, he can pass unnoticed through most crowds. Hrothgar believes the gods made enough money for everyone, and it is each person's duty to use his wits and claim his share. So far, Hrothgar has claimed his and two other people's fair share.

#67 Jake Jump-Water

S 13; I 8; W 9; C 12; D 13; CH 12; AL C;
LV 8; AC 6; hp 31; P/D 11; MW 12;
S/P 11; DB 14; SP/MS 13; THACO 16
[12 Backstabbing]
OL 65; RT 60; PP 65; MVS 65; CSS 94;
HS 55; HN 1-4

Wears leather armor; carries sword, 2 daggers (one +1, worn in boot), sling and 20 pellets.

Jake is 40, 5'9", and weighs 155 lbs. He has graying black hair and a slender moustache, and favors brown and dark gray clothing, looking somewhat like a forester. Jake often runs down, up, or through a stream to confuse those who track him. He relies more on speed and wits than brawn in a battle, and prefers to run unless cornered. Jake often says, "He who steals and runs away profits well another day."

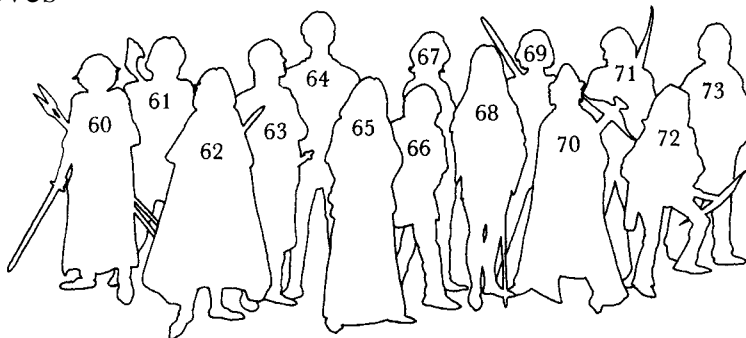
#68 Katie Cruell

S 14; I 11; W 15; C 8; D 15; CH 6; AL L;
LV 9; AC 6; hp 25; P/D 9; MW 10;
S/P 9; DB 12; SP/MS 10; THACO 13
[9 Backstabbing]
OL 75; RT 70; PP 75; MVS 75; CSS 95;
HS 75; HN 1-4

Wears leather armor; carries sword, 2 daggers, dagger +1.

Katie stands 5' 10", weighs 145 lbs., has raven hair, brown eyes, and favors dark red and navy blue garments that do not show blood easily. She straps one dagger (+1) to her left forearm, hides another in her right boot, and wears the third at her waist.

Thieves



Katie's bitter wit spoils her stunning appearance. She is very competitive and must steal at every chance. She admits this, saying, "Stealing is my profession; if I do not practice, I will grow careless."

#71 Olwyn White-Hand

S 13; I 10; W 9; C 10; D 9; CH 8; AL N; LV 12; AC 7; hp 36; P/D 9; MW 10; S/P 9; DB 12; SP/MS 11; THACO 11 [7 Backstabbing]
OL 96; RT 95; PP 105/99; MVS 96; CSS 98; HS 90; HN 1-5

Wears leather armor; carries *dagger* +2, *sword* +1, bow and 10 arrows.

Olwyn is middle-aged, stands 6' even, and weighs 176 lbs. He has brown eyes, his blond hair is streaked with gray, and he is clean-shaven. Olwyn fancies himself a displaced nobleman: he wears a dark green cape and a yellow coat (decorated with a white fist) over his armor. He loves adventure, and will join those who interest him in their plans. Once he agrees to terms, he prides himself on keeping them, although he drives a hard bargain. Olwyn does not trust clerics unless they are lawful.

#72 Sara of the Slight Touch

S 18; I 7; W 13; C 10; D 18; CH 7; ALC; LV 13; AC 4; hp 36; P/D 7; MW 8; S/P 7; DB 10; SP/MS 8; THACO 7 [3 Backstabbing]
OL 97; RT 97; PP 115/99; MVS 98; CSS 99; HS 95; HN 1-5

Wears leather armor; carries a *dagger* +2, *sword*, light crossbow and 10 quarrels.

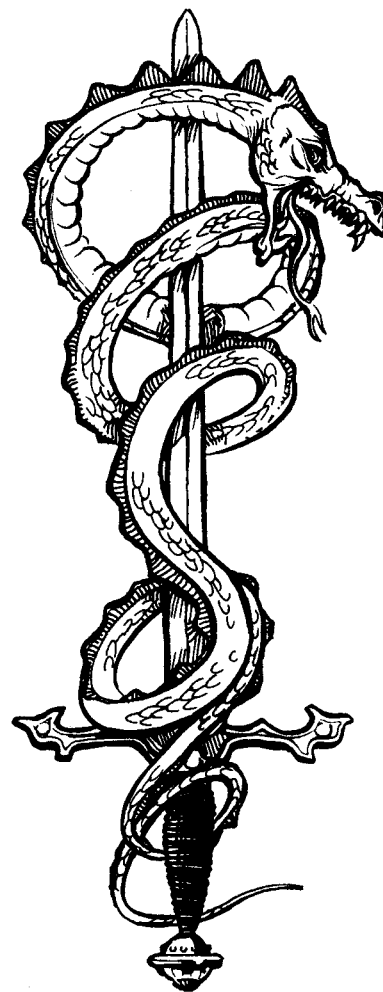
Sara is 5'6" and weighs 130 lbs. She has long, braided brown hair and sparkling brown eyes. She wears brown and tan and is most at home in a crowd where she can "make a mint." Her harsh sense of humor spoils her good looks, and word in the thieves' quarter is that she is a loner, serving only herself. Sara will take the money and run unless the party is very friendly toward her. She rarely joins combat or lets anyone know her real strength.

#73 Zacharias the Nimble

S 8; I 11; W 14; C 15; D 16; CH 10; ALL; LV 14; AC 5; hp 48; P/D 7; MW 8; S/P 7; DB 10; SP/MS 8; THACO 11 [7 Backstabbing]
OL 99; RT 99; PP 125/99; MVS 99; CSS 99; HS 99; HN 1-5

Wears leather armor; carries *sword* +2, *dagger* +2, sling and 20 pellets.

Zacharias is 6'4" and weighs 180 lbs. He has black hair, a pointed beard, and dark eyes. He favors dark gray and black clothing that makes him look mysterious, and never sits with his back to a door or window: he does not trust magic-users. Zacharias believes that a man should escape when he can, but if escape is impossible, should stand and fight it out to the end; still, he has never left a friend in need.



#69 Lenore the Beautiful

S 7; I 10; W 16; C 9; D 10; CH 16; AL N; LV 10; AC 7; hp 34; P/D 9; MW 10; S/P 9; DB 12; SP/MS 9; THACO 13 [9 Backstabbing]
OL 85; RT 80; PP 85; MVS 85; CSS 96; HS 75; HN 1-4

Wears leather armor; carries *sword*, *dagger* +2.

Lenore is 5'11", red-headed, weighs 133 lbs., and has blue eyes. She wears buff and gray-green under a brown cape. Lenore collects gemstones. She insists on taking her share of treasure in gems whenever she can, claiming that she cannot carry all "that heavy gold and silver." She recalls the cruel treatment she received from slavers, and usually goes out of her way to steal from them. She wears a 50' silk rope as a sash.

#70 Miles the Highwayman

S 6; I 13; W 12; C 7; D 9; CH 8; AL C; LV 11; AC 7; hp 23; P/D 9; MW 10; S/P 9; DB 12; SP/MS 11; THACO 13 [9 Backstabbing]
OL 95; RT 90; PP 95; MVS 95; CSS 97; HS 85; HN 1-5

Wears leather armor; carries *dagger* +2, *sword*, light crossbow. Also speaks Dwarf.

Miles is slender (5'7", 125 lbs.). His brown hair and beard are neatly trimmed, and his dark eyes are stern. Miles uses a fallen tree to slow up travellers and coaches, covers them with his crossbow, and has them hand over their valuables. Then he thanks them and leaves. He prefers outdoors to dungeons, but if profit is to be had, he may join a dungeon party. Once in a great while Miles kills a victim who is grumpy, but sometimes he leaves a pretty woman her valuables if the mood strikes him.

Dwarves



#74 Astrid Helmsplitter

**S 13; I 7; W 9; C 14; D 8; CH 13; AL L;
LV 1; AC 6; hp 9; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 12; THACO 18**

Wears chainmail and helm; carries battle-axe, sword, dagger.

Astrid stands 40". She has brown hair and dark eyes, wears her mail over her clothes, and prefers her two-handed battle axe. Astrid hates orcs and dislikes most elves, (although she has met too few to know if there are any she could like). She likes underground adventures but is terrified at the thought of flying.

#75 Brun the Brown

**S 9; I 9; W 15; C 16; D 7; CH 7; AL C;
LV 2; AC 5; hp 16; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 11; THACO 19**

Wears chainmail and shield; carries war hammer and sword.

Brun is short and stocky for a dwarf, almost as broad as he is tall. He wears chain mail over a red jerkin, and has the emblem of a red war hammer on his shield. Brun likes only halflings, human fighters, and other dwarves; he loves gold, but does not care for gems. Gold can be forged and made to "live" as decoration, but stones are not changed by the fires of life.

#76 Darby of Stonehill

**S9; I12; W 12; C11; D 15; CH 14; ALN;
LV 3; AC 3; hp 23; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 12; THACO 19**

Wears chainmail, shield; carries mace, sword, dagger.

Darby is 3'5" and weighs 140 lbs. His hair and long beard are light brown. Darby values gold more than other coins, though

he knows the worth of gems and metal. His shield is gilded, and on his swordhilt is a large (but flawed, value=45 gp) ruby. He distrusts thieves, but will join any adventure he thinks will be profitable.

#77 Eben of Whitemount

**S 11; I 8; W 10; C 12; D 11; CH 10; ALL;
LV 4; AC 4; hp 32; P/D 6; MW 7; S/P 8;
DB 10; SP/MS 9; THACO 17**

Wears chainmail and shield; carries mace, club, sword and dagger.

Eben wears an emblem of crossed pickaxes on his shield. When not adventuring, he explores ruined buildings to see how they were designed and built. He loves good song and drink, though he bores people with long stories about well-made mines when he has had too much to drink. Eben hates orcs and will go out of his way to fight them. His loyalty is famous around Whitemount, where they tell stories of how Eben went down into a burning mine to save a friend.

#78 Hugi Tunneltrue

S 11; I10; W4; C 14; D 10; CH 12; **ALC**; LV 6; AC 2; hp 50; P/D 6; MW 7; S/P 8; DB 10; SP/MS 11; **THACO** 17 [16 using *warhammer*+1]

Wears plate mail and shield; carries *war hammer* +1, sword, dagger.

Hugi stands 5'7" and weighs 128 lbs. His brown hair and beard are long, and usually braided. His shield bears the upside down "U" of the Tunneltrue family. Hugi wants to be either a miser or a spendthrift, but is not sure which. He wastes and then hoards his money. He distrusts horses and large birds.

#79 Ifor, Hill-Lord

S 9; I 8; W 9; C 16; D 3; CH 11; AL L; LV 7; AC 1; hp 67; P/D 4; MW 5; S/P 6; DB 7; SP/MS 6; **THACO** 14 [13 using *handaxe*+1]

Wears plate mail and shield; carries *hand axe* +1, sword, dagger.

Ifor is middle-aged, and his iron-gray hair matches his iron nature. It is said that he ruled a mountain, but dragons attacked it. He and three survivors slew the dragon, but ever since he has wandered homeless. He favors fighting men but also likes thieves, as thieves tend to steal from dragons. Any thief who angers a dragon is a friend of Ifor's.

#80 Leo Leopard-Bait

S 11; I7; W 13; C 17; D 12; CH 8; AL N; LV 8; AC 2; hp 76; P/D 4; MW 5; S/P 6; DB 7; SP/MS 5; **THACO** 14 [13 using *mace*+1]

Wears plate mail, shield; carries *mace* +1, sword, dagger, pickaxe.

Leo is tall for a dwarf (4'3") and weighs 138 lbs. He has blond hair and a braided beard.

Leo once travelled to the southland jungles. There he was captured and used as bait for man-eating leopards. He strangled a leopard with his chains, but his face still bears the scars of three claws. Leo hates wealthy men and does not trust thieves. He feels at home with clerics, as a wandering monk brought back his health. Leo kicks cats when he gets the chance.

#81 Magda Mountainsplitter

S 16; I 7; W 12; C 9; D 7; CH 10; AL C; LV 9; AC 3; hp 56; P/D 4; MW 5; S/P 6; DB 7; SP/MS 6; **THACO** 14 [10 using *warhammer*+2]

Wears plate mail, shield; carries *war hammer* +2, sword, mace.

Magda stands 3'4" tall and weighs 110 lbs. She has brown hair and eyes. She likes other dwarves but is suspicious of most elves and many men. Magda hates orcs, and once stopped a war party by going down a shaft alone and knocking all the supporting timbers away. The mountain collapsed on the orcs, wiping them out. Magda would gladly repeat her stunt, but most adventurers she joins do not want her to kill orcs in that manner. She has the magic war hammer she used, and shows its golden haft proudly.

#82 Rollo the Hammer

S11; I11; W15; C14; D10; CH 10; ALN; LV 10; AC 0; hp 76; P/D 2; MW 3; S/P 4; DB 4; SP/MS 2; **THACO** 12 [10 using *war hammer* +2]

Wears *plate mail* +2, shield; carries *war hammer* +2, hand axe, 2 daggers, light crossbow and 20 quarrels.

Rollo is balding, but has a full, graying beard. Once he was an armorer and weapon master in a lord's household. He learned to ride a horse, and made a name for himself when enemies raided the castle of his lord. Hearing noise and finding himself weaponless, he grabbed the blacksmith's hammer he was using and leapt into the battle. When the attack was over, Rollo was found surrounded by eleven enemy bodies. Since that day, the name "the Hammer" has stuck. Though he is healthy, Rollo always complains about his health.

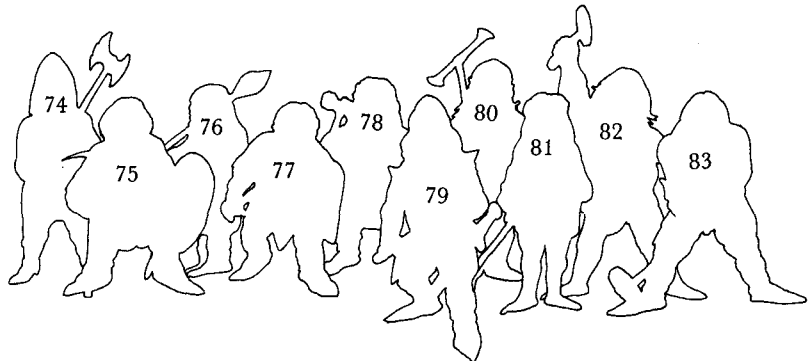
#83 Ulf the Sledge

S 13; I 11; W 10; C 14; D 12; CH 9; ALC; LV 11; AC 2; hp 80; P/D 2; MW 3; S/P 4; DB 4; SP/MS 3; **THACO** 11 [9 using *warhammer*+2]

Wears plate mail and shield; carries *war hammer* +2, short sword, hand-axe.

Ulf carries a sledge hammer. When he uses it, he slings his shield on his back. During a siege of a coastal city, Ulf and three shield-bearers attacked a gate that Ulf beat down while the shieldbearers protected him from missile fire. One of Ulf's favorite sports is to throw the sledge one-handed at a target fifty feet away. He usually earns enough on bets from this pastime to keep him in drinking money for a couple of days. Ulf is said to have wrestled with a giant cave bear and broken its back when he was younger. At present Ulf looks fifty, is heavily bearded, and has large streaks of gray in most of his hair.

Dwarves



Elves



#84 Aithne of Far Isle

S 12; I11; W 15; C 9; D 10; CH 9; AL N;
LV 1; AC 6; hp 6; P/D 12; MW 3; S/P 13;
DB 15; SP/MS 14; THACO 19

Spells: 1st Level: *sleep*.

Wears leather armor, shield; carries sword, bow and 10 arrows, dagger.

Aithne stands 5'2", weighs 101 lbs., and wears her dark red hair free down to her waist. Her name means "little fire." Aithne is from an island off the coast, wears sky blue and ocean gray, and prefers the woodlands to the underground, which she thinks is "too dark and damp." No one knows if she is dependable or not.

#85 Aneurin of the Oak

S 13; I11; W 9; C 11; D 6; CH 14; AL C;
LV 2; AC 7; hp 11; P/D 12; MW 13;
S/P 13; DB 15; SP/MS 15; THACO 18

Spells: 1st Level: *charm, sleep*.

Wears *leather armor +1*, shield; carries sword, bow and 10 arrows, dagger.

Aneurin wears the symbol of the oak tree on his shield. He is of uncertain age and has pale blond hair and a small beard. He favors green and tan clothes. Aneurin trained archers for the local baron but has since gone out on his own. He longs for adventure, and wants to make money as quickly as possible. No adventure is too risky for him to try.

#86 Blaise Barkbreaker

S 9; I13; W 12; C 11; D 16; CH 9; AL L;
LV 3; AC 3; hp 18; P/D 12; MW 13;
S/P 13; DB 15; SP/MS 15; THACO 19

Spells: 1st Level: *sleep* (x2).
2nd Level: *web*.

Wears chain mail and shield; carries sword, dagger, 4 javelins. Also speaks Orc.

Blaise is golden blond and clean-shaven. He feels most at home with fighters and outdoorsmen, though he puts up with dwarves if they are not too serious. Blaise makes poultices from the bark of certain trees and often roams the woods for the ingredients he needs to make these medicines. He is a good hunter, and is said to know which barks to use to make a scent that attracts game. Blaise enjoys a good joke and a mug of ale, although no one has ever seen him drunk.

#87 Cathal of Greendale

S 15; I9; W 15; C 8; D 13; CH 11; AL C;
LV 4; AC 3; hp 19; P/D 8; MW 10;
S/P 10; DB 11; SP/MS 11; THACO 16

Spells: 1st Level: *sleep, charm*.
2nd Level: *detect invisible, invisible*.

Wears chainmail, shield; carries sword, hand-axe, dagger, sling and 20 pellets.

Cathal stands 5'4" and weighs 123 lbs. He has light brown hair and wears a small moustache and beard. He wears dark blue and scarlet clothing and knee-length tan boots. Cathal left Greendale after a magic-user with whom he had quarrelled died mysteriously. He does not talk about the event. He stays to himself, although he aids any party when he feels it is to his advantage to do so. He takes no unnecessary chances.

#88 Dathi Dawntreader

S 12; I10; W 6; C13; D 10; CH 10; ALN; LV 5; AC 4; hp 33; P/D 8; MW 10; S/P 10; DB 11; SP/MS 12; THACO 17 [16 using *sword+1*]

Spells: 1st Level: *charm, sleep*.
2nd Level: *detect evil, locate object*.
3rd Level: *lightning bolt*.

Wears chainmail, shield, helm; carries sword, longbow and 20 arrows, dagger.

Dathi's hair is blond streaked with silver, and his moustache hangs below his mouth. He is a loner who takes long, thoughtful walks, and seeks the company of others only when he wishes adventure. Although he enjoys songs and music, Dathi rarely goes to a tavern just to drink. His skill as a scout is famous because he once tracked a band of horse thieves for nine days to bring the horses back to their owner. Dathi is a man of action and not words. He rarely argues about a subject. He makes up his mind and then acts without forcing others to join him.

#89 Elspeth Deerhunter

S12; I15; W14; C16; D11; CH 18; ALL; LV 6; AC 4; hp 47; P/D 8; MW 10; S/P 10; DB 11; SP/MS 10; THACO 17 [16 using *spear+1*]

Spells: 1st Level: *charm, sleep*.
2nd Level: *knock, wizard lock*.
3rd Level: *fire ball, fly*.

Wears chainmail and shield; carries *spear+1*, sword, dagger. Also speaks Lizard Man.

Elspeth stands 5'0" and weighs 103 lbs. Her hair is light brown, and she wears woodland colors. Elspeth does not like dwarves

or their caverns. She puts up with halflings, magic-users, and fighters, but thinks thieves and clerics are selfish. Elspeth is a loyal friend and rarely has been known to run from even the most dismal fight. She once was a forester for the king, where she gained the name "Deerhunter."

#90 Idris Darkelf

S 9; I12; W 12; C 9; D 9; CH 15; AL C; LV 7; AC 2; hp 40; P/D 4; MW 7; S/P 7; DB 7; SP/MS 7; THACO 14 [13 using *sword+1*]

Spells: 1st Level: *sleep, charm, detect magic*.
2nd Level: *levitate, web*.
3rd Level: *haste, lightning bolt*.
4th Level: *charm monster*.

Wears plate mail, shield; carries *sword+1*, dagger, bow and 10 arrows.

Idris watches the night sky, finding his way by watching the stars. He is from a family famous for magic: many men are afraid of him, for he is said to be able to call down lightning, but it is only a spell he knows. Idris wears dark clothing, and has lacquered his armor black. The blade of his magic sword is of a mysterious black metal. He enjoys the company of fighting men and magic-users, but finds clerics and halflings boring. He secretly admires the skills of thieves.

#91 Juno from Wildwood

S 13; I14; W 5; C 14; D 9; CH 10; AL L; LV 8; AC 2; hp 54; P/D 4; MW 7; S/P 7; DB 7; SP/MS 9; THACO 13 [12 using *arrows+1*]

Spells: 1st Level: *magic missile, shield, sleep*.
2nd Level: *ESP, mirror image, phantasmal force*.
3rd Level: *dispel magic, lightning bolt*.
4th Level: *confusion, wall of fire*.

Wears plate mail, shield; carries longbow and 25 *arrows+1*, sword, dagger. Also speaks Ogre.

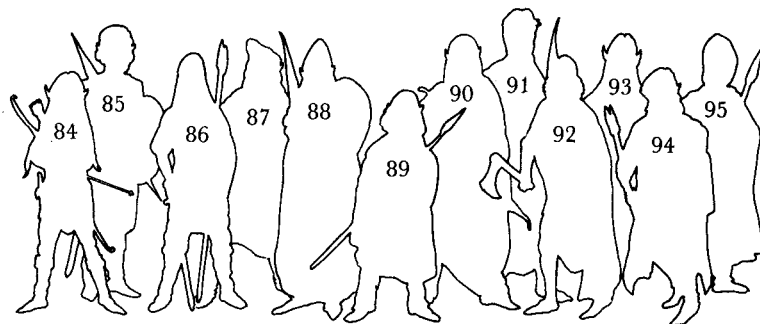
Juno stands 5'9" (very tall for an elf) and weighs 120 lbs. She wears her blond hair long and dresses in browns and dark greens. Juno likes dwarves for their knowledge and skills. Although she is a skilled magic-user, she does not trust other magic-users, preferring the company of fighters and clerics. She is from the deepest and thickest forest on the continent, and fears no animal if she has her longbow handy.

#92 Lachlan the Warrior

S 11; I10; W 11; C 17; D 13; CH 8; ALN; LV 9; AC 1; hp 68; P/D 4; MW 7; S/P 7; DB 7; SP/MS 7; THACO 12 [10 using *battleaxe+2*]

Spells: 1st Level: *sleep (x2), detect magic*.
2nd Level: *invisibility, knock, levitate*.
3rd Level: *fire ball, haste, water breathing*.
4th Level: *dimension door, polymorph self*.
5th Level: *hold monster*.

Elves



Wears plate mail, shield; carries *battle axe* +2, sword, dagger, spear.

Lachlan stands 5'5" and weighs 135 lbs. He is so fair that his hair is almost white-blond, his gray eyes almost colorless. His plate mail is covered with shiny brass rings, and glistens like sunlight on the water. Lachlan fears nothing, and will join anyone for the right price. He keeps his likes and dislikes to himself except for orcs, whom he openly hates.

#93 Morag the Grim

S11; I12; W14; C11; D14; CH 11; ALC; LV 9; AC 1; hp 48; P/D 4; MW 7; S/P 7; DB 7; SP/MS 6; THACO 14 [12 using *sword*+2]

Spells: 1st Level: *charm, sleep* (x2).
2nd Level: *web* (x2), *invisibility*.
3rd Level: *dispel magic* (x2), *fire ball*.
4th Level: *charm monster, remove curse*.
5th Level: *animate dead*.

Wears plate mail, shield; carries *sword* +2, dagger, 4 javelins.

Morag wears black and dark blue. She is a slender, attractive brunette who rarely smiles, and is called "the Grim" by all who know her. She changes her mind often, and sometimes in combat cannot decide whether to fight or use a magic spell. Her broadsword is called Sleepmaker, and she wears it across her back. Morag prefers fighters to anyone, even other elves.

#94 Rorie the Red

S14; I15; W10; C17; D14; CH 14; ALL; LV 10; AC 1; hp 72; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THACO 11 [9 using *sword*+2]

Spells: 1st Level: *sleep* (x2), *detect magic*.
2nd Level: *invisibility, levitate, web*.
3rd Level: *fire ball, fly, lightning bolt*.
4th Level: *charm monster, remove curse, wall of fire*.
5th Level: *cloudkill*.

Wears plate mail, shield; carries *sword* +2, dagger, 8 javelins. Also speaks Bugbear.

Rorie stands 5'8" and weighs 152 lbs. His red hair and beard are neatly trimmed, and he wears all shades of blue. He once led an army of townsfolk into a cavern and wiped out the orcs that defended it. Then he fought the orcs' wizard commander in single, magical combat, and killed him with a *fire ball*. Since then he has been called "the Red." Rorie is friendly and very loyal to those he calls his friends.

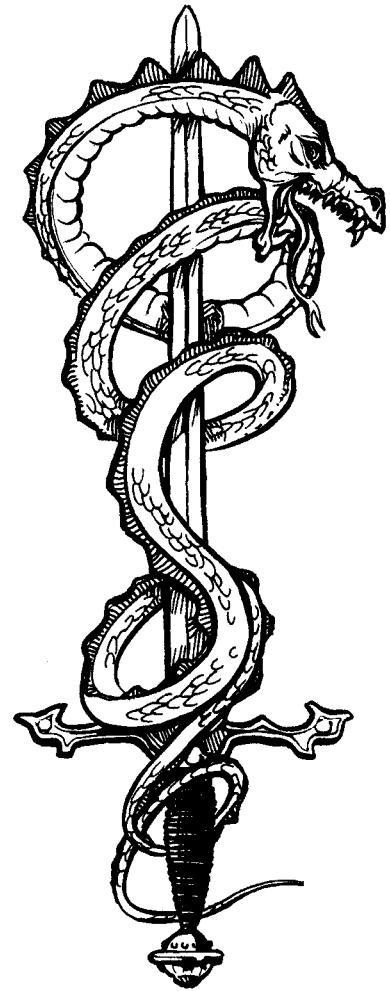
#95 Torquil of Deep Hollow

S10; I11; W 11; C8; D 12; CH 12; ALN; LV 10; AC 2; hp 44; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; THACO 12 [10 using *spear* +2]

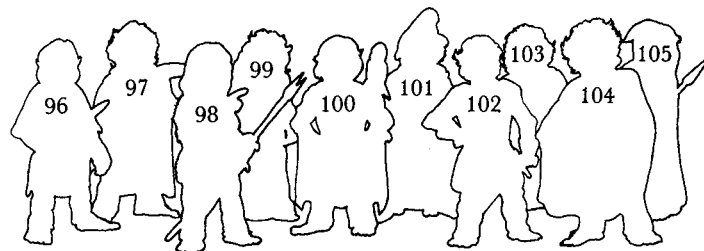
Spells: 1st Level: *hold portal, magic missile, sleep*.
2nd Level: *ESP, mirror image, phantasmal force*.
3rd Level: *fire ball, haste, water breathing*.
4th Level: *dimension door, polymorph others, polymorph self*.
5th Level: *feeblemind, teleport*.

Wears plate mail, helmet, shield; carries *spear* +2, sword, dagger, mace.

Torquil stands 5'6" tall and weighs 133 lbs. He carries a large kite-shield and wears gleaming plate-mail under a tan cape. His sword is in a chocolate brown, jewelled scabbard, but he always carries his spear, the shaft of which is inlaid with beaten silver. Torquil is tolerant of all, but prefers the company of magic-users because "they boast less." He will do anything if the price seems right.



Halflings



Halflings



#96 Begol Burrowell

**S 7; I 13; W 12; C 10; D 9; CH 6; AL L;
LV 1; AC 5; hp 6; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 12; THACO 20**

Wears chainmail; carries short sword, dagger, sling and 15 pellets. Also speaks Orc.

Begol is a vale dweller. He prefers peace and quiet but is far too curious. Once, exploring a cave, he was trapped by a rabid badger and had to burrow his way through eight feet of soil to freedom. He is friendly and usually trusting, but he is thoughtful when events seem strange to him.

#97 Brandywine Barefoot

**S 8; I 10; W 8; C 13; D 14; CH 14; AL N;
LV 2; AC 4; hp 13; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 13; THACO 20**

Wears chainmail; carries light crossbow and 20 quarrels, short sword.

Brandywine Barefoot stands 3'2" and has curly auburn hair. He loves taverns for their excitement, the tall tales told there, and the good humor of the tavern's visitors. Brandywine keeps a book of old legends, and reads about lost cities, fabled treasures, and other mysteries. Although fond of his comforts, he enjoys the adventuresome life of a treasure-hunter, even if he must do some mild thieving to do so. An old torque (non-magical, 45 gp) is his favorite ornament.

#98 Crispin Callowtoe

**S 11; I 10; W 6; C 12; D 10; CH 8; AL C;
LV 3; AC 5; hp 15; P/D 8; MW 9; S/P 10;
DB 13; SP/MS 13; THACO 19**

Wears chainmail; carries short sword, dagger, 4 javelins.

Crispin has straight dark hair, and although he is often at taverns, he listens carefully and does not actively join in the good times. Crispin longs for wealth more than adventure, and if he found himself rich, he

would retire and never adventure again. He enjoys good food and drink, although he goes to taverns to find out who is organizing what adventure. If Crispin thinks there is money to be made, he wants to be counted in.

#99 Dorcas Deepdelver

**S 6; I 8; W 9; C 12; D 14; CH 11; AL L;
LV 4; AC 2; hp 22; P/D 5; MW 6; S/P 7;
DB 9; SP/MS 8; THACO 15**

Wears plate mail; carries sling and 20 pellets, short sword, hand axe.

Dorcas wears her curly light brown hair to her waist. She wears suede clothing dyed dark green or brown. She uses lead pellets in her sling, and marks each one with a rune of her name. Dorcas prefers the company of dwarves, clerics and fighters, although she will join others on expeditions. Sometimes she has gone with dwarves into the heart of the mountains, seeking lost gold and jewels; this is how she came to be known as "Deepdelver." Dorcas once encountered and killed a giant serpent underground.

#100 Faradore Fairwind

S 12; I 9; W 9; C 11; D 9; CH 11; AL N; LV 5; AC 3; hp 27; P/D 5; MW 6; S/P 7; DB 9; SP/MS 8; THACO 17 [16 using *shortsword+1*]

Wears plate mail; carries short sword, 1 dagger, short bow and 10 arrows.

Faradore stands 3'1" and weighs 49 lbs. He was once a seafarer: his light brown hair is bleached by the sun, he walks like a sailor, wears a scraggly moustache, and has a parrot that perches on his shoulder. In some foreign land, he gained a beautiful silver-bladed shortsword. Many like to have him along on expeditions because he can watch the skies and tell them what to expect from the weather. Though he will venture underground, he does not like to do so: he likes to feel the wind on his face.

#101 Leander Lostburrow

S 5; I 11; W 14; C 10; D 11; CH 9; ALC; LV 6; AC 3; hp 31; P/D 5; MW 6; S/P 7; DB 9; SP/MS 7; THACO 19 [18 using *dagger+1*]

Wears plate mail; carries 5 Javelins, short sword, *dagger+1*.

Leander is a wanderer. His face is sun-browned, and his head always twists from side to side, as if looking for some hidden trail or enemy. His dark eyes are merry, and he makes light of the fact that he is footloose. No one knows where he came from, and he does not tell. Leander shows a golden dagger, the blade of which is engraved with strange emblems, at every tavern, hoping someone will know about it. The blade is ancient and well-made. Leander will join any group of adventurers who will take him, but he always watches out to see that nobody gets a bigger share of treasure or safer work than he does.

#102 Modoc Moneywalker

S 8; I 13; W 7; C 9; D 11; CH 8; AL N; LV 7; AC 3; hp 39; P/D 2; MW 3; S/P 4; DB 5; SP/MS 5; THACO 15 [13 using *dagger+2*]

Wears plate mail; carries *dagger+2*, short sword, mace, light crossbow and 15 arrows. Also speaks Gnoll.

Modoc's short hair is brown and curly. He loves money and has decorated his plate mail with various silver coins collected on his travels. His sword has a fake gem in its hilt and rests in a scabbard covered with cheap gems (sword and scabbard=73 gp). Modoc's dagger is worth more. If offered enough to make the trip worthwhile, Modoc would join a band of rogues to raid the king's treasure house. Although money-hungry, Modoc has a kind nature and will do anything a friend asks.

#103 Pauline Patterwell

S 10; I 8; W 13; C 9; D 11; CH 12; AL L; LV 7; AC 2; hp 41; P/D 2; MW 3; S/P 4; DB 5; SP/MS 3; THACO 14 [12 using *hand axe+2*]

Wears plate mail, shield, displacer cloak; carries *hand axe+2*, short sword, dagger.

Pauline is a tall 3'8" and dark-haired. She tolerates dwarves when they are easygoing, and trusts only the best-natured magic-users. Pauline hates orcs, and carries a shield that shows a hairy, large foot crushing an orc. Her handaxe is of dwarven make, and bears the rune inscription "Orc Killer." Pauline is loyal to her friends and will do anything they wish, but she prefers not to explore caves. She feels comfortable around horses, and has ridden one on several occasions.

#104 Sam Smallsole

S 13; I 10; W 9; C 12; D 13; CH 10; ALL; LV 8; AC 1; hp 45; P/D 2; MW 3; S/P 4; DB 5; SP/MS 4; THACO 13 [11 using *sword+2*]

Wears plate mail, shield, elven cloak and boots; carries *sword+2*, dagger, sling and 20 pellets.

Sam is 2'11", has curly brown hair, merry eyes, and a deadly sling, which he used once to kill a bear with one shot. Sam often guides parties: once a fighter who had seen few halflings made a comment on the footprints made by the "little feet" of the child who led them. This was translated as "Smallsole." Sam is curious about magic-users and elves, and although he does not dislike anyone, he thinks most dwarves are stuffy. Sam is afraid of eagles, as one almost carried him away for its dinner two years ago. Sam will do anything he can to help his friends.

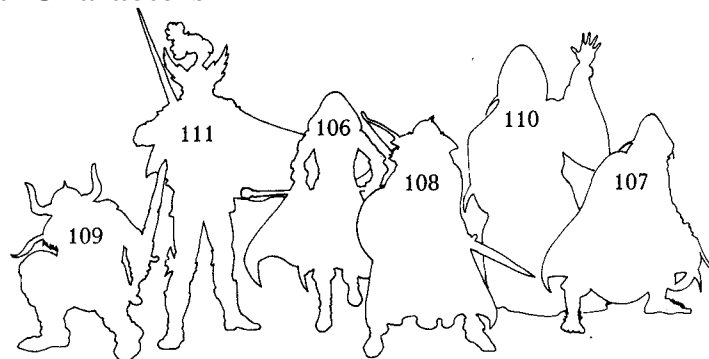
#105 Wat Watershed

S 7; I 10; W 9; C 14; D 13; CH 9; AL C; LV 8; AC 3; hp 49; P/D 2; MW 3; S/P 4; DB 5; SP/MS 4; THACO 15 [13 using *spear+2*]

Wears plate mail; carries *spear+2*, short sword, mace, *rope of climbing* (50' long).

Wat Watershed is a moody halfling. Part of the time he laughs and sings with everyone, and then suddenly he changes. Some think that Wat has been changeable since a dragon bit his head; others feel he was always that way. Wat slips away from problems like water from a duck's back: halflings call one who can do this a "Watershed." Wat does anything for money as long as he suffers no great risk: he knows that money is useless to a dead halfling. If the party is in danger, Wat helps if he does not have to risk his life needlessly. If the party finds itself in a "no-win" situation, Wat simply leaves them as quickly as possible.

Special Characters



Special Characters



All the characters listed in this special section have figures in the **D&D™** or **AD&D™** toy line. The statistics given here are for the **D&D®** line, and may be different from the **AD&D™** statistics given.

106 MERCION Cleric

MERCION™ Good Cleric Female
S 10; I 12; W 17; C 9; D 9; CH 8; ALL; LV 6; AC 3; hp 35; P/D 9; MW 10; S/P 12; DB 14; SP/MS 11; **THACO** 17 [16 using *mace*+1]

Spells: 1st Level: *cure light wounds* (x2).
2nd Level: *find traps* (x2).
3rd Level: *cure disease*.
4th Level: *cure serious wounds*.

Wears plate mail, helm; carries *mace* +7, 3 bottles holy water, silver holy symbol.

MERCION™ Good Cleric Female stands 5'11" and weighs 124 lbs. The cleric has blond hair and dark eyes, wears plate mail, and carries a mace shaped like a knob-ended staff. **MERCION**, **RAVEN™** Cleric, and **ZARGASH™** Cleric were members of a

party who found the Heartstone, a magical gem that brings out hidden things about a person. The Heartstone brought out even more of **MERCION**'s good, but uncovered the evil in the others. Since then, both **ZARGASH** and **RAVEN** have been **MERCION**'s enemies, seeking every chance to destroy their former friend.

#107 FIGGEN Halfling

FIGGEN™ Halfling
S 13; I10; W 9; C 12; D 13; CH 10; ALL; LV 8; AC 1; hp 45; P/D 2; MW 3; S/P 4; DB 5; SP/MS 4; **THACO** 14 [12 using *dagger*+2]

Wears plate mail and shield; carries *dagger* +2, sword, sling and 20 pellets, and *elven cloak*.

FIGGEN™ Halfling has dark blond hair and deep brown eyes that always seem to declare his innocence. **FIGGEN** wears a hooded dark green cloak and carries a 50' rope coiled at his belt. He owns a magical dagger that he keeps in a jewelled scabbard

at his right hip. **FIGGEN**'s small money pouch seems always full because he is, as he puts it, "an expert at finding lost articles—you just have to know where to look!" **FIGGEN**'s cloak is elven and magical, allowing him to hide easily if he does not move. His dagger glows with a blue light when friends are near, and takes on an angry red glow when enemies are within 20 feet.

#108 PERALAY Elf

PERALAY™ Good Fighter Mage Elf
S 14; I15; W 10; C 17; D 14; CH 14; ALL; LV 10; AC 1; hp 72; P/D 2; MW 4; S/P 4; DB 3; SP/MS 3; **THACO** 12 [10 using *sword*+2]

Spells: 1st Level: *sleep* (x3).
2nd Level: *invisibility*, *web* (x2).
3rd Level: *fire ball* (x3).
4th Level: *charm monster* (x2), *wall of fire*.
5th Level: *cloudkill*.

Wears *chain mail* +3 and shield; carries *sword* +2, dagger, longbow and 15 arrows. Speaks Ogre.

PERALAY™ Good Fighter/Mage Elf is a member of the wood elves. He is left-handed, blond, hazel-eyed, and large for an elf (5'8", 148 lbs.). He wears a leather jerkin and green cloak over his armor, and his shield is decorated with the hunting hawk sign of his clan. PERALAY is a sure shot with the bow, and he has a magical sword, Gnoll-Cleaver, forged long ago by Dwarves. He and ZARGASH were friends, and found the Heartstone, which brought out ZARGASH's evil nature and PERALAY's lawful nature. Since that day, ZARGASH has tried to kill PERALAY several times.

109 ELKHORN Dwarf

ELKHORN™ Good Dwarf Fighter

S 9; I 9; W 10; C 16; D 13; CH 11; ALL; LV 7; AC 1; hp 67; P/D 4; MW 5; S/P 6; DB 7; SP/MS 6; THACO 15 [14 using sword+1]

Wears plate mail, shield, helmet; carries hand-axe, sword +1, dagger.

ELKHORN™ Good Dwarf Fighter is hefty (4'2", 175 lbs.), black-haired and full-bearded. He is nearly as broad as he is tall. His gilded helmet is set with three rubies and bears two long horns in the viking style. ELKHORN's magical sword is set with a huge ruby which glows when he is within 25' of gold. ELKHORN joined in the search for the Heartstone, and seems unchanged by it, perhaps because of his dwarven abilities, or perhaps because dwarves are immune to the stone. He is friends with PERALAY, and takes the elf's side in all arguments, despite the fact that the friends quarrel constantly.

110 RINGLERUN™
Magic-User

RINGLERUN™ Good Wizard, Magic-User

S 9; I 14; W 13; C 9; D 10; CH 11; ALL; LV 7; AC 8; hp 23; P/D 11; MW 12; S/P 11; DB 14; SP/MS 11; THACO 17 [16 using dagger+1]

Spells: 1st Level: *sleep*, *charm person* (x2).

2nd Level: *ESP*, *levitate* (x2).

3rd Level: *fire ball* (x2).

4th Level: *wall of ice*.

Carries *dagger +1*, *ring of protection +1*, *staff of power* (14 charges). Also speaks Hobgoblin.

RINGLERUN has a full white beard and piercing eyes. He favors sky-blue robes, and has a *staff of power*. Long ago, RINGLERUN and Kellek were adventuring and discovered the massive Heartstone that changed Kellek into an evil man, bringing out his hidden flaws, and purified RINGLERUN, making him wise and more just. Since that time, RINGLERUN and his friends have opposed Kellek and his friends. Although he knows Kellek plans to destroy him, RINGLERUN is not worried, as he knows that right will prevail. He is loved by the townsfolk for his kind and just ways. They seek his protection against Kellek.

111 STRONGHEART™
Fighter

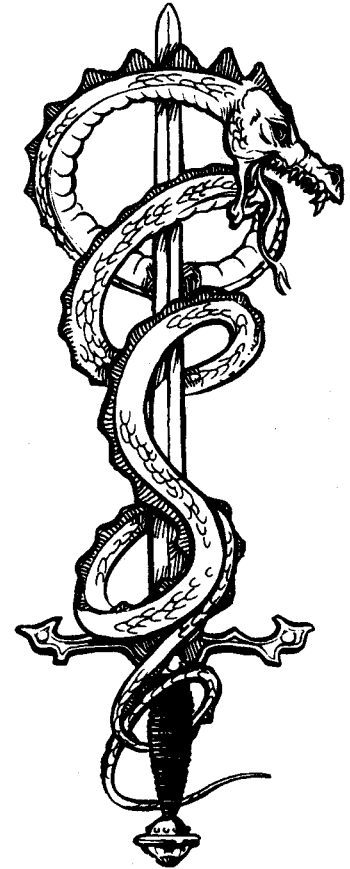
STRONGHEART™ Good Paladin, Fighter

S 13; I 9; W 13; C 11; D 9; CH 17; ALL; LV 10; AC 3; hp 68; P/D 6; MW 7; S/P 8; DB 9; SP/MS 10; THACO 12 [10 using sword+2]

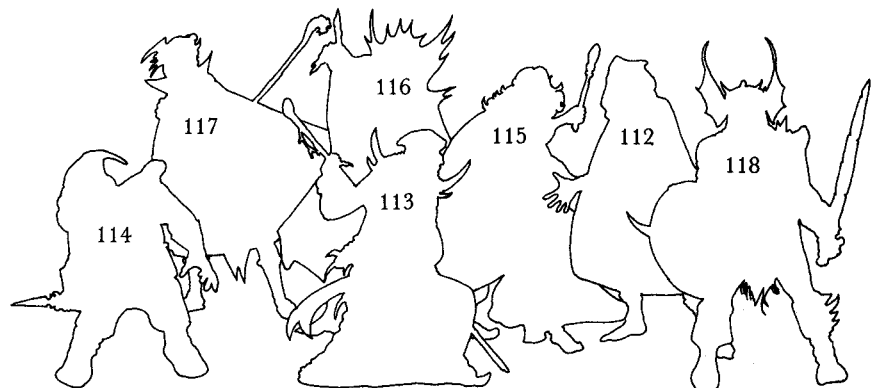
Wears plate mail, helmet; carries sword +2, dagger, polearm.

STRONGHEART is a Paladin, a lawful, good fighter who aids any who need his help. His worst enemy is WARDUKE. Years ago the two were friends, but the Heartstone brought out their strongest qualities. STRONGHEART, aided by PERALAY and RINGLERUN, escaped unharmed, but WARDUKE and his friends

became twisted and evil. STRONGHEART's horse, Destrier, is a nihrain horse, and has helped him in several adventures. STRONGHEART's sword Purlblade was given to him by some dwarves he helped. Few folk argue with this 6'2" giant clad in shining plate mail atop his great white stallion. Throughout the land his deeds have made his name stand for justice and right.



Special Characters



Special Characters



#112 FOX FINGERS™ Thief

FOX FINGERS™ Thief

S 18; I 17; W 13; C 10; D 18; CH 7; ALC; LV 13; AC 4; hp 36; P/D 7; MW 8; S/P 7; DB 10; SP/MS 8; THACO 7 [3 Backstabbing]
OL 97 RT 97 PP 115/99 MVS 98
CSS 99 HS 95 HN 1-5

Wears leather armor; carries *dagger* +2, sword, light crossbow and 10 quarrels.

FOX FINGERS™ Thief could steal a newlywed's wedding ring without alerting the owner. He carries a magical dagger that he picked up in the great Southern Desert. The wavy style of its blade suggests that it was forged by a desert magician or spirit. FOX FINGERS also carries a light crossbow on his back under his cloak, and a secret dagger in his right boot. He has dark red hair that gives him the look of a fox, and the slyness of a fox when pursued. When exposed to the Heartstone, FOX FINGERS began to hate everyone who knew he was a thief. He may join KELEK™ Evil Sorcerer against RINGLERUN™ Good Wizard, but

once RINGLERUN is destroyed, FOX FINGERS intends to destroy each of KELEK's helpers, and KELEK himself.

#113 ZARGASH™ Cleric

ZARGASH™ Cleric

S5; I10; W 15; C 10; D 10; CH 16; ALC; LV 7; AC 2; hp 38; P/D 9; MW 10; S/P 12; DB 14; SP/MS 12; THACO 19 [18 using *mace* +1]

Spells: 1st Level: *cure light wounds* (x2), *purify food and water*.
2nd Level: *bless* (x2).
3rd Level: *cure disease*, *striking*.

Wears plate mail and helmet, shield; carries *mace* +1, war hammer, 3 bottles holy water, 2 holy symbols.

ZARGASH wears dark robes over his armor, and a leather cover over his skullcap helmet. He hates the Heartstone and RINGLERUN for bringing out his dark nature. He is not smart enough to be a magic-user, but he thinks he is. ZARGASH may seem easygoing, but he is a deadly enemy, and he

often talks to people in such a way as to convince them that his goals are their goals. He aids KELEK against RINGLERUN, and he hates MERCION who once was his assistant. ZARGASH wants to rule the land, and he will not help anyone unless it forwards his purposes. Until such a time when he can take over, ZARGASH is content to be an advisor to KELEK.

#114 ZARAK™

ZARAK™ Evil Half-Ore Assassin, Thief

S 12; I 11; W 15; C 7; D 12; CH 11; ALC; LV 5; AC 7; hp 15; P/D 11; MW 12; S/P 11; DB 14; SP/MS 12; THACO 17 [13 if Backstabbing]
OL 35; RT 40; PP 40; MVS 40; CSS 91; HS 30; HN 1-3

Wears leather armor; carries sword, *dagger* +1.

ZARAK™ Evil Half-Ore Assassin is heavysset (5'9", 240 lbs.) and has crafty dark eyes. He favors dark clothing and a dark blue hood so he blends with the shadows. ZARAK is

half-orc, but acts like a full-blooded orc. His leather armor is dyed black, and he has a magical dagger that glows softly within 15' of hidden gems or jewels. ZARAK now hates PERALAY, though he was once PERALAY's friend: when the two of them were exposed to the rays of the Heartstone, ZARAK's cruel and evil nature was brought out while PERALAY's good nature was brought out. ZARAK wanted to steal the sacred stone, but PERALAY prevented him, and he has hated the elf since that day.

115 SKYLLA™ Magic-User

SKYLLA™ Evil Magic-User

S 9; I 12; W 8; C 9; D 11; CH 11; AL C; LV 6; AC 8; hp 22; P/D 11; MW 12; S/P 11; DB 14; SP/MS 13; THACO 17 [16 using dagger +1]

Spells: 1st Level: *light, magic missile.*
2nd Level: *detect invisible, levitate.*
3rd Level: *hold person, lightning bolt.*

Wears *ring of protection +1*; carries *dagger +1, staff of commanding* (10 charges).

SKYLLA™ Evil Magic-User has silvery dark hair, stands 5'10", weighs 131 lbs., and has flashing dark eyes. She favors gray clothing, although she always wears her golden demon headress and her golden demon girdle. SKYLLA carries a magical staff, a *staff of commanding*. Once she was a student of RINGLERUN's, but when she was exposed to the Heartstone, she began to seek out the evil, harmful side of magic. Her lust for power grew until she broke away from the good magician, seeking personal gain and power. Because the Heartstone did not affect RINGLERUN, she has grown to hate him for what she feels is his "soft and stupid" use of magic.

#116 KELEK™ Magic-User

KELEK™ Evil Sorcerer, Magic-User

S 15; I 15; W 13; C 14; D 10; CH 7; AL N; LV 7; AC 8; hp 33; P/D 11; MW 12; S/P 11; DB 14; SP/MS 12; THACO 16 [15 using dagger +1]

Spells: 1st Level: *read magic, magic missile, shield.*
2nd Level: *ESP, mirror image.*
3rd Level: *fly, fire ball.*
4th Level: *charm monsters.*

Carries *dagger +1; ring of protection +1, wand of cold* (5 charges), *staff of striking* (12 charges). Also speaks Orc.

KELEK stands 5'11" and weighs 156 lbs. His head is clean-shaven, his beard white and full, his eyes dark, and his robes black. KELEK wants to be High Wizard of his magical school: once, he and RINGLERUN were friends, but the Heartstone made KELEK power-hungry and evil. Now he uses his magical powers to gain power and wealth, and hates RINGLERUN, who stands in his way. KELEK gloats that RINGLERUN's old helper, SKYLLA, has become his partner. Although he uses SKYLLA's powers, he does not plan to share power with her, and once he is High Wizard, he will destroy her as he intends to destroy RINGLERUN.

#117 RAVEN™ Cleric

RAVEN™ Cleric

S 15; I 11; W 8; C 5; D 9; CH 13; AL C; LV 10; AC 2; hp 37; P/D 7; MW 8; S/P 10; DB 12; SP/MS 12; THACO 13 [12 using war hammer +1]

Spells: 1st Level: *cure light wounds* (x3), *light.*
2nd Level: *hold person* (x2), *resist fire, charm.*
3rd Level: *cure disease, locate object* (x2).
4th Level: *cure serious wounds, neutralize poison.*
5th Level: *dispel evil* (x2).

Wears *leather armor +2*, shield, *bracers of defense +2*; carries *war hammer +1, mace, 2 bottles holy water; 2 holy symbols.*

Dark-haired RAVEN loves WARDUKE™ Evil Fighter, and although she knows that he is power-hungry and selfish, she will do whatever she can to help him. She was not exposed to the Heartstone, and she may not be totally evil, but her real personality is hidden by her love for WARDUKE. She is angry with MERCION, because they were once friends, and MERCION now condemns WARDUKE, the man she loves. RAVEN is attractive, wearing a winged headress and dark cloak.

#118 WARDUKE™ Fighter

WARDUKE™ Evil Fighter

S 16; I 9; W 11; C 8; D 11; CH 11; AL C; LV 8; AC 2; hp 59; P/D 8; MW 9; S/P 10; DB 11; SP/MS 12; THACO 13 [12 using sword +1]

Wears plate mail, helm, shield; carries *broadsword +1 (flames on command)*, battle-axe, and dagger.

WARDUKE wears a suit of half-chain and a black, winged helmet. His shield bears the sign of a demon's head. He was an old friend of STRONGHEART™ Good Paladin's, but now the two are enemies. Both were exposed to the Heartstone, and WARDUKE's cruel nature was brought out while STRONGHEART's just nature became stronger. WARDUKE is a friend of SKYLLA's and wears a demon device like hers. These two plan to overthrow Kellek once all good fighters are beaten. WARDUKE captured an evil Nightmare for his mount, and it frightens many of his enemies. WARDUKE especially hates STRONGHEART, who he feels wastes his time protecting the weak and helpless. "A true fighter," WARDUKE feels, "makes himself rich and powerful by the strength of his sword arm. He takes what he can — if you would keep your possessions, kill those who seek to take them." He calls his sword "Nightwind."



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The Shady Dragon Tavern

The Shady Dragon Tavern is where all the members of the Adventurer's Guild meet. Members of the Guild gather here to swap yarns, chat with old friends, or make contacts for the next adventure. All classes and levels of members mingle freely, from novices to experts, and from fighters to halflings.

Sam Smallsole owns the Shady Dragon. He has two serving wenches, Gwynne Cutpurse and Ariadne Beornsdottir. The cook is Friar Fergus and the ostler is Lachlan the Warrior.

Friar Fergus lives in the Cook's Bedroom across the hall from the Maid's Bedroom where Gwynne and Ariadne sleep. Upstairs at the far east end of the building, Sam and Lachlan share a bedroom.

During the day, Lachlan is outside, although he comes inside and sits at the table next to the bar when things are slow. Gwynne, Ariadne and Sam relieve Fergus when he is tired of cooking or has a day off. Sometimes Lachlan tends bar with Sam, and at night he serves as a bouncer if any problem comes up which Sam cannot handle alone. Ariadne, Gwynne and Sam sit at the small table by the bar (in the northeast corner) when business is slow.

A good meal at the tavern costs a silver piece. Ale, and beer cost 3 cp per mug; wine costs 10 cp per glass or 2 sp per bottle, of wine. All rooms are upstairs, and are rented on a basis of how many beds are in the room. A bed costs 3 sp per night, the entire room 12 sp. If the rooms are all taken, Sam will let guests sleep in the tavern for 10 cp.

The rooms are clean; each bed has two blankets and a pillow. Each room also contains two benches. The doors lock from the inside, although Sam has key he can use in an emergency. Although a trusting soul, and one who always lends a helping hand to someone down on his luck, Sam likes payment in advance.

Parties

Parties are composed of either a random mix of classes or of characters from the same class who have different ability levels. For example, a party may be composed of several classes or players may encounter a group of halflings or clerics.

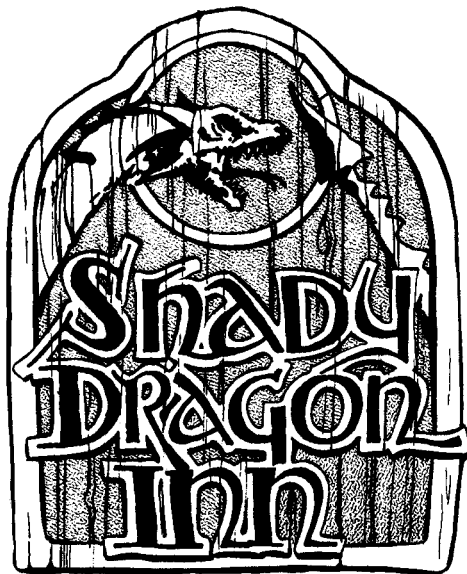
Low Level Fighter Party

Abel Artone
AL L; LV 1; AC 5; hp 7;
THACO 19

Boris Bonesnapper
AL C; LV 3; AC 2; hp 21;
THACO 17

Donal of Clear Water
AL N; LV 2; AC 4; hp 18;
THACO 17

Owen the Powerful
AL L; LV 4; AC 2; hp 19;
THACO 15 [14 using sword
+1]



Turlough of Glenroe
AL N; LV 5; AC 3; hp 35;
THACO 17 [16 using sword
+1]

High Level Fighter Party

Iona Firehair
AL C; LV 8; AC 3; hp 60;
THACO 13 [12 using javelin
+1]

Juhel of Sternmont
AL L; LV 10; AC 4; hp 70;
THACO 11 [9 using sword +2]

Lancelin Open-Hand
AL C; LV 11; AC 4; hp 60;
THACO 10 [9 or 7 +1/+3 vs.
enchanted creatures]

Peregrine the Hawk
AL N; LV 14; AC 2; hp 78;
THACO 9 [7 using sword +2]

Low Level Magic User Party

Apris the Wondrous
AL C; LV 1; AC 9(10); hp 3;
THACO 19
Spells: 1st Level: *sleep*.
Carries wand of secret door detection (9 charges).

Claudius Cloudgazer
AL L; LV 2; AC 9; hp 10;
THACO 18
Spells: 1st Level: *sleep, light*.
Carries wand of trap detection (15 charges left).

High Level Magic User Party

Nikol the Necromancer
AL L; LV 8; AC 9(8); hp 22;
THACO 20 [19 using dagger
+1]
Spells: 1st Level: *charm person, hold portal, sleep*.
2nd Level: *detect invisible, levitate, mirror image*.
3rd Level: *fire ball* (x2).
4th Level: *confusion, wall of fire*.
Carries wand of negation (7 charges left).

Rhys the Quick
AL N; LV 10; AC 9(8); hp 37;
THACO 18 [17 using dagger
+1]

Spells: 1st Level: *magic missile, shield, hold portal, sleep*.
2nd Level: *invisibility, continual light, wizard lock*.
3rd Level: *dispel magic, fire ball, hold person*.
4th Level: *massmorph, remove curse, wall of fire*.
5th Level: *feeblemind, cloudbill*.
Carries wand of lightning bolts (9 charges left).

Selina of Black Coast
AL L; LV 11; AC 9(10); hp 46;
THACO 14 [13 using dagger
+1]

Spells: 1st Level: *sleep* (x2), *charm person* (x2).
2nd Level: *levitate, phantasmal force, knock*.
3rd Level: *infravision, fire ball, water breathing*.
4th Level: *dimension door, growth of plants, polymorph self*.
5th Level: *animate dead, wall of stone*.
6th Level: *reincarnation*.
Wears ring of invisibility.

Walwyn of Stonehill
AL N; LV 9; AC 9(8); hp 29;
THACO 17 [16 using dagger
+1]

Spells: 1st Level: *sleep, charm person, shield*.
2nd Level: *knock, levitate, web*.
3rd Level: *fire ball* (x2), *haste*.
4th Level: *charm monster, remove curse*.
5th Level: *conjure elemental*.
Carries wand of cold (12 charges).

Zarkon the Blue
AL C; LV 7; AC 9(8); hp 16;
THACO 17 [16 using dagger
+1]

Spells: 1st Level: *sleep, charm person, shield*.
2nd Level: *ESP, levitate, mirror image*.
3rd Level: *fire ball, lightning bolt*.
4th Level: *polymorph others, wall of ice*.
Carries wand of fire balls (9 charges left).

Low Level Cleric Party

Brother Bevis
AL L; LV 2; AC 5; hp 13;
THACO 20
Spells: 1st Level: *cure light wounds*.
Carries 2 bottles of holy water and holy symbol.

Dominique of the Sorrows
AL L; LV 4; AC 5; hp 23;
THACO 19
Spells: 1st Level: *cure light wounds, detect evil*.
2nd Level: *find traps*.
Carries 2 bottles holy water, holy symbol.

Fleur the Rose

AL L; LV 4; AC 9; hp 15;
THACO 20 [19 using dagger

+1]

Spells: 1st Level: *magic missile, sleep.*

2nd Level: *mirror image, wizard lock.*

Wears *ring of fire protection.*

Gregor Grimmin

AL C; LV 5; AC 9(10); hp 23;
THACO 20 [19 using dagger

+1]

Spells: 1st Level: *readmagic, charm person.*

2nd Level: *knock, web.*

3rd Level: *fire ball.*

Wears *ring of spell storing* (3 sleep spells).

Jasper the White

AL L; LV 5; AC 9(10); hp 30;
THACO 18 [17 using dagger

+1]

Spells: 1st Level: *protection from evil, shield.*

2nd Level: *phantasmal force,*

web.

3rd Level: *fire ball.*

Carries *wand of fire balls* (8 charges).

Lachlan the Warrior

AL N; LV 9; AC 1; hp 68;
THACO 12 [10 using battle-axe +2]

Spells: 1st Level: *sleep* (x2), *detect magic.*

2nd Level: *invisibility, knock, levitate.*

3rd Level: *fire ball, haste, water breathing.*

4th Level: *dimension, door, polymorph self.*

5th Level: *hold monster.*

Morag the Grim

AL C; LV 9; AC 1; hp 48;
THACO 14 [12 using sword

+2]

Spells: 1st Level: *charm, sleep* (x2).

2nd Level: *web* (x2), *invisibility.*

3rd Level: *dispel magic* (x2), *fireball.*

4th Level: *charm monster, remove curse.*

5th Level: *animate dead.*

Torquil of Deep Hollow

AL N; LV 10; AC 2; hp 44;
THACO 12 [10 using spear +2]

Spells: 1st Level: *holdportal, magic missile, sleep.*

2nd Level: *ESP, mirror image, phantasmal force.*

3rd Level: *fire ball, haste, water breathing.*

4th Level: *dimension door, polymorph others, polymorph self.*

5th Level: *feblemind, teleport.*

High Level Cleric Party

Nestor the Wise

AL N; LV 11; AC 4; hp 60;
THACO 14 [12 using war hammer+7]

Spells: 1st Level: *cure light wounds* (x2), *detect evil, resist cold.*

2nd Level: *bless, find traps*

(x3).

3rd Level: *continual light, cure disease, growth of animals.*

4th Level: *cure serious wounds* (x2), *sticks to snakes.*

5th Level: *createfood, insect plague, raise dead.*

Carries 4 bottles holy water, 2 holy symbols.

Orlando the Bear Killer

AL L; LV 12; AC 3; hp 65;
THACO 12 [10 using war hammer+2]

Spells: 1st Level: *cure light wounds* (x2), *remove fear, resist cold.*

2nd Level: *bless, find traps*

(x2), *resist fire.*

3rd Level: *continual light, cure disease* (x2), *locate object.*

4th Level: *cure serious*

wounds (x2), *speak with plants.*

5th Level: *commune, dispel evil, raise dead.*

6th Level: *speak with*

monsters.

Carries 4 bottles holy water, 3 holy symbols.

Theodoric of Abbey Temeraire

AL C; LV 9; AC 3; hp 42;
THACO 15 [13 using club +2]

Spells: 1st Level: *detect magic, cure light wounds, resist cold.*

2nd Level: *find trap, know*

alignment, resist fire.

3rd Level: *continual light, cure disease, locate object.*

4th Level: *cure serious*

wounds, neutralize poison.

Carries 3 bottle of holy water, 2 holy symbols.

Low Level Thief Party

Celeste the Swift

AL N; LV 3; AC 7; hp 13;
THACO 20 [16 Backstabbing.]

Fenris the Filch

AL L; LV 5; AC 7; hp 15;
THACO 16 [12 Backstabbing.]

Jake Jumpwater

AL C; LV 8; AC 6; hp 31;
THACO 16 [12 Backstabbing.]

Lenore the Beautiful

AL N; LV 10; AC 7; hp 34;
THACO 13 [9 Backstabbing.]

High Level Thief Party

Sara of the Slight Touch

AL C; LV 13; AC 4; hp 36;
THACO 7 [3 Backstabbing.]

Olwynn White Hand

AL N; LV 12; AC 7; hp 36;
THACO 11 [7 Backstabbing.]

Zacharias the Nimble

AL L; LV 14; AC 5; hp 48;
THACO 11 [7 Backstabbing.]

Low Level Dwarf Party

Astrid Helm-Splitter

AL L; LV 1; AC 6; hp 9;
THACO 18

Darby of Stonehill

AL N; LV 3; AC 3; hp 23;
THACO 19

Hugi Tunneltrue

AL C; LV 6; AC 2; hp 50;
THACO 17 [16 using war hammer+1]

High Level Dwarf Party

Leo Leopard-Bait

AL N; LV 8; AC 2; hp 76;
THACO 14 [13 using mace+2]

Magda Mountainsplitter

AL C; LV 9; AC 3; hp 56;
THACO 12 [10 using war hammer+2]

Rollo the Hammer

AL N; LV 10; AC 0; hp 76;
THACO 12 [10 using war hammer+2]

Ulf the Sledge

AL C; LV 11; AC 2; hp 80;
THACO 11 [9 using war hammer+2]

Low Level Elf Party

Aithne of Far Isle

AL N; LV 1; AC 6; hp 6;
THACO 19

Spells: 1st Level: *sleep.*

Aneurin of the Oak

AL C; LV 2; AC 7; hp 11;
THACO 18

Spells: 1st Level: *charm, sleep.*

Cathal of Greendale

AL C; LV 4; AC 3; hp 19;
THACO 16

Spells: 1st Level: *sleep, charm.*

2nd Level: *detect invisible, invisible.*

High Level Elf Party

Idris Darkelf

AL C; LV 7; AC 2; hp 40;
THACO 14 [13 using sword

+1]

Spells: 1st Level: *sleep, charm, detect magic.*

2nd Level: *levitate, web.*

3rd Level: *lightning bolt, haste.*

4th Level: *charm monster.*

Halfling Party

Begol Burrowell

AL L; LV 1; AC 5; hp 6;
THACO 20

Dorcas Deepdelver

AL L; LV 4; AC 2; hp 22;
THACO 15

Modoc Moneywalker

AL N; LV 7; AC 3; hp 39;
THACO 15 [13 using dagger +2]

Sam Smallsole

AL L; LV 8; AC 1; hp 45;
THACO 13 [11 using sword +2]

Wat Watershed

AL C; LV 8; AC 2; hp 49;
THACO 15 [13 using spear+2]

Low Level Mixed Party

Fighters

Ariadne Beornsdottir

AL N; LV 2; AC 6; hp 14;
THACO 19

Charles the Bold

AL L; LV 3; AC 8; hp 21;
THACO 16

Eric the Honest

AL L; LV 4; AC 2; hp 31;
THACO 15 [14 using *battle-axe* +1]

Turlough of Glenroe

AL N; LV 5; AC 3; hp 35;
THACO 17 [16 using *sword*
+1]

Magic-users

Beryl Wayfarer

AL N; LV 2; AC 9; hp 7;
THACO 19

Spells: 1st Level: *sleep, shield*.

Carries *wand of metal detection*
(18 charges).

Deidre Hrolfsdottir

AL C; LV 3; AC 9(8); hp 11;
THACO 20 [19 using *dagger*
+1]

Spells: 1st Level: *protection from evil, sleep*.

2nd Level: *invisibility*.

Carries *wand of fear* (11 charges left).

Emlyn the Serpent

AL N; LV 4; AC 9; hp 20;
THACO 17 [16 using *dagger*
+1]

Spells: 1st Level: *charm person, hold portal*.

2nd Level: *levitate, web*.

Carries *wand of illusion* (13 charges left).

Clerics

Ambrose the Celt

AL L; LV 1; AC 6; hp 6;
THACO 18

Carries 2 bottles of holy water.

Cordelia the Cleric

AL C LV 3 AC 4 hp 16
THACO 19

Spells: 1st Level: *cure light wounds, protection from evil*.

Carries 2 bottles of holy water, holy symbol.

Friar Fergus

AL L; LV 6; AC 3; hp 29;
THACO 17 [16 using *mace* +1]

Spells: 1st Level: *cure light wounds, light*.

2nd Level: *find traps, resist force*.

3rd Level: *cure disease*.

Carries 3 bottles of holy water, silver holy symbol.

Thieves

Aiden Ablefingers

AL L; LV 1; AC 6; hp 4;
THACO 19 [15 Backstabbing]

Barnabas Bladecutter

AL C; LV 2; AC 5; hp 7;
THACO 19 [15 Backstabbing]

Dolan Blackhair

AL C; LV 4; AC 6; hp 15;
THACO 20 [16 Backstabbing]

Dwarves

Astrid Helmsplitter

AL L; LV 1; AC 6; hp 9;
THACO 18

Bran the Brown

AL C; LV 2; AC 5; hp 16;
THACO 19

Eben of Whitemount

AL L; LV 4; AC 4; hp 32;
THACO 17

Elves

Blaise Barkbreaker

AL L; LV 3; AC 3; hp 18;
THACO 19

Spells: 1st Level: *sleep* (x2).

2nd Level: *web*.

Cathal of Greendale

AL C; LV 4; AC 3; hp 19;
THACO 16

Spells: 1st Level: *sleep, charm*.

2nd Level: *invisible, detect invisible*.

Halflings

Begol Burrowell

AL L; LV 1; AC 5; hp 6;
THACO 20

Brandywine Barefoot

AL N; LV 2; AC 4; hp 13;
THACO 20

Mid-Level Mixed Party

Fighters

Fiona

AL L; LV 6; AC 5; hp 45;
THACO 16 [15 using *sword*
+1]

Gavin Strongbow

AL C; LV 6; AC 3; hp 32;
THACO 17 [16 using *sword*
+1]

Harold Forkbeard

AL N; LV 7; AC 4; hp 61;
THACO 12 [10 using *war hammer* +2]

Juhel of Sternmont

AL L; LV 10; AC 4; hp 70;
THACO 11 [9 using *sword* +2]

Quintain Valewalker

AL L; LV 8; AC 2; hp 58;
THACO 14 [13 using *mace* +1]

Rolf the Wolf

AL C; LV 7; AC 4; hp 38;
THACO 13 [12 using *battle-axe* +1]

Magic-Users

Horatius the Woad

AL N; LV 5; AC 10; hp 19;
THACO 20 [19 using *dagger*
+2]

Spells: 1st Level: *detect magic, magic missile*.

2nd Level: *locate object, invisibility*.

3rd Level: *lightning bolt*.

Wears *scarab of protection* (5 uses left).

Leila the Dark

AL C; LV 6; AC 8; hp 16;
THACO 17 [16 using *dagger*
+1]

Spells: 1st Level: *light, magic missile*.

2nd Level: *levitate, detect invisible*.

3rd Level: *hold person, lightning bolt*.

Wears *ring of animal control*.

Rhys the Quick

AL N; LV 10; AC 8; hp 37;
THACO 18 [17 using *dagger*
+1]

Spells: 1st Level: *magic missile, shield, hold portal, sleep*.

2nd Level: *invisibility, continual light, wizard lock*.

3rd Level: *dispel magic, fire ball, hold person*.

4th Level: *massmorph, wall of fire, remove curse*.

5th Level: *feeblemind, cloudkill*.

Carries *wand of lightning bolts* (9 charges).

Jasper the White

AL L; LV 5; AC 10; hp 30;
THACO 18 [17 using *dagger*
+1]

Spells: 1st Level: *protection from evil, shield*.

2nd Level: *phantasmal force, web*.

3rd Level: *fire ball*.

Carries *wand of fire balls* (8 charges left).

Clerics

Friar Fergus

AL L; LV 6; AC 3; hp 29;
THACO 17 [16 using *mace* +1]

Spells: 1st Level: *cure light wounds, light*.

2nd Level: *find traps, resist fire*.

3rd Level: *cure disease*.

Carries 3 bottles of holy water, silver holy symbol.

Humbert the Large

AL C; LV 7; AC 2; hp 38;
THACO 19 [18 using *mace* +1]

Spells: 1st Level: *cure light wounds, purify food and water, light*.

2nd Level: *silence 15' radius, bless*.

3rd Level: *cure disease, striking*.

Carries 5 bottles of holy water, 3 holy symbols.

Katharos the Pure

AL L; LV 9; AC 3; hp 57;
THACO 15 [14 using *mace* +1]

Spells: 1st Level: *cure light wounds, protection from evil, detect magic*.

2nd Level: *bless, resist fire, snake charm*.

3rd Level: *cure disease, remove curse, striking.*

4th Level: *cure serious wounds, sticks to snakes.*

Carries 5 bottles of holy water, 3 holy symbols.

Thieves

Fenris the Filch

AL L; LV 5; AC 7; hp 15;
THACO 16 [12 Backstabbing]

Gwynne Cutpurse

AL L; LV 6; AC 5; hp 21;
THACO 16 [12 Backstabbing]

Katie Cruel

AL L; LV 9; AC 6; hp 25;
THACO 13 [9 Backstabbing]

Dwarves

Hugi Tunneltrue

AL C; LV 6; AC 2; hp 50;
THACO 17 [16 using war hammer+7]

Ifor, Hill-Lord

AL L; LV 7; AC 1; hp 67;
THACO 14 [13 using hand axe +1]

Elves

Elspeith Deerhunter

AL L; LV 6; AC 4; hp 47;
THACO 17 [16 using spear+1]

Spells: 1st Level: *charm, sleep.*
2nd Level: *knock, wizard lock.*

3rd Level: *fire ball, fly.*

Lachlan the Warrior

AL N; LV 9; AC 1; hp 68;
THACO 12 [10 using battle-axe +2]

Spells: 1st Level: *sleep (x2), detect magic.*

2nd Level: *invisibility, knock, levitate.*

3rd Level: *fire ball, haste, water breathing.*

4th Level: *dimension door, polymorph self.*

5th Level: *hold monster.*

Halflings

Faradore Fairwind

AL N; LV 5; AC 3; hp 27;
THACO 17 [16 using short sword+1]

Pauline Patterwell

AL L; LV 7; AC 2; hp 41;
THACO 14 [12 using hand axe +2]

High Level Mixed Party

Fighters

Nadia Svendsottir

AL N; LV 13; AC 5; hp 75;
THACO 9 [7 using sword +2]

Kimball Black

AL N; LV 10; AC 4; hp 84;
THACO 12

Madoc Gwynn

AL L; LV 12; AC 5; hp 77;
THACO 12 [11 using sword +1]

Magic-Users

Paulinus Ravenfriend

AL C; LV 9; AC 9; hp 27;
THACO 18 [17 using dagger

+1]

Spells: 1st Level: *hold portal, sleep, charm person, read magic.*

2nd Level: *detect evil, invisibility, knock.*

3rd Level: *dispel magic, fire ball, fly.*

4th Level: *wall of fire, wall of ice.*

5th Level: *conjure elemental.*

Wears ring of animal control.

Umberto the Ugly

AL L; LV 13; AC 8; hp 38;
THACO 14 [13 using dagger

+1]

Spells: 1st Level: *light, read languages, sleep (x2).*

2nd Level: *ESP, continual light, locate object, knock.*

3rd Level: *clairvoyance, fire ball (x2), hold person.*

4th Level: *hallucinatory terrain, polymorph others, wall of fire.*

5th Level: *telekinesis, cloudkill, pass wall.*

6th Level: *death spell, disintegrate, stone to flesh.*

Carries wand of polymorph (12 charges left).

Walwyn of Stonehill

AL N; LV 9; AC 8; hp 29;
THACO 17 [16 using dagger

+1]

Spells: 1st Level: *sleep, charm person, shield.*

2nd Level: *knock, web, levitate.*

3rd Level: *fire ball (x2), haste.*

4th Level: *charm monster, remove curse.*

5th Level: *conjure elemental.*

Carries wand of cold (12 charges).

Clerics

Ludovicus the Long

AL C; LV 10; AC 2; hp 37;
THACO 13 [12 using war hammer+1]

Spells: 1st Level: *cure light wounds, light, detect evil, resist cold.*

2nd Level: *resist fire, snake charm, hold person, bless.*

3rd Level: *growth of animals, cure disease, locate object.*

4th Level: *neutralize poison, cure serious wounds.*

5th Level: *dispel evil.*

Carries 6 bottles holy water, holy symbol.

Sister Sanchia

AL L; LV 9; AC 2; hp 59;
THACO 13 [11 using mace +2]

Spells: 1st Level: *cure light wounds (x3).*

2nd Level: *bless, find traps, silence 15' radius.*

3rd Level: *cure disease (x2), remove curse.*

4th Level: *cure serious wounds, neutralize poison.*

Carries 4 bottles of holy water, 4 holy symbols.

Roderick the Converter

AL N; LV 9; AC 2; hp 43;
THACO 14 [12 using mace +2]

Spells: 1st Level: *cure light wounds, detect evil, light.*

2nd Level: *find traps, hold person, snake charm.*

3rd Level: *cure disease, growth of animals, locate object.*

4th Level: *cure serious wounds, neutralize poison.*

Carries 4 bottles of holy water, 2 holy symbols.

Thieves

Sara of the Slight Touch

AL C; LV 13; AC 4; hp 36;
THACO 7 [3 Backstabbing]

Zacharias the Nimble

AL L; LV 14; AC 5; hp 48;
THACO 11 [7 Backstabbing]

Dwarves

Magda Mountainsplitter

AL C; LV 9; AC 3; hp 56;
THACO 12 [10 using war hammer +2]

Rollo the Hammer

AL L; LV 10; AC 0; hp 76;
THACO 12 [10 using war hammer +2]

Elves

Rorie the Red

AL L; LV 10; AC 1; hp 72;
THACO 11 [9 using sword +2]

Spells: 1st Level: *detect magic, sleep (x2).*

2nd Level: *invisibility, levitate, web.*

3rd Level: *fire ball, fly, lightning bolt.*

4th Level: *charm monster, remove curse, wall of fire.*

5th Level: *cloudkill.*

Morag the Grim

AL C; LV 9; AC 1; hp 48;
THACO 14 [12 using sword +2]

Spells: 1st Level: *charm, sleep (x2).*
2nd Level: *web (x2), invisibility.*

3rd Level: *dispel magic (x2), fire ball.*

4th Level: *charm monster, remove curse.*

5th Level: *animate dead.*

Halflings

Sam Smallsole

AL L; LV 8; AC 1; hp 45;
THACO 13 [11 using sword +2]

Wears elven cloak and boots.

Wat Watershed

AL C; LV 8; AC 2; hp 41;
THACO 15 [13 using spear +2]

Carries rope of climbing, 50' long.

DUNGEONS DRAGONS®

Pregenerated Characters for D&D® Fantasy Game

THE SHADY DRAGON INN

by Carl Smith

The Shady Dragon Inn is a set of pregenerated characters for use with the **DUNGEONS & DRAGONS®** game. This player's aid comes in two parts: each character appears first in a section devoted to his or her character class. They appear again in the second section as members of a party. As a DM or as a player, you may use either or both sections; over a hundred characters await you!

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