Basilisk (Lesser)

**ARMOR CLASS:** 4  
**THACO:** 15  
**MOVEMENT:** 6  
**HIT DICE:** 6 + 1  
**ALIGNMENT:** Nil  
**SIZE:** M (7' long)  
**INTELLIGENCE:** Animal (1)  
**COMBAT:** #AT 1; Dmg 1-10; special attacks: gaze turns victims to stone

**DESCRIPTION:** Basilisks are feared for their ability to turn flesh to stone with a single look into their eyes. Happily, their dreadful gaze can be reflected against them, provided there is good lighting and a smooth, reflective surface at hand. In the Astral plane its gaze kills, while in the Ethereal plane its gaze turns the victim to ethereal stone.

Aerial Servant

**ARMOR CLASS:** 3  
**THACO:** 5  
**MOVEMENT:** Fl 24(A)  
**HIT DICE:** 16  
**ALIGNMENT:** Neutral  
**SIZE:** L (8' tall)  
**INTELLIGENCE:** Semi- (2-4)  
**COMBAT:** #AT 1; Dmg 8-32

**DESCRIPTION:** Aerial servants are native to the elemental plane of Air, the Ethereal plane, and the Astral Plane. A priest may bring one into the Prime Material plane with a conjuration spell, usually to perform such tasks as finding victims or returning objects. They shay away from battle, but they can grab and strangle an adversary if need be. A victim must have a Str of at least 18 to break free of its grasp.

Bugbear

**ARMOR CLASS:** 5 (10)  
**THACO:** 17  
**MOVEMENT:** 9  
**HIT DICE:** 3 + 1  
**ALIGNMENT:** Chaotic evil  
**SIZE:** L (7' tall)  
**INTELLIGENCE:** Low to average (5-10)  
**COMBAT:** #AT 1; Dmg 2-8 or by weapon

**DESCRIPTION:** Bugbears are related to goblins, but they are larger and more hairy. Their noses are shaped like those of bears, which is how they earned their name. They have excellent hearing and sight. Bugbears have two main goals in life: survival and treasure. Despite their chaotic alignment, they fight well together for the good of the tribe.

Beholder

**ARMOR CLASS:** 0/2/7  
**THACO:** 45-49 hp: 11; 50-59 hp: 9; 60-69 hp: 7; 70+ hp: 5  
**HIT DICE:** 45-75 hp  
**ALIGNMENT:** Lawful evil  
**SIZE:** M (4'6" diameter)  
**INTELLIGENCE:** Exceptional (15-16)  
**COMBAT:** #AT 1; Dmg 2-8; special attacks: magic

**DESCRIPTION:** Beholders generally live underground. They support their bodies with levitation, enabling them to float about at will. Their central eye wields an anti-magic ray, and each of the ten eye stalks fires a spell of its own, making a beholder a most formidable adversary.

Behir

**ARMOR CLASS:** 4  
**THACO:** 9  
**MOVEMENT:** 15  
**HIT DICE:** 12  
**ALIGNMENT:** Neutral evil  
**SIZE:** G (40' long)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6 (×6); special attacks: 20'-long lightning bolt (24 points of damage, save for half)

**DESCRIPTION:** The behir can move and climb using its dozen legs, or it can slither on its belly like a snake. In combat, it attempts to bite and then constrict its adversary; if it accomplishes the latter, then it is entitled to six claw attacks. It can also swallow man-sized creatures whole.

Centaur, Sylvan

**ARMOR CLASS:** 5 (4)  
**THACO:** 17  
**MOVEMENT:** 18  
**HIT DICE:** 4  
**ALIGNMENT:** Neutral or chaotic good  
**SIZE:** L (8-9' tall)  
**INTELLIGENCE:** Low to average (5-10)  
**COMBAT:** #AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon

**DESCRIPTION:** Centaurs are woodland beings who shun the company of men. They live in close harmony with nature, spending their lives carefully conserving the natural resources around their homes. In combat, they attack with their two front hooves as well as with their melee weapons.

Bullywug

**ARMOR CLASS:** 6 (better with armor)  
**THACO:** 19  
**MOVEMENT:** 3, Sw 15 (9 in armor)  
**HIT DICE:** 1  
**ALIGNMENT:** Chaotic evil  
**SIZE:** S to M (4' to 7' tall)  
**INTELLIGENCE:** Low to average (5-10)  
**COMBAT:** #AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon

**DESCRIPTION:** Bullywugs are bipedal, froglike amphibians who inhabit swamps, marshes, meres, and other dark places. In combat, they are able to hop 30' forward and 15' upward, adding +1 to their attack rolls and doubling the damage if they use an impaling weapon. Bullywugs are merciless, if not fascists who hate humans. Their camouflage abilities provide a -2 penalty to opponents' surprise rolls.
Beastman

ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT DICE: 2
ALIGNMENT: Neutral (good)
SIZE: M (5' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT: 1; Dmg by weapon
DESCRIPTION: Beastmen resemble short, slender humans, except for the fine layer of dark green or olive-colored fur that covers their bodies. Underneath this is an inner layer of black fur. As a beastman moves about, his body instinctively causes portions of the inner fur to become erect, enabling him to blend in with his surroundings.

Dinosaur, Titanothere

ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT DICE: 12
ALIGNMENT: Nil
SIZE: H (16' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT: 1; Dmg 2/16; special attacks: charge and trample
DESCRIPTION: The titanothere (or brontotherium) is a huge and fearless herbivore. It can use its yoke-shaped horn to ram an opponent and toss large, man-sized creatures 20' into the air with the force of its blow. It can also trample man-sized or smaller creatures with its forelegs. These attacks are usually perpetrated by bulls.

Buso (Tigbanua)

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT DICE: 8 + 2
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
INTELLIGENCE: Animal (1)
COMBAT: #AT: 3; Dmg 1-6/1-6/1-10; special attacks: 10'-radius paralyzing fear aura
DESCRIPTION: Buso were once friendly with humans, but they have become fearless, ghoul-like creatures who consider graveyard carrion to be a delicacy. Tigbanua buso leap at lone travellers or helpless villagers under the cloak of night.

Bakemono

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 6
HIT DICE: 1 - 1
ALIGNMENT: Chaotic evil
SIZE: S (4' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT: 1; Dmg 1-6 (weapon)
DESCRIPTION: Bakemonos are an eastern variety of goblins, with similar habits and characteristics, except that they are surface dwellers and are even more stupid than their western cousins. No two bakemo look quite the same. They are clumsy, impulsive fighters without any strategy, except that they prefer ambush to fighting face-to-face. Their lairs are slowly and reek.

Bonesnapper

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 6
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: M (5' tall)
INTELLIGENCE: Non- (0)
COMBAT: #AT: 2; Dmg 1-8/1-4
DESCRIPTION: Bonesnappers are known for their savage aggression, territorial protectiveness, and incredible stupidity. Their hide is extremely tough, making them unappetizing to anyone but lizard men. Bonesnappers, on the other hand, will eat just about anything. They always charge at the nearest foe and fight to the death, being too stupid to know when to run away.

Chiang Lung (River Dragon)

ARMOR CLASS: 7
THACO: 5
MOVEMENT: 12, Fl 18(E), Sw 24
HIT DICE: 21 (wyrm)
ALIGNMENT: Lawful neutral (good)
SIZE: G (249'-274' long)
INTELLIGENCE: High to genius (11-18)
COMBAT: #AT: 3; Dmg (1-8/1-8/3-6) + 10; special attacks: snatch, tail slap (stun for 1d4 +1 rounds), and magic
DESCRIPTION: Though wingless, chiang lung can fly because of the magical blue pearls embedded in their brains. In human form, they wield a sword +5 so massive that few other creatures can lift it.

Draco

ARMOR CLASS: 5 (3)
THACO: 15
MOVEMENT: 18
HIT DICE: 6
ALIGNMENT: Lawful good
SIZE: L (10'-12' long)
INTELLIGENCE: High (14)
COMBAT: #AT 2 or 1; Dmg 1-4/1-4 or by weapon
DESCRIPTION: The dracos are a race of dragon-centaurs that have recently appeared in the known spheres. They consider themselves highly civilized and adhere to a strict code of dueling when disagreements occur. Their system of hierarchy is a mystical, genealogical one.

Dragonnell

ARMOR CLASS: Variable (typically 3)
THACO: 11
MOVEMENT: 12, Fl 18(C); D if mounted
HIT DICE: 8 + 4
ALIGNMENT: Neutral (evil)
SIZE: H (24' long)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT: 3; Dmg 1-6/1-6/4-16; special attacks: tail slap (2-12)
DESCRIPTION: Dragonnels are distantly related to both dragons and pteranodons. They have no breath weapon, but claw with their talons and bite with their beaks. Sometimes they lash with their tails. Dragonnels can be used as war mounts by evil humanoids and can wear leather barding.
**Anton's Vorpal Blade**  
**XP VALUE:** 10,000  
**DESCRIPTION:** This Chaotic Good weapon is +3 to hit and damage, and it uses a table to determine when it severs a limb:  
- **Opponent is:** Attack roll  
  - Normal/armed: 20/23  
  - Larger than man-sized: 21/23  
  - Solid metal or stone: 22/23  
- *consider only the +3 bonus of the sword*  
Anton's weapon has an Intelligence of 12 (6 ego points), the ability to detect magic in a 10' radius, and a hidden compartment in its pommel with a pale levender ellipsoid  
*ion stone (absorbs spells up to 4th level (10-40 spell levels)).*  

**Tun Mi Lung (Typhoon Dragon)**  
**ARMOR CLASS:** -14  
**THACO:** 5  
**MOVEMENT:** 12, FL 48(E), SW 12  
**HIT DICE:** 26 (great wyrm)  
**ALIGNMENT:** Neutral evil  
**SIZE:** G (286-313' long)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** AT 3; Dmg (1-6/1-6/2-20) +11; special attacks: snatch, tail slap, and magic  
**DESCRIPTION:** Tun mi lung have been charged by the Celestial Emperor to dispense destructive typhoons, a task that they greatly enjoy. Often they get so carried away with their devastation that they must be reined in by a tien lung (celestial dragon).  

**Li Lung (Earth Dragon)**  
**ARMOR CLASS:** 0  
**THACO:** 7  
**MOVEMENT:** 12, FL 30(E), Br 9  
**HIT DICE:** 14 (adult)  
**ALIGNMENT:** Neutral  
**SIZE:** G (48-58' long)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** AT 3; Dmg (2-8/2-8/2-20) +5; special attacks: snatch, wing buffet, kick, and magic  
**DESCRIPTION:** Li lung prefer to avoid combat, hiding in the shadows or burying themselves until intruders leave. They can create an earthquake once per day, and they gain additional earth-related magical abilities as they age. Li lung lair in the ends of winding labyrinth deep in the earth.

**The Fisher's Trident of Fish Command**  
**XP VALUE:** 500  
**DESCRIPTION:** The Fisher's Chaotic Good trident is the archetypal version of its kind. It uses no charges in its function. The trident magically causes all fish to stay 10' or more away. It also forces all fish within 120' to roll a successful saving throw vs. spell or they are forced to obey simple commands of the user (such as "attack that creature" or "swarm around that group of creatures"). The trident is also a +3 magical weapon in its own right (5 ego points).

**Tarl Vanovitch's Sun Blade**  
**XP VALUE:** 3,000  
**DESCRIPTION:** This Neutral Good weapon is +2 normally and +4 against any evil creatures, but Tarl's blade does triple damage against all undead creatures. Once per day, this blade can be swung over the head to create a bright light similar to that of the sun, in a 60-yard sphere, for 1d10 rounds. This renders it a particularly effective weapon against vampires, as well as other exclusively nocturnal monsters. Tarl's weapon has an Intelligence of 12 (10 ego points) and the ability to detect invisible objects in a 10' radius.

**Ren's Sword of Dancing**  
**XP VALUE:** 4,400  
**DESCRIPTION:** This Neutral weapon is +2 to hit and damage on all rounds. It forces its wielder to make it "dance" on any second round of combat—the sword will fight by itself for 4 rounds and then teleport back to the hand of the wielder for 2 melee rounds. The wielder can verbally command the sword to switch adversaries at any time. The sword has an Intelligence of 16 (8 ego points), can read maps and languages of a nonmagical nature, can detect secret doors, can detect evil and good, and can teleport up to 600 pounds of material once per day.

**Sigh Danovitch's Wings of Flying**  
**XP VALUE:** 750  
**DESCRIPTION:** These magical wings are able to support up to 500 pounds of weight. The character who wears them may continue to fly as long as he likes without tiring. Their movement rate is a constant 9. Sigh Danovitch's wings of flying are not effective in combat situations—the wearer can do nothing but concentrate on flying while wearing them. If the flyer's train of thought is in any way interrupted, the wings will convert back into a cape and the flyer will fall.

**Tulien's Plate Mail of Etherealness**  
**XP VALUE:** 5,000  
**DESCRIPTION:** Tulien's armor +5 can be recharged, but only by a 15th- or higher-level wizard. It allows Tulien and anyone who touches the armor to go into the Ethereal Plane. Other people who ride along on the armor's power stay in the plane up to five hours after touching it, but Tulien may remain ethereal indefinitely. This grey-hued armor never loses its magical AC bonus, no matter how many times its charges are recharged. The armor also glows brightly when ethereal creatures approach within 20'.
Quaal's Mystical Feather Token

XP VALUE: 1,000
DESCRIPTION: This token was supposed to be usable only once, but it appears to have had permanence successfully cast upon it. When the boat dries out completely, it turns back into its feather token form. Whenever it becomes the least bit wet, however, then it turns into its boat form. This can be especially troublesome if the owner of the token is caught in the rain without sufficient protection from moisture. The boat can carry up to 32 men and their gear.

Gax's Sphere of Annihilation

XP VALUE: 4,000
DESCRIPTION: This dangerous sphere can be commanded by any wizard, but only one at a time. Intelligence scores are used to determine who controls the sphere when two or more wizards are vying for it. If both of the competing mages are of the same intelligence, then a successful initiative roll will determine control for 1 round, during which time the sphere may be moved 10 yards in the direction of the controller's choice. Initiative must be re-established every round. Unchallenged wizards are able to move the sphere 10 yards each round for every point of Intelligence they possess. The sphere will remain stationary when not being controlled.

Theon's Folding Boat

XP VALUE: 10,000
DESCRIPTION: This 1' x 1 1/2' x 1 1/2' box will unfold to a jaunty little ship, 90' long and 17' wide, that sails itself (only in water) with little or no effective depth. The ship appears to be constantly at full sail with the wind blowing in whatever direction the wielder wishes. Another unusual feature of this craft is that it cannot be hit by physical or magical attacks of any type. (All riders and equipment in the boat can take damage, but the boat itself remains unharmful.) The boat also plays pleasant fire and drum music at the command of the user, boosting the morale of all occupants by 1.

Janean's Deck of Many Things

XP VALUE: --
DESCRIPTION: Janean's deck was designed with some unusual properties. The first card drawn from the deck will always be beneficial, and every even card drawn thereafter will be one of unhappy effect—odd cards drawn thereafter can be either good or bad. None of Janean's cards disappear after they are drawn; they randomly go back into the deck, so they may be drawn repeatedly. Another unique property of this deck is that cards can be drawn only by those willing to take a chance; no one can be forced into trying the deck.

Dori's Obsidian Steed of Wondrous Power

XP VALUE: 100
DESCRIPTION: Its creator is unknown, but this magical item was discovered, in its animated form, by the barbarian Dori of Warnfyl. Unlike most obisian steeds of wondrous power, this one retains a clear and beautiful shape in its dormant form. It is usable for a maximum of 48 hours per week and only responds to Neutral-aligned characters. The steed acts as a heavy war horse with 50 hit points (renewed with every use). Flies at MR 12(D), can enter the Ethereal and Astral planes (with rider and gear), and can talk (Int 10), which is how Dori learned its animation command word. If treated well, it will stay and defend a fallen master.

Alexander's Chime of Opening

XP VALUE: 6,000
DESCRIPTION: Alexander, a rogue/wizard, playfully calls this item his "chime of job opening" or his "charm chime." It acts as a normal chime of opening—springing locks, lids, doors, valves, and portals (even magical ones) with its ring—but it has another very special property: when he sounds the chime within 3' of any wealthy merchants or noblemen, they must successfully save vs. spell or be compelled to offer Alexander a job guarding their most precious possessions. They will immediately consider him to be a most-trusted employee and confidant, thrusting their valuables into his hands. The chime must be rung every turn in order to sustain the effect, however.

Dunhill's Spelljamming Apparatus of Kwalish

XP VALUE: 10,000
DESCRIPTION: This very special machine has all of the features of a standard apparatus of Kwalish: it contains numerous handles that allow it to operate in 900' of water for 1d4 + 1 hours (AC 0, 200 hp per bulkhead), but it has also been fitted with a minor spelljammer helm, allowing it to fly out of the water and into wildspace. The inclusion of the helm means that only one person may use it at a time. Dunhill's ship shares the basic statistics of a mosquito ship.
Mini-series: Portals

Chester's Wishing Well

DESCRIPTION: This wishing well lies in the central square of a deserted, forgotten mining town. The well is over 100' deep and still holds water, but it is also a dimensional doorway to the subterranean hold of an enchanter who calls himself "Crazy Chester the Wandering Jester" (card #714). When Chester drops a coin in the well and makes a wish, the water will be sucked into the well and teleported 40' below the ground. Anyone else who drops a coin in the well makes a wish, which will be fulfilled by the next person to drop a coin in the well. If Chester is not available, the wish will be fulfilled by the next person to make a wish.

XP VALUE: 5,000

Arthuri’s Living Door

DESCRIPTION: The living door was created by the druid Arthuri (card #721) as a gift to a band of wood elves who introduced him to the Great Druid (card #210). By producing a magical gemstone that opens doors, the druid was able to create a thick overgrowth that recognizes a body odor specific to wood elves, upon which the door opens and lets them pass. Arthuri placed the living door over the entrance to a cave that leads to a box canyon where the Great Druid resides. The cave entrance is now completely obscured by the living door, resembling a rock face with creeping vines growing over it, and is 95% undetectable without magical means.

XP VALUE: 5,000

Mellenea’s Pool Portal

DESCRIPTION: The pool portal is the favored mode of planar travel for the psionicist Mellenea (card #732), but hers is not the only such portal known to exist. Rumors persist of one somewhere in a Sla-mori beneath Qualinost, Ansalon, and in other worlds as well. Methods of activating the portal vary from just touching the magical liquid to placing Astrally-linked matter in it and performing an incantation, but the end result is the equivalent of invoking the psychopomptic discipline, probability travel — sending the traveler, including his or her physical body, into the Astral plane.

XP VALUE: 6,000

Pyro’s Fire Exit

DESCRIPTION: The fire exit is the latest invention of "Pyro" Silverbade (card #543). When held in the hand, it affords an automatic saving throw (for half damage) against all fire-based attacks. (The owner is also entitled to his own saving throw, for quarter damage, too.) If the owner of the fire exit is wearing a ring of fire resistance, the ring’s powers are doubled. Finally, if the owner is able to anticipate a fire-based attack — if he sees a fireball coming or a fire pit opening before him — he may twist the fire exit (as if opening a door) and be randomly teleported 50’ from the center of the heat source.

XP VALUE: 6,000

Iron Portculis of Wyndlass

DESCRIPTION: This portculis is in the main entrance to the tower of the evil mage, Wyndlass. He leaves it half-open to lure marauders and wanderers, but it is, in fact, far from open. He has cast a wall of force; rendered it magically permanent, and attaches it to the bottom of the portculis. Only when the portculis is completely raised can one pass under the invisible wall. Wyndlass hopes that intruders will charge at the apparent opening and injure themselves. Meanwhile, a permanent magic mouth will laugh sadistically and cry: "Knockety-knock! Company’s here!" Those who manage to get inside of Wyndlass’ tower will find many more dangerous pranks inside.

XP VALUE: 5,000

Benhi’s Express Ladder

DESCRIPTION: The express ladder is the prized possession of the investigator rogue Benhi the Leech (card #436). He keeps it in his bag of holding until he needs to sneak into the upper levels of an edifice. The ladder’s rungs are made of an unknown material that vibrates harmoniously as they are climbed, creating a plane shift effect that sends Benhi into the Ethereal plane. Once there, Benhi draws the ladder into the alternate plane behind him and continues to climb it until he reaches his destination. Then he puts his ladder back into his bag of holding and re-enters the Prime Material plane one round after the rungs cease vibrating.

XP VALUE: 5,000

Trick Door

DESCRIPTION: There are trick doors known to be installed in the thieves’ guilds of Mulmaster, Hillsfar, Calaunt, and Dantors, but their creator remains unknown. The construction of the door is thought to be a variation of the passwall spell. Each door responds to a different ‘code knock,’ when the proper sequence of taps is sounded on the door, the person seeking entrance may open it and pass within. Otherwise, opening the door will reveal nothing but more of the wall in which it rests. Some guilds have installed several dummy doors along the same wall or alley that contains the trick door; to further confuse intruders.

XP VALUE: 5,000

Arrow Alley

DESCRIPTION: This corridor is part of a long, tunnel-like corridor, an abandoned, broken-down citadel near Ahn that is now occupied by various monsters; its constructor is unknown. Except for the possibility of scaling the walls (an unsightly task with a forrested citadel), the only way in is to pass through this 250’ corridor. It is lined with arrow slits at 10’ intervals. Only a few archers are needed to man the posts behind the walls; they can move back and forth, well protected, peering intruders with arrows or even casting spells through the slits as the enemy attempts to gain entrance.

XP VALUE: 6,000

Portable Door

DESCRIPTION: The portable door is, in essence, a permanent passwall spell, usable by all classes. It folds down upon itself, to a 1’x6’x2’ rectangle that can be easily stored in a backpack. When the owner of the portable door unfolds and places the item against a wall no more than one foot thick, he or she may turn its key, open the door, and pass within. To remove the door, it simply must be relocked with its key, whereupon it will detach from the wall and fold easily into its compact size. The portable door will not function within 200’ of a wizard lock or any other magical wards.
Mini-series: Corridors

Zucc’s Spiral Stairway

DESCRIPTION: This deep subterranean stairwell leads to the treasure keep of Zucc the Transmitter. Adventurers who detect magic will certainly detect it, but their actions in that knowledge could prove deadly. There is a permanent teleport spell cast that creates a permanent loop in the stairway—as a climber reaches a point near the bottom, he is instantaneously sent back to the top, so the steps seem to go on endlessly. Descending the steps backward will send one to the treasure room. Should anyone successfully cast dispel magic, the stairwell becomes a chamber without any top or bottom, encasing them deep underground with only 6 turn’s worth of oxygen to breathe.

Mini-series: Corridors

Shandilin’s Rotten Choice

DESCRIPTION: This particular corridor is found in the keep of Shandilin the illusionist. Wily adventurers might be smart enough to cast detect magic and learn that the whole thing is an illusion, but few can guess that the “hallway” is a solid wall with the illusion cast upon it. Further, there is a wall of stone which makes up the last 10 feet of the floor before the wall, hiding a pit where a gelatinous cube rests. Should the party cast dispel magic, the spell will rebound upon the party and force a saving throw for all of their magical items. Also, the wall of force may be dispelled below their feet, sending anyone in the area into the pit.

Mini-series: Corridors

Morteo’s Blind Hallway

DESCRIPTION: Morteo’s blind hallway lies in the interior of his castle, far away from any natural light sources. Parties who happen upon this 6’ x 6’ (magically lit) corridor may be tempted to cast dispel magic upon the magical darkness at the end of the hallway, but that would be a mistake. Morteo has cast darkness, 15’ radius as a red ring, to hide a distance distortion spell that he has rendered magically permanent. Should anyone attempt to dispel the darkness, the hallway will shrink to half its size (3’ x 3’), and both the magical darkness and light will be dispelled, leaving them cramped and in the dark.

Mini-series: Corridors

Quebe’s Pick-a-Door

DESCRIPTION: Only one of these doors is not booby-trapped with a teleport spell, but it is still baited with Leomund’s trap, making it appear to be trapped as well. Each of the other doors is set to teleport the first (and first, and only) person who opens them to another spot in Quebe’s haunted mansion. One door will send an unfortunate character into the sub-basement, where a pack of starving ghouls has been imprisoned for decades. Another door will send its opener to the belfry, where a seductive vampire resides. A third door will send its victim to a cell where the floor slowly slides under the wall, revealing a pit of slimy snakes.

Mini-series: Corridors

Ballap’s Dead End

DESCRIPTION: This dead-end corridor is actually the entrance to the bedroom of the illusionist Ballap. He has cast several Leomund’s traps on many of the intimidating scraps that lie on the ground, making them seem to be potent with necromantic magic. In fact, they are not magical at all. The wall behind them is an illusionary wall, however, and anyone who is brave enough to pass by the false traps may easily proceed to Ballap’s private quarters.

Mini-series: Corridors

Macovey’s Bridge

DESCRIPTION: This chasm lies along the underground escape route from the wizard Macovey’s tower. The chasm is over 50’ across and falls into rocky darkness below. Parties attempting to clamber Macovey will find this obstacle at the bottom of a sharply winding passage. As they emerge before the broken bridge, they may glimpse the escaping wizard on the other side, disappearing into the corridor beyond. There is a permanent anti-magic shell attached to the side of the bridge which will negate many means of suspension that pursuers may use. The best way to cross the gap is to find the permanent reverse gravity strip, 10’ to the right of the broken bridge, which allows one to walk across the ceiling at that point.

Mini-series: Corridors

Living Wall

DESCRIPTION: A living wall contains the melded bodies of any humanoid or monster who died within 100 yards of the wall since it creation. Thus, those who die fighting a wall are absorbed into it and actually strengthen it. Characters and monsters retain the abilities they had in life, as part of the wall, they become chaotic evil. If a wizard becomes melded with the wall, he retains all spells he had memorized at the time he was absorbed, which can be gained and cast every day. Similarly, warriors retain their proficiencies and their weapons remain hidden until a new victim comes within striking range.

Mini-series: Corridors

The Long-Jump

DESCRIPTION: This trap capitalizes on one of the oldest sucker-tricks in the book. The pit is only 6’ across, but it is filled with caustic acid—characters approaching within 20’ of the pit must save vs. poison or take 1d6 points of damage per round from inhaling the fumes. Those who attempt to vault the pit will find that the next 10’ of the floor is an illusionary wall, hiding yet another acid pit. Those who fall into the acid pit will suffer 3d6 points of damage per round of their climb out of the pool, 2d4 further points of damage per round until they remove their acid-soaked clothing, and 1d4 points of damage per round until they release themselves with water.
Vordraz
9th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 12
MOVEMENT: 12
HIT POINTS: 98
ALIGNMENT: Chaotic good
EQUIPMENT: Chain mail +3, long sword of sharpness, javelin of piercing, rope of climbing

BACKGROUND: Vordraz, born in Nyrod, began his life of adventure as a priestly warrior, but eventually abandoned the faith to pursue expertise in fighting techniques with his sword, Slicer. Today, he is the proud owner of a keep in the Crystalist Mountains, and he spends his days hunting and destroying local monsters with a few henchmen.

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Orson
3rd-level Warrior

RACE: Half-orc
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 6
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: Field plate armor, halberd +1

BACKGROUND: An orphan, Orson was adopted and raised by dwarves. Due to his low Intelligence (9), he believes he is a dwarven miner and has even learned some native dwarven abilities. His great strength (18/47) reinforces his mistaken perception of his parentage. Orson is a close friend to Gofter (card #594), who provides the brains in battle while Orson provides the brawn.

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Catherine "Cat" Kincaid
5th-level Warrior

RACE: Human
ARMOR CLASS: 1
THACO: 16
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Lawful good
EQUIPMENT: Chain mail +1, ring of invisibility and inaudibility

BACKGROUND: When Catherine was orphaned at age 14, she was taken into the household of Jason Shime, a corporal of the Ravens Bluff City Guard. Later, Shime was assassinated by black marketeers on the waterfront, whereupon Catherine adopted the uniform of the Guard and became a fierce commander of the Harbor Patrol.

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Meriba Rahabahne
4th-level Beast-Rider

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful neutral
EQUIPMENT: Leather armor, shield, spear, whip +2

BACKGROUND: Originally from the wilds of the Anauroch Desert, Meriba fled with her prized stallion to save him from a rapacious cleric who desired the beast. In her travels she has picked up a magical whip which has the ability to make animals flee or cower when struck unless a saving throw vs. spell is successful.

60

Wulgar Harrowsun
7th-level Barbarian

RACE: Human
ARMOR CLASS: 3
THACO: 13
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Chaotic neutral
EQUIPMENT: Hide armor, club, dagger

BACKGROUND: A rabble-rousing warrior of the Wolf Nomads, Wulgar rose to fame by bullying his peers. He relies on his huge club and massive strength to overcome his enemies; in fact, rumor runs that he once strangled a weretiger with his bare hands after brainwashing it with his favorite weapon.

59

Cymbelene
5th-level Amazon Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Studded leather, boot daggers, battle axe, bow +1, 20 arrows +1

BACKGROUND: Cymbelene is called "Laughing Eyes" by the elves. She began her career as a daring raider against the minotaurs who destroyed her home during the War of the Lance. Since then, she has made her way in the world by the quickness of her bow and her wit. Often underestimated by opponents, her eyes sparkle in conflict or crisis.

58

Ramen Byrdd
5th-level Wizard

RACE: Human
ARMOR CLASS: -1
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defense AC 3, dagger +2

BACKGROUND: Ramen is the twin brother of Reman (card #64). Together they operate the flying Galloon, Ravenstar, at the Mooney and Sons Circus. The twins' father had secretly commissioned the spelljamming ship, but he disappeared before it was finished. Ramen and his brother, ignorant of its true nature, turned it into a circus ride.

63

Lady Shari Harlena
15th-level Cavalier

RACE: Human
ARMOR CLASS: -4
THACO: 6
MOVEMENT: 12
HIT POINTS: 94
ALIGNMENT: Lawful good
EQUIPMENT: Full plate armor +1, shield +1, sword +3, lance

BACKGROUND: The daughter of a sonless baron, Lady Shari was trained in the warrior arts. Following the death of her father in battle, she successfully defended the barony. Despite this, her narrow-minded people refused to be ruled by a woman, so she took to the road as a knight errant, vowing never to return. Since then she has traveled and fought, always on the side of the oppressed.

62

Hoelgar Arnutsson
10th-level Berserker

RACE: Human
ARMOR CLASS: 4
THACO: 11
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Chaotic evil
EQUIPMENT: Bronze plate mail, helm, two-handed sword +3, dragonslayer

BACKGROUND: Hoelgar and his warriors slew an entire brood of gold dragons, save one furtive, his mother, as she died, cursed Hoelgar to utter destruction when "the golden-eyed youth wields the silver blade." Hoelgar followed the youth, intending to slay it before the curse could be fulfilled, and became trapped in Ravenloft.
Thom "Pug" Puggilly
2nd-level Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral good
EQUIPMENT: Staff, pouch of "stuff"

BACKGROUND: As an apprentice wizard, Pug has a tendency to get into scrapes he could have avoided with a little more thought, a little more work, or a little more practice. In spite of this, he has enjoyed a phenomenal run of good luck—so far. He's pretty good with cantrips, often using them in unexpected ways. Dwarven women think he's cute.

Lana Thorbin
1st-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Neutral good
EQUIPMENT: Dagger

BACKGROUND: Lana is intelligent and beautiful, and she knows it. She often makes use of these advantages, either by luring men to her aid or by simply outwitting them. Even so, she strives to be a good person. She keeps her life free of attachments so that she can concentrate upon the improvement of her new-found career in the arcane arts.

Iswyn of the Isles
8th-level Wizard

RACE: Elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Neutral good
EQUIPMENT: Ring of protection +1, bracers of defense AC 8, staff of striking (32 charges)

BACKGROUND: The second child of a noble elvish family, Iswyn has selected a diplomatic career. She is often an elvish envoy to adventuring parties, in order to safeguard elvish interests. She has recently been posted to the Rock of Bral.

Rafe Willowand
7th-level Wizard

RACE: Half-elf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic neutral
EQUIPMENT: Brooch of protection from magic missiles (56 charges), bracers of defense AC 5, darts +3

BACKGROUND: This mysterious swashbuckling wanderer is met in the wilds of the Ravenloft demiplane. How he gets about is unknown, but he operates too freely to be truly independent. His darts are particularly effective against undead (treat as mace of disruption at 12th level).

Tatanya Elnobar
6th-level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic evil
EQUIPMENT: Dagger +2, ring of human control

BACKGROUND: Displaced during the War of the Lance, Tatanya survived by becoming more ruthless than those who would prey upon her. She looks after herself first and will not hesitate to betray allies to advance her own interests. She is exceptionally beautiful and can be charming when she wishes. She has a long-lost brother for whom she mourns.

Grey Agathena
15th-level Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral evil
EQUIPMENT: Robe of the archmage (evil), ring of protection +3

BACKGROUND: Widely known as a sage and oracle, the crone Grey Agathena can always be found in her hut. The hut itself is remarkably difficult to find, except by those willing to pay her price. She seems to know everyone's business, and she summons potential clients with her talking raven. She deals fairly, but always advances the cause of evil.

Master Khotus
12th-level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful good
EQUIPMENT: Medallion of proof against ESP, ring of fire resistance

BACKGROUND: Long employed by the elven armada, Master Khotus trains pilots in the art of spelljamming. Stern but fair taskmaster, the smiling Master Khotus always seems to be one step ahead of the more mischievous students.
Thrakmar Nikfar
Wallingford Greenhill
Jaqolya
Pendleton Merryweather
Pandaro
Nystallina Dalendra
Granny Cozzners
Hrulgin Beefbone
Argripina
Jaqolya ("Jaq")
6th-level Cat Burglar

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 29  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Long sword +2, ring of protection +1, rope of climbing, necklace of disguise  
**BACKGROUND:** Jaq's life-ambition is to run a thieves' guild. She loves to crash parties thrown by the wealthy and leave with property that she will leave. She owns a special necklace that is like a hat of disguise, except that it alters the appearance of Jaq's clothing to suit the occasion.

Wallingford Greenhill
2nd-level Rogue

**RACE:** Halfling  
**ARMOR CLASS:** 6  
**THACO:** 20  
**MOVEMENT:** 6  
**HIT POINTS:** 9  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Dagger, sling, whistling thieves' tools  
**BACKGROUND:** Wally is a halfling who loves having fun above anything else. Luckily for him, stealing is fun. He also loves to cook and eat, and he keeps a pet goat with him at all times so that he always has a ready supply of milk. One of the advantages of adventuring is the opportunity to steal new recipes.

Thrakmar Nikfar
1st-level Rogue

**RACE:** Half-Orc  
**ARMOR CLASS:** 6  
**THACO:** 20  
**MOVEMENT:** 12  
**HIT POINTS:** 7  
**ALIGNMENT:** Chaotic neutral  
**EQUIPMENT:** Dagger, short sword, sling, thieves' tools  
**BACKGROUND:** Although he was raised among orcs, Thrakmar believes that his superior abilities and good looks set him apart from his relatives. When he came of age, he left his former friends and his orcs' heritage behind. Thrakmar harbors a deep inferiority complex and attempts to pass himself off as human.

Nystallina Dalendra
3rd-level Bandit

**RACE:** Elf  
**ARMOR CLASS:** 6  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 13  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Cloak of elvenkind, longbow, dagger  
**BACKGROUND:** The sole survivor of a band of Silvanesti destroyed in the War of the Lance, Nystallina became a freedom fighter in the later stages of the war. Since then, she has continued to raise trouble in lands controlled by the ogres and dragonlances: running weapons, spying, guiding adventuring bands and fugitives, and so on.

Pandaro (The Fox)
4th-level Rogue

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 16  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Rapier +1, blade boots, ring of holds poison, silver needles  
**BACKGROUND:** Often mistaken for a young fox (a role he cultivates), Pandaro is actually an accomplished assassin known as "the Fox." His boots are useful for climbing or striking, and he can hurl silver needles (a signature weapon) like darts. His disarming humor belies the iron beneath the velvet. He keeps his word, but often in unexpected ways.

Pendleton Merryweather
8th-level Rogue

**RACE:** Halfling  
**ARMOR CLASS:** 3  
**THACO:** 17  
**MOVEMENT:** 6  
**HIT POINTS:** 48  
**ALIGNMENT:** Chaotic neutral  
**EQUIPMENT:** Bracers of defense AC 6, short sword of quickness, deck of illusions  
**BACKGROUND:** Pendleton carries the title of "Visscount of the People of Kathyr," which he received upon the recovery of a halfling artifact for that city. He is an insatiable learner and travels expressly for educational purposes.

Argripina
7th-level Amazon Priestess

**RACE:** Human  
**ARMOR CLASS:** 2  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 42  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Leather armor +2, shield +3, spear +2  
**BACKGROUND:** A highly trained healer and herbalist, the amazon priestess Argripina spends much of her time caring for the shrine of her deity. She is patient with the boorish, merciful to the repentant, and her judgments are just. She is haunted by a prophecy that she will save the sisterhood to wed a mighty hero—she has vowed to wed only the man whose virtues exceed her own.

Hruilgin Beefbone
7th-level Bounty Hunter

**RACE:** Dwarf  
**ARMOR CLASS:** 3  
**THACO:** 17  
**MOVEMENT:** 24  
**HIT POINTS:** 49  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Spiked leather armor +2, bladed boots of speed, rope of entanglement, jagged long knife  
**BACKGROUND:** The much-scarred dwarf, Hruilgin, is accompanied always by his black wolf. Slayer. He does not judge the cause of his employer after he hires on, but carries out the job with dogged persistence. He is perfectly content (if not altogether happy) if the object of his search would rather be brought back dead than alive.

Granny Cozzners
8th-level Beggar Rogue

**RACE:** Human  
**ARMOR CLASS:** 5  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 28  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Rags (concealing bracers AC 5), wooden arms bowl, dagger (hidden)  
**BACKGROUND:** This sweet, innocent-looking old lady is anything but harmless. Although she poses no physical threat, she is always pursuing some sort of devilish scam. Posing as the penniless widow, the sweet old lady with the bald old crone, or the protector of street urchins, she takes advantage of the kindness of powerful adventurers.
Amethyst Trueblood
4th-level Amazon Priestess
RACE: Gnome
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 6
HIT POINTS: 20
ALIGNMENT: Neutral good
EQUIPMENT: Holy symbol, throwing axe, shield +3, short sword +2
BACKGROUND: Amethyst distrusts all elves, as once a sly elven trickster made off with her purse, armor, weapons, and holy symbol—leaving her in a very difficult position—but she continues to pray for them, nonetheless. She never goes anywhere without her war pony, Stardancer, if at all possible.

Jennak Firehand
6th-level Amazon Priestess
RACE: Dwarf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Neutral good
EQUIPMENT: Shield with holy symbol, bronze plate mail +1, battle axe +2, potion of healing
BACKGROUND: In her youth, Jennak was appointed to be a emissary of her clan to a local ruler. As she learned about life outside her clan, she became more tolerant of other people and their ways. However, she still becomes angry when people disparage dwarves or women.

Karani
5th-level Amazon Priestess
RACE: Halfing
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Neutral
EQUIPMENT: Obsidian knife, ring of protection +3, sling +2, Quaal's feather tokens (bird and tree)
BACKGROUND: Karani is a jungle halfling in the land of Maztica. She serves Zaltec, the power whose domain is war. Karani is ferocious in battle. Her friend, Taza, a pala- din, has accompanied her on several adventures.

Kamshir Strongtalon
11th-level Barbarian Priest
RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Lawful neutral
EQUIPMENT: Hide armor, ring of warmth, battle axe +2, Murlynd's spoon
BACKGROUND: Living in the far north of Faerun, Kamshir has served his tribe as a battle counselor for many years. He often must engage in spirit quests to seek methods to defeat his tribe's enemies. His Constitution (19) gives him a hit point bonus.

Marion Robinsdottir
12th-level Amazon Priestess
RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 4, staff-spear +2, long bow +3, robe of blending, incense of meditation, ring of free action
BACKGROUND: Marion has an aggressive hatred of the undead. One day, she was searching for the source of a rash of zombie incursions into her native town and traced the zombies to a sea cave. After cautiously entering the misty cave, she emerged in the domain of Darkon.

Symbuk Torul
9th-level Druid
RACE: Human
ARMOR CLASS: 4
THACO: 16 (15 in tiger form)
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: True neutral
EQUIPMENT: Earring set with periapt of wound closure, leather armor of blending +3, scimitar +2
BACKGROUND: Symbuk has been extremely unhappy since he became lost in some unnatural thick fog and ended up in Falkovna, in the demiplane of Ravenloft. In tiger form, Symbuk has three attacks (claw/claw/bite) for 2-5/2-5/1-10. If both forepaws hit, then his rear claws rake for 2d4 each.

Jasper Thunderhand
4th-level Berserker Priest
RACE: Dwarf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Chaotic neutral
EQUIPMENT: Banded mail +2, battle axe +1, silver horn of Valhalla
BACKGROUND: Jasper leads his dwarven brethren into battle with a ferocity that unnerves his allies, let alone his enemies. He proudly serves Clangedin Silverbeard, Father of Battle. He has never left the Deep Realm, but he looks forward to a day when he will venture forth to beat back all enemies of the dwarves.

Tiralaylee Tai-Muran
8th-level Barbarian Priestess
RACE: Elf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 9
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Banded mail, spear +2, boots of the north, ring of human influence
BACKGROUND: Tiralaylee hails from the savage frontiers of the north of Faerun. She has always been a restless soul and frequently leads raiding parties for her people. Her talents as a aggressive negotiator are also often in demand, but she usually would rather fight than talk.

Lanatiramae
3rd-level Amazon Priestess
RACE: Elf
ARMOR CLASS: 4
THACO: 20
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Chaotic good
EQUIPMENT: Shield, holy symbol, studded leather armor +1, long sword +1, long bow +2
BACKGROUND: Lanatiramae grew up in Evereska. While she always felt comfortable there, her sisters continued to prod her, urging her to explore the world and achieve glory. Currently she is accumulating enough expertise (and nerve) to explore the ruins of Myth Brannon.
Trelia Mornmay
13th-level Druid
RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: True neutral
EQUIPMENT: Ring of protection +2, bracers of defense AC 3, staff of thunder and lightning, robe of blending
BACKGROUND: While Trelia takes forceful action to maintain the balance of nature in Shalhoid (also known as the Great Wild Wood), she loves to spend peaceful moments with animals. Trelia has watched over Shalhoid for over 20 years, and the forest's inhabitants know her well.

Sherry Feldstone
4th-level Druid
RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: True neutral
EQUIPMENT: Bracers of defense AC 7, ring of animal friendship, ring of protection +1
BACKGROUND: Sherry grew up in Mistledale, but she was always impressed by the brooding splendor of the surrounding forests. Sherry has adventured near the ruins of Myrth Dannor, and on two occasions she has tried unsuccessfully to stop some predatory gargoyles from moving into the area.

Teriloniae Tai-Koris
8th-level Druid
RACE: Half-elf
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: True neutral
EQUIPMENT: Leather armor +1, staff-spear +2, sling +1, gem of retaliation
BACKGROUND: Teriloniae is most at home while tending to his forest groves and his own garden. He is especially skilled with trees, and he has made a life-long friend of one dryad whose tree he aided after it was struck by lightning. Teriloniae has long abandoned the road to adventure.

Sheeryl Soulsearcher
13th-level Diviner
RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defense AC 7, cloak of protection +3, robe of stars, powder of magic detection
BACKGROUND: Sheeryl has always been rather frail, so she does not adventure a great deal. Because of her wisdom, people come to her for information and advice. She has often been able to obtain information about articles of power and ancient ruins when others could not.

Timon Silvertongue
17th-level Enchanter
RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 3, crystal ball, robe of scintillating colors, eyes of charming
BACKGROUND: Timon has never retreated into a tower for long periods (although he owns one near Ormth)—he likes people too much. He often travels with groups of experienced adventurers who explore Faerun. He would rather talk his way out of encounters than fight, if possible.

Aeshallara Corwin
18th-level Hierophant Druid
RACE: Human
ARMOR CLASS: 1
THACO: 10
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: True neutral
EQUIPMENT: Bracers of defense AC 2, necklace of adaptation, mist tent. scimitar +3
BACKGROUND: Aeshallara has only recently risen to the level at which she can safely enter and survive in the elemental plane of Fire. The novelty of travel and study on the plane of Fire intrigues her, so she can often be found there, learning about the plane's inhabitants.

Drake Elderwood
4th-level Ranger
RACE: Human
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: Long sword +1
BACKGROUND: Drake hates orcs and their kin more than any other monster he's ever encountered. In battle, he will ignore all other adversaries in favor of attacking orcs, even to the detriment of his party. Drake has vowed to cleanse the world of every orc, in any way possible. He's a superb warrior, but his friends remain wary of him.

Kylia
12th-level Illusionist
RACE: Gnome
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic good
EQUIPMENT: Robe of eyes, staff of thunder & lightning, bracers of defense AC 4, ring of gargoyles
BACKGROUND: Kylia acts as a messenger to Skullport in Undermountain for the Lords of Waterdeep. She is a pleasant woman with a flair for the dramatic. Her deadeye many foes to underestimate this powerful lady. Kylia never can resist the temptation to appear and disappear in a puff of smoke.

Nura D'Agor
8th-level Necromancer
RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Chaotic evil
EQUIPMENT: Ring of wizardry, wand of fire, tiara of mind shielding, mirror of life trapping (not shown)
BACKGROUND: Nura lives in Calimport when not adventuring. Her wand is an ancient scepter from the fabled Cradle Lands that are now buried beneath the Plains of Purple Dust. Nura is proud and hauty with a violent, quick temper. She delights in tormenting strangers who admire and court her.
Katyr
4th-level Ranger

RACE: Elf  
ARMOR CLASS: 8  
THACO: 17  
MOVEMENT: 12  
HIT POINTS: 33  
ALIGNMENT: Neutral good  
EQUIPMENT: Cloak of elvishkind  
BACKGROUND: Katyr, a native of Tethyr Wood, acts as a guide for lost travelers, silently stepping out of rain-soaked mists in times of need. He and his wife, Annelwin (card #103), also guard the trade routes which cross through the northern forests of Tethyr. He is mute, but he uses a simple sign language that his wife translates for others.

Nilat
6th-level Ranger

RACE: Elf  
ARMOR CLASS: 1  
THACO: 15  
MOVEMENT: 12  
HIT POINTS: 38  
ALIGNMENT: Good  
EQUIPMENT: Elven chain mail +2, long sword +1, long bow +2, ring of free action  
BACKGROUND: Nilat is the third child of a lord and never expects to inherit a title. Instead, he's appointed himself a "guardian of the people" and made a name for himself as a scout and hunter. Nilat is a practical joker, which wore thin his welcome at home and earned him the label, "black sheep of the family."

Agrorn Silverleaf
6th-level Ranger

RACE: Elf  
ARMOR CLASS: 5  
THACO: 15  
MOVEMENT: 12  
HIT POINTS: 50  
ALIGNMENT: Lawful good  
BACKGROUND: Agrorn, an only child, is a sometime student of Elimnir. Agrorn was so fascinated by one of the old mage's stories—about a mystical power called Spellfire—that he set off in search of it, but his quest was unsuccessful. Returning home in despair, he sought Elimnir's advice and was told to travel to the North and look for work there.

Ayllia
9th-level Bard

RACE: Human  
ARMOR CLASS: 8  
THACO: 16  
MOVEMENT: 12  
HIT POINTS: 47  
ALIGNMENT: Lawful neutral  
EQUIPMENT: Harp of charming  
BACKGROUND: Ayllia serves as first mate on the Octave Arcane, a hammershipe that cruises through Krynn. A former native of Krynn, she engages her crew with ballads about Huma and the Dragonlance. Her vocal range spans four octaves, so she can sing the parts of both males and females beautifully.

Pyn Trillos
2nd-level Bard

RACE: Human  
ARMOR CLASS: 9  
THACO: 20  
MOVEMENT: 12  
HIT POINTS: 9  
ALIGNMENT: Neutral evil  
EQUIPMENT: Ring of invisibility  
BACKGROUND: Pyn appears to be an idiot, always telling nonsensical jokes and rattling incoherently to himself, but he is pretty funny. In truth, he is a crafty spy for the Scarlet Brotherhood in the court of King Skotti of Keoland. Pyn also is an apprentice jester to the famous Dohnibor (card #106), Skotti's favorite bard and former jester.

Annelwin
3rd-level Ranger

RACE: Half-elf  
ARMOR CLASS: 8  
THACO: 18  
MOVEMENT: 12  
HIT POINTS: 26  
ALIGNMENT: Lawful good  
EQUIPMENT: Tunic of blending  
BACKGROUND: Annelwin is serious in all she does, especially in tending to creatures of the forest. She cares for wounded creatures and deals harshly with irresponsible hunters and adventurers within Tethyr Wood. Her husband, Katyr (card #102), can occasionally evoke slight smiles and laughs from her, but never while they are at work.

Thenek Strongaxe
5th-level Bard

RACE: Dwarf  
ARMOR CLASS: 4  
THACO: 18  
MOVEMENT: 12  
HIT POINTS: 29  
ALIGNMENT: Neutral good  
EQUIPMENT: Chain mail of fear +1, hammer +3, dwarven thrower  
BACKGROUND: Thenek acts as the court musician in Mittirl Hall. Though few ears can appreciate a dwarf's singing, Thenek's gravelly bass voice blends song and storytelling to hypnotic effect. The smiling Thenek often lends a hand in the forge, and he wielded his hammer in the Hall's defense at times of need.

Ardonell Firemoon
5th-level Bard

RACE: Half-elf  
ARMOR CLASS: 0  
THACO: 18  
MOVEMENT: 24  
HIT POINTS: 25  
ALIGNMENT: Neutral good  
EQUIPMENT: Chain mail +2, spellblade (vs. lightning bolt), boots of speed  
BACKGROUND: Ardonell is an outspoken Harper of the Daeland region, regarded by some as a firebrand for her speeches fomenting unrest against Cormyr's growing influence. Ardonell often surprises Elimnir with her knowledge of ancient tales and legends.

Dohnibor
8th-level Bard

RACE: Half-elf  
ARMOR CLASS: 7  
THACO: 17  
MOVEMENT: 12  
HIT POINTS: 51  
ALIGNMENT: Lawful neutral  
EQUIPMENT: Ring of truth  
BACKGROUND: A former jester, Dohnibor now serves as the court musician for King Skotti of Keoland. He is best known for his epic ballads regarding the War of the Flanxas. Dohnibor is closely watching Pyn Trillos (card #104), the new jester and his apprentice. He fears Pyn's acting as the village idiot, and is wary of the new jester's motives.
Adolmus
9th-level Priest

**Race:** Human  
**Armor Class:** 6  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 69  
**Alignment:** Neutral (Lawful)  
**Equipment:** Cloak of protection +4, mace +3, wand of defoliation, ring of fire resistance, ring of Earth elemental command  
**Background:** Adolmus loves the stones and mountains of the Realms, and he disdains all things that fly. His strongest moments were those when he took part in the defeat of two dragons.

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Teekli Quickstep
5th-level Swashbuckler Rogue

**Race:** Kender  
**Armor Class:** 6  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 31  
**Alignment:** Chaotic good  
**Equipment:** Kite, rapier +1  
**Background:** Teekli and his sister were orphaned and separated in a draconian raid on their village when Teekli was four years of age, and they haven’t seen each other since. Teekli was adopted by a human swashbuckler named d’Avenell. Now, Teekli is searching Krynn for his sister, and he is attempting to map the world while he looks.

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Perigon
4th-level Warrior

**Race:** Half-elf  
**Armor Class:** –2  
**THACO:** 7  
**Movement:** 12  
**Hit Points:** 98  
**Alignment:** Lawful good (Shifting toward neutral)  
**Equipment:** Plate mail +2, shield +1, bastard sword +3, frost brand  
**Background:** Perigon was once a strong and fair servant of justice, but after the death of his wife and children in the Greyhawk War, he took up a crusade against any follower of Luz. He is out of control with grief, has been branded an outlaw of his faith, and his sanity has grown increasingly fragile.

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Riallus
4th-level Conjuror

**Race:** Human  
**Armor Class:** 3  
**THACO:** 19  
**Movement:** 12  
**Hit Points:** 10  
**Alignment:** Neutral evil  
**Equipment:** Robe of conjuration, ring of warmth, ring of protection +5  
**Background:** Riallus and her familiar, Erok, are drifters, and they use her abilities to commit confidence games wherever they go. Riallus employs her quick mind and sharp wit to perpetrate outlawish schemes that often leave the target humiliated as well as poor. To her lasting delight, she is always remembered but never caught.

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Guenwyvar

**Armor Class:** 4  
**THACO:** 15  
**Movement:** 15  
**Hit Dice:** 6 +6  
**Alignment:** Neutral  
**Size:** M (5’ long)  
**Intelligence:** Very (11-12)  
**Combat:** #At 3 (6); Dmg 1-4/1-4/1-12 (plus 2-8/2-8 if both paws hit)  
**Description:** Guenwyvar, a native of the Astral plane, may be called to the Prime Material by the possessor of a black onyx figurine carved in the shape of a panther. Only three summonings are allowed per week, for 24 hours altogether. Guenwyvar is the pet and friend of the ranger/renegade drow, Driizzt Do’Urden.

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Mariko Bareshu
9th/8th-level Wu Jen/Ninja

**Race:** Human  
**Armor Class:** 7  
**THACO:** 12  
**Movement:** 12  
**Hit Points:** 38  
**Alignment:** Lawful neutral  
**Equipment:** Pearl of protection from fire  
**Background:** Mariko, despite her fearsome reputation as a ninja, is a pleasant, engaging woman with a charming smile rarely seen by anyone. She would love to retire her ninja status and concentrate on magic, but constant challenges force her to take up her instruments of death and kill strangers with whom she has no quarrel.

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Kenuchio
3rd/2nd-level Bushi/Ninja

**Race:** Human  
**Armor Class:** 6  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 13  
**Alignment:** Chaotic evil  
**Equipment:** Ring of protection +4  
**Background:** Kenuchio is a small man both in height and honor. He revels in the power of fear that his ninja abilities evoke in others, and he often humiliates his foes before killing them, as long as they are suitably weaker than he. Kenuchio expects to be treated as a lord when, in reality, he is little more than a thief. He likes to style himself “the Wrath of Night.”

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Pellinor
9th-level Rogue

**Race:** Halfling  
**Armor Class:** 5  
**THACO:** 16  
**Movement:** 6  
**Hit Points:** 36  
**Alignment:** Neutral  
**Equipment:** Bracers of defense AC 5, dagger +2, longtooth  
**Background:** Pellinor has signed on to the Octave Arcane, a hammership in search of the Spelljammer. He is an accomplished thief who signed up to smoke his wanderlust and to avoid certain “affairs of state” that await him at home.
### Etchin

**ARMOR CLASS:** 3  
**THACO:** 10  
**MOVEMENT:** 12  
**HIT DICE:** 10  
**ALIGNMENT:** Chaotic evil  
**SIZE:** H (13' tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** AT 2; Dmg 1-2/2.5/12.  
**DESCRIPTION:** Having two heads, the ettin can only be surprised on a roll of 1 on 1d10. It can attack with both arms and suffer no penalty because each head controls an appendage. If the ettin is armed with its customary spiked clubs, it hits for 2d+6 points of damage with its left arm and 3d6 with its right. Otherwise, it fights open-handed, causing the damage listed above.

### Dwarf, Duergar

**ARMOR CLASS:** 4  
**THACO:** 19  
**MOVEMENT:** 6  
**HIT DICE:** 1 + 2  
**ALIGNMENT:** Lawful evil (neutral)  
**SIZE:** S (14’ tall)  
**INTELLIGENCE:** Average to genius (8-18)  
**COMBAT:** AT 1 or more; Dmg by weapon; special attacks: innate magical abilities of enfamilishment and invisibility.  
**DESCRIPTION:** The duergar, or gray dwarves, are a malevolent breed that dwells in the extreme depths of the ground. They have infravision with a range of 120’. They detest other races of dwarves, whom they consider weak.

### Dragonne

**ARMOR CLASS:** 6/2  
**THACO:** 12  
**MOVEMENT:** 15, Fl 9(E)  
**HIT DICE:** 9  
**ALIGNMENT:** Neutral  
**SIZE:** M (5’ at shoulder)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** AT 3; Dmg 1-8/1-8/3-18; special attacks: roar causes weakness.  
**DESCRIPTION:** The dragonne is a vicious and deadly hunter—a threat to many who travel in warmer climates. Its roar requires a successful saving throw vs. paralysis for all within a 120’ radius or be affected as by fear. Afflicted characters lose 50% of their Strength for 2d6 rounds. Anyone within 30’ of the roar is deafened for 2d6 rounds.

### Marid Genie

**ARMOR CLASS:** 0  
**THACO:** 9  
**MOVEMENT:** 9, Fl 15(B), Sw 24  
**HIT DICE:** 13  
**ALIGNMENT:** Chaotic  
**SIZE:** H (18’ tall)  
**INTELLIGENCE:** High to genius (13-18)  
**COMBAT:** AT 1; Dmg 8-32; special attacks: create water which can be directed in a jet up to 60 yards long for blindness/1d10 points of damage.  
**DESCRIPTION:** The marid comes from the elemental plane of Water. It has magical abilities and performs as a 26th-level spellcaster. It receives a +2 to saving throws, −2 damage per die of cold-based attacks, and −1 to saving throws +1 damage per die for fire-based attacks.

### Gargoyole

**ARMOR CLASS:** 5  
**THACO:** 17  
**MOVEMENT:** 9, Fl 15(C)  
**HIT DICE:** 4 + 4  
**ALIGNMENT:** Chaotic evil  
**SIZE:** M (6’ tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** AT 4; Dmg 1-3/1-3/1-6/1-4.  
**DESCRIPTION:** The gargoyole is a predator of magical nature that is found among ruins and caverns. They attack anything they detect, regardless of alignment, 90% of the time. Counting on their appearance as sculptures, they rely upon surprise to swoop down upon their prey, trying to injure rather than kill—it they love to slowly torture helpless victims to death.

### Firenewt

**ARMOR CLASS:** 5  
**THACO:** 19  
**MOVEMENT:** 9  
**HIT DICE:** 2 + 2  
**ALIGNMENT:** Neutral evil  
**SIZE:** M (5’1”/6’’ tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** AT 1; Dmg by weapon; special attacks: breathes fire.  
**DESCRIPTION:** A distant relative of lizard men, firenewts are cruel marauders that roam hot regions. Once per turn, they can breathe fire on a foe directly in front of them, causing 1d8 points of fire damage (save for half). Firenewts save at +3 against fire attacks (subtract 1 point of each die of damage) and −3 against cold-based attacks.
Hill Giant

**ARMOR CLASS:** 3 (5)

**THACO:** 9

**MOVEMENT:** 12

**HIT DICE:** 12 + (1-2 hp)

**ALIGNMENT:** Chaotic evil

**SIZE:** H (16' tall)

**INTELLIGENCE:** Low (3-7)

**COMBAT:** AT 1: Dmg 1-6 or by weapon (2-12 + 7); special attacks: hurling rocks for 2d8 damage

**DESCRIPTION:** Hill giants are selfish, cunning brutes who survive by hunting and by terrorizing and raiding nearby communities. They prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks (which they also can catch 30% of the time). Their preferred weapon is an oversized club.

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Fire Giant

**ARMOR CLASS:** 1 (5)

**THACO:** 5

**MOVEMENT:** 12 (15)

**HIT DICE:** 15 + (2-5 hp)

**ALIGNMENT:** Lawful evil

**SIZE:** H (18' tall)

**INTELLIGENCE:** Low to average (5-10)

**COMBAT:** AT 1: Dmg 1-8 or by weapon (2-20 + 10); special attacks: hurling rocks for 2d10 damage

**DESCRIPTION:** Fire giants are brutal, ruthless, and militaristic. They are immune to nonmagical fire, as well as red dragon breath. Magical fire inflicts 1 hp of damage per die. They can hurl large rocks up to 200 yards, and they can catch similar missiles 50% of the time. They favor two-handed swords.

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Ghoul

**ARMOR CLASS:** 6

**THACO:** 19

**MOVEMENT:** 9

**HIT DICE:** 2

**ALIGNMENT:** Chaotic evil

**SIZE:** M (5'6' tall)

**INTELLIGENCE:** Low (5-7)

**COMBAT:** AT 3: Dmg 1-3/1-3/1-6; special attacks: paralysis

**DESCRIPTION:** Ghouls are undead creatures, once human, who feed upon the flesh of corpses. They attack by clawing with their filthy nails and biting with their fangs. Their touch causes all (dem)ihumans but elves to become paralyzed for 1d6 + 2 rounds. Any (dem)ihuman killed by a ghoul will become one themselves. Protection from evil spells keep them at bay.

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Fomorian

**ARMOR CLASS:** 3

**THACO:** 9

**MOVEMENT:** 9

**HIT DICE:** 13 + 3

**ALIGNMENT:** Neutral evil

**SIZE:** H (13'2'' tall)

**INTELLIGENCE:** Average (8-10)

**COMBAT:** AT 1: Dmg 2 X weapon + 8 (Strength bonus); special attacks: surprise

**DESCRIPTION:** Fomorians are the most hideous, deformed, and wicked of all giant-kin. Each one has a different set of deformities. They use all manner of blunt weapons, each inflicting double damage plus Strength bonus. Fomorians typically sneak up on their opponents and hit them as hard as possible.

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Cyclops

**ARMOR CLASS:** 3

**THACO:** 15

**MOVEMENT:** 12

**HIT DICE:** 5

**ALIGNMENT:** Chaotic (evil)

**SIZE:** L (7'6'' tall)

**INTELLIGENCE:** Low to average (5-10)

**COMBAT:** AT 1: Dmg 2-8 (weapon) + 4 (Strength bonus)

**DESCRIPTION:** A diminutive relative to true giants, cyclopes are single-eyed giants that live alone or in small bands. They are armed with either a club or a broadiche and also carry a heavy hurling spear. They do not bother with battle strategy; if far away they throw their spears or employ slings, and at close range they simply rush in.

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Storm Giant

**ARMOR CLASS:** – 6 (0)

**THACO:** 3

**MOVEMENT:** 15, Sw 15

**HIT DICE:** 19 + (2-7 hp)

**ALIGNMENT:** Chaotic good

**SIZE:** G (26' tall)

**INTELLIGENCE:** Exceptional (15-16)

**COMBAT:** AT 1: Dmg 1-10 or by weapon (3-30 + 12); special attacks: magic

**DESCRIPTION:** Storm giants are gentle and reclusive, living off the land around their lairs, but they can be very dangerous when angry. They are immune to electricity and lightning. They are born with water breathing ability and accumulate more magical abilities as they age. In battle they wield gigantic two-handed swords.

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Griffon

**ARMOR CLASS:** 3

**THACO:** 13

**MOVEMENT:** 12, Fl 30(C, D if mounted)

**HIT DICE:** 7

**ALIGNMENT:** Neutral

**SIZE:** L (about 9' long)

**INTELLIGENCE:** Semi (2-4)

**COMBAT:** AT 3; Dmg 1-4/1-4/2-16

**DESCRIPTION:** Griffons are ferocious avian creatures that prey upon horses and their kin. They hunt in groups of 12 or less, searching the areas near their lairs for hard animals. If the prey is horse(kin), griffons are 90% likely to attack, even if the horses have riders. They will fight to the death if horse flesh is at stake.

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Clay Golem

**ARMOR CLASS:** 7

**THACO:** 9

**MOVEMENT:** 7

**HIT DICE:** 11 (50 hp)

**ALIGNMENT:** Neutral

**SIZE:** L (8' tall)

**INTELLIGENCE:** Non-0

**COMBAT:** AT 1: Dmg 3-30; special attacks: casts haste upon self

**DESCRIPTION:** The clay golem is a humanoid body made from clay, standing fully two heads taller than a normal man, except the chest is overly large and the arms hang to the knees. It can only be hit with magical, blunt weapons. A clay golem has a Strength of 20 for the purposes of lifting, throwing, and smashing objects.

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Gnome

**ARMOR CLASS:** 5 (10)

**THACO:** 19

**MOVEMENT:** 6

**HIT DICE:** 1

**ALIGNMENT:** Neutral good

**SIZE:** S (3' tall)

**INTELLIGENCE:** Very (11-12)

**COMBAT:** AT 1: Dmg 1-6 (weapon)

**DESCRIPTION:** Smaller relatives of the dwarves, gnomes are shy and rarely seen by other (dem)ihumans. They tend to dwell near secluded forests and live peaceful lives. They hate kobolds and goblins, and they receive a +1 to attack rolls vs. these adversaries. All giant-class creatures must subtract 4 from their attack rolls when attacking gnomes. Gnomes are highly magic resistant.
Hurlgin's Rope of Entanglement

**XP Value:** 2,000

**Description:** This item has been personalized for Hurlgin Beefbone (card #80), the druiden bounty hunter. Like other similar magical ropes, this one latches forward 20' or upward 10' to entangle as many as eight humanoid or demi-human creatures. It cannot be broken with sheer strength, but can be severed by an edged weapon (AC -2; requiring 22 points of damage to cut through; only cut by someone who is not entangled). Insufficient damage to sever the rope will repair itself in six turns. Unlike other ropes of entanglement, this one keeps one end free, to tie itself to Hurlgin's pack horse, allowing him to drag his prey home without untying it.

Hobgoblin

**Armor Class:** 5 (10)

**THACO:** 19

**Movement:** 9

**Hit Dice:** 1 + 1

**Alignment:** Lawful evil

**Size:** M (6'2' tall)

**Intelligence:** Average (8-10)

**Combat:** #1; Dmg by weapon

**Description:** Hobgoblins are of a fierce humanoid race that wages perpetual war with the other humanoid races. They are intelligent, organized, and aggressive. They fight equally well in bright light or virtual darkness (having infravision with a range of 60'). They feel superior to goblins and orcs and may act as leaders for them. In such cases, the "lesser races" are considered to be mere battle fodder.

Hippocampus

**Armor Class:** 5

**THACO:** 15

**Movement:** Sw 24

**Hit Dice:** 4

**Alignment:** Chaotic good

**Size:** H (18' long)

**Intelligence:** Average (8-10)

**Combat:** #1; Dmg 1-4

**Description:** The hippocampus is the most prized of the marine steeds—a creature that combines the features of a horse and a fish. They are usually peaceful creatures, fast enough to out-swim anything that might attack them. One can bite for damage, however, or headbutt to stun an opponent or break his bones. Hippocampi make highly prized steeds for tritons, and they have been known to aid drowning land-dwellers.

Jasper Thunderhand's Handy Havestersack

**XP Value:** 3,000

**Description:** Jasper Thunderhand (card #49) has managed to locate a Heward's Handy Havestersack that is dwarf-sized. Other than that special feature, it is the same as other magical havestersacks: it has two quart-sized side pouches that are equivalent to bags of holding, capable of holding up to two cubic feet in volume or 20 pounds of weight; the central pack holds up to eight cubic feet of volume and 80 pounds of weight; when Jasper reaches into the pack, any item that he wants is waiting on the top; and all contents of the havestersack gain a +2 bonus to all saving throws.

Violet Dindower's Dust of Disappearance

**XP Value:** 2,500

**Description:** Violet Dindower (card #43B) is a smuggler who uses numerous means to hide her contraband, but she saves her dust of disappearance for herself, on those uncomfortable days when pirates or neogri attempt to board the ship. Since the dust renders her invisible even to those who can detect invisibility, and she remains unseen even if she elects to slip a blade into the back of someone who threatens to uncover her cargo. Violet has endeared herself to the captain many times. Violet's dust has had permanency cast upon it, but she still fades into view in 5d10 turns.

Nura D'Agor's Mirror of Life Trapping

**XP Value:** 3,500

**Description:** Nura D'Agor (card #97) keeps this device in her home in Calimport. It is hidden behind a tapestry that can be tied off to the side with a cord. Nura keeps it hidden because she is selective about who she traps within the mirror's 16 extra-dimensional prison cells. When a seduced, rival wizard comes to call, she uncovers it and lures him within 30' of it. Whereupon he is trapped (90% chance). Nura can look into the mirror without being trapped. Furthermore, she can permanently banish any prisoner to extra-dimensional limbos with a word. She uses this threat to extract spells and other information from her victims.
Runjoye’s Winged Boots

**XP VALUE:** 2,500

**DESCRIPTION:** Runjoye’s (card #547) boots are of better quality than other winged boots. They possess a flying speed of 21 and are maneuverability class A. They are also usable for up to four hours per day, rather than the usual two (for every 12 hours of uninterrupted non-use, the boots regain two hours of flying time). Like other owners of winged boots, Runjoye doesn’t need to maintain concentration in order to fly, so he can cast spells while airborne. Unlike other winged boots, Runjoye’s quit working quite suddenly when their magic expires. Fortunately, he wears a ring of feather falling for just such an emergency.

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Kerisis’s Girdle of Femininity

**XP VALUE:**

**DESCRIPTION:** Kerisis (card #304) has been attempting to have this girdle removed for some time, but no remove curse or wish spell has yet worked. Her rage at this inconvenience has even sent her into the demiplane of Ravenloft for a time, but the warping of magic there has not helped her cause. She has looked to Bilkon (card #456) for an answer, but his magic was ineffective. Kerisis even attempted to enlist the help of the evil Mazrikoth (card #326), but he only attempted to seduce her—a thoroughly revolting idea even if she really was a woman! Kerisis may just have to get used to the idea of being female, but she hasn’t given up yet.

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Theodulos’s Cloak of Arachnida

**XP VALUE:** 3,500

**DESCRIPTION:** The druid Theodulos (card #333) is especially proud of this cloak because he is especially fond of insects. Like other cloaks of archonida, this one allows him to climb as if a spider climb spell had been cast upon him. It renders him immune to entrapment by webs of any sort (so he can visit his friends without disrupting their homes), it enables him to actually cast a double-sized web (as the spell) even while he is underwater, and it gives him a +2 bonus to all saving throws vs. poison. Unlike other such cloaks, this one allows Theodulos to summon insects (spiders) twice per day.

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Robe of Blending

**XP VALUE:**

**DESCRIPTION:** Marion Robinsdottir’s (card #86) robe was a normal robe of blending until she entered Darkon—Ravenloft cursed and changed its function. First, she cannot remove it for more than 1 turn without experiencing extreme pain, as if she is freezing to death. Second, it functions normally only during daylight hours—during hours of darkness, it becomes a robe of contrast, changing color and texture to set it apart from its surroundings. Third, due to its magically contrasting nature, this strange robe temporarily becomes a good-aligned item when touched by evil creatures,inflicting 1d10 points of damage per touch.

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Noj’s Necklace of Not-so-smart Missiles

**XP VALUE:**

**DESCRIPTION:** Noj (card #423) cannot remove this necklace unless all six missiles (1006 points of damage, each) have been expended. The missiles are cursed with a boomerang effect, so they return to the thrower and explode. Prone to trouble, Noj sometimes finds himself a captured prisoner, and that’s where he makes this item pay off, he taunts his captors, saying, “If I could get a hand free, I’d blast you with this necklace.” When his captors find that they cannot remove the necklace, they usually resort to detaching a globe and casting it at Noj.

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Harostem’s Phylactery of Faithfulness

**XP VALUE:** 1,500

**DESCRIPTION:** Harostem (card #561) has been an extremely faithful priest of Lathander for many years. His phylactery of faithfulness is a gift from that deity, sent to him via a flawless peacock which appeared to him in a scarlet dawn. The phylactery allows Harostem to know if any action or item will adversely affect his standing with Lathander, like other phylacteries of faithfulness, but it also uniquely conveys continuous augury upon the priest. Harostem appears scatterbrained to his followers because part of his mind is always in the future.

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Louie Dulama’s Alchemy Jug

**XP VALUE:** 2,000

**DESCRIPTION:** Louie’s (card #712) jug doesn’t exactly work right—at least it’s not working the way most wizards would expect it to, but Louie thinks that it works just fine. This particular jug makes only one kind of liquid: beer. Even better (in Louie’s opinion), it creates eight gallons of beer per day, rather than the four gallon maximum that properly working alchemy jugs make. The jug is a bit heavy to carry on the campaign trail, but Louie makes a point of finding room for it. Wherever he goes, Louie’s the life of the party, and he loves that distinction almost as much as the beer that makes him so.

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Ebmara’s Slippers of Spider Climbing

**XP VALUE:** 2,000

**DESCRIPTION:** Ebmara’s (card #324) slippers are enchanted with drow magic. They function as do other slippers of spider climbing—they enable Ebmara to move 6 per round on vertical surfaces, or even upside down on ceilings, while leaving her hands free to cast her horrible spells—but they have also been endowed with the ability to cast web twice per day. When she utters a secret command word, webs issue from the toe of each boot (one spell per boot). In dedication to Loth, she has had them embossed with a web design.

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Mazrikoth’s Scarab of Death

**XP VALUE:**

**DESCRIPTION:** Since he is already dead, Mazrikoth (card #326) has nothing to fear in wearing this ornate brooch. To him it is a bauble, a thing to wear to official occasions (especially because his lord, Azalin, gave it to him). Mazrikoth also wears it when he is delivering the edicts of his lord to the people of Darkon. Those who defy or challenge him are held terror-stricken by his ghastly gaze and painful, icy grip on their shoulders. Meanwhile, the scarab crawls down his arm and on to the body of his victim, where it burrows into the nearest area of exposed flesh and then eats its way to the heart.

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**Mini-series: Traps**

**Spring-noose Trap**

**DESCRIPTION:** Thin waxed wires are set to snap tight when anything jostles them off their feeble holding hooks, yanking their catch up into the air as a rock on the other end descends. The trap can be easily concealed with dust of disappearance or invisibility. A snared being must make successful Str, Dex, and Int checks to avoid a spring-noose trap, or else the noose will catch the character around the feet, limbs, or head. A second Str check will determine if the character drops everything he's holding and takes 1d4 + 2 points of damage. Thereafter, the trap inflicts 1d4 points of damage or 3 points of strangulement damage per round. The wires are AC 5 and have 7 hit points.

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**Korr's Book of Infinite Spells**

**XP VALUE:** 9,000

**DESCRIPTION:** Korr the dwarf (card #314) pulled off the heist of a lifetime when he laid hands on this item (while his partner was "busy" with the wizard who owned it). He thought it was just a lousy spell book and was going to sell it, but first he opened it to see what was inside. After suffering 11 points of damage and laying stunned on the floor for over two hours, he went to close the book, caught a glimpse of the contents, and realized that he could understand the writing on the page. Having accidentally killed his helper with a magic missile the next day, Korr will not use the book again until he finds out exactly how it works.

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**Locke's Medallion of Thought Projection**

**XP VALUE:** 1,000

**DESCRIPTION:** Locke (card #586) can't help but broadcast his thoughts 90' straight in front of him because of this item. Happily, he has learned to control exactly who picks up his thoughts: everyone else in range only receives vague impressions. Now he makes a living as an entertainer and confidence artist, making people believe that they are psychic. To bolster this act, he has paid a wizard to cast permanent suggestion on the medallion. Now he can cast the spell for only a moment and put it into the mind of his choice. Even though Locke is not very good looking, his success with ladies is legendary!

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**Mini-series: Traps**

**Rebound-Spear Trap**

**DESCRIPTION:** The rebound-spear trap is particularly lethal. It consists of a spiked line, often in shadows or otherwise out of sight, with several spring-loaded, barbed spears mounted into it. The tail ends of the spears are attached to a rope-and-pulley system. When a victim trips one of a series of wires next to the trap, the spears are fired into the trap area, piercing anywhere there who fails a DEX check with a +3 penalty, for 1d8 points of damage. The pulley system is also activated and the spears are swiftly drawn back into the wall. Any victim hit by a spear will be drawn in and impaled upon the waiting spikes. Roll 1d8 to determine how many spikes the victim catches (1d6 damage per spike).

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**Mini-series: Traps**

**Teeter-totter Lid Pit**

**DESCRIPTION:** These traps are usually 10' square and 20' deep. Victims stepping on the lid cause it to tip sharply down, dumping them into the pit for 2d6 points of falling damage. After the victims fall into the trap, the lid flips over, closing again. The lid, set on pivots, is usually made of heavy stone. Victims inside must be able to reach it and exert a combined Str of 18 or greater in order to lift the lid. Damage to one area on a lid totaling 40 points will crack it, permitting air to pass and making a visible hole. Otherwise, available oxygen in the pit is limited to 3 turns, maximum, and may be even more quickly depleted by strenuous activities.

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**Mini-series: Traps**

**Stake-lined Pit**

**DESCRIPTION:** Stake-lined pits are generally 10' square and 15' deep. They are usually disguised with a teeter-totter lid or other false floor, although they may be concealed by darkness or other magical means as well. Hidden by a lid, any weight of more than 30 pounds will force it open, spilling those standing on the lid into the pit for 1d8 points of falling damage. The bottom of the pit is lined with a large number of wooden or metal spikes. Roll 1d8 again to determine how many spikes each victim falls on. Each spike does 1d6 points of damage. The lid also can be rigged to hold heavier weights before opening so that more people can be caught in the trap.

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**Mini-series: Traps**

**Infested Pit**

**DESCRIPTION:** Infested pits can be combined with most other types of pit traps to create an even deadlier scenario. They may contain a variety of monsters who can survive confined quarters and long waits, or else the monsters can be added to the usual, unobtrusive linking-tunnels. Most monsters will lie in waiting for someone to fall into the pit, but some may reach up and pull in the curious or unwary. Note that characters falling into an infested pit get involuntary attack rolls because they will fall upon the monster, inflicting the same amount of damage as they have taken from the fall. This also may result in an automatic attack effect from the monster fallen upon.

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**Mini-series: Traps**

**Pit of Spores**

**DESCRIPTION:** The pit of spores is a subterranean trap which often lies at the bottom of a slippery slope that characters must cross. A failed Dex check indicates that the victim has lost his or her footing and will slide down and into the spore trap. They will not take any falling damage (unless the DM makes a trap roll), but the impact of their bodies upon the fungus beds will release the deadly spores into the air. The most common fungus used is the phycomid, which discharges an alkaline substance on victims whose skin comes in contact with it, mimicking mushroom-like growths that inflict 1d4 + 4 points of damage per round. The growths spread throughout the host body, killing it in 1d4 + 4 turns and turning it into a new phycomid.

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**Mini-series: Traps**

**Kissing Maidens**

**DESCRIPTION:** These nasty springing traps are counter-weighted metal silhouettes of human-sized females or forger bars, perhaps even cruel specimens like wooden logs on pivots. They spring up to directly smash characters who triggered them, and they are often studded with long spikes of metal, sharpened wood, or bone splinters. They can be triggered by trip-wires, pull-cords, or foot-pads. Kissing maidens strike once per triggering, with a THACO of 7. They vary in damage, usually causing between 2d6 and 2d12 points of damage. Characters who suspect a trap may make a DEX check for only a moment, simulating a last-second leap to avoid it (and often leaping on to another one).
Mini-series: Mordenkainen and the Circle of Eight

Mordenkainen

20th-level Wizard

**RACE:** Human

**ARMOR CLASS:** 3

**THACO:** 14

**MOVEMENT:** 12

**HIT POINTS:** 66

**ALIGNMENT:** Neutral

**EQUIPMENT:** Bracers of defense AC 2, ring of protection +2, crystal ball w/ESP, pears of power (3), wands of fire and frost

**BACKGROUND:** Serious and mysterious, Mordenkainen leads the present Circle of Five (and its sixth member), a secret group of wizards.

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Mini-series: Mordenkainen and the Circle of Eight

Otto

14th/5th-level Wizard/Cleric

**RACE:** Human

**ARMOR CLASS:** 10

**THACO:** 13

**MOVEMENT:** 12

**HIT POINTS:** 45

**ALIGNMENT:** Neutral good

**EQUIPMENT:** Footman’s flail +3, boots of speed, medallion of ESP, ring of feather falling, ring of wizardry, wand of conjuration

**BACKGROUND:** Though vain and foppish, Otto impresses people with his good cheer and cultivated tastes. Formerly a cleric of Boccob, Otto only uses his priestly powers in dire emergencies.

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Mini-series: Mordenkainen and the Circle of Eight

Nystul

16th-level Wizard

**RACE:** Human

**ARMOR CLASS:** 2

**THACO:** 15

**MOVEMENT:** 12

**HIT POINTS:** 45

**ALIGNMENT:** Neutral

**EQUIPMENT:** Bracers of defense AC 5, ring of protection +3, cloak of displacement, boots of levitation, dust of disappearance, hat of disguise, wands of enemy detection, illumination, and illusion

**BACKGROUND:** Nystul is a master of disguise and even his fellow wizards in the Circle of Five do not know his true face.

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Mini-series: Mordenkainen and the Circle of Eight

Rary the Traitor

23rd-level Wizard

**RACE:** Human

**ARMOR CLASS:** 5

**THACO:** 14

**MOVEMENT:** 12

**HIT POINTS:** 50

**ALIGNMENT:** Neutral evil

**EQUIPMENT:** Bracers of defense AC 0, ring of protection +5, gem of seeing, helm of brilliance, ring of animal control, ring of mind shielding, robe of stars, wand of paralyzation

**BACKGROUND:** Formerly of the Circle of Eight, Rary, in an act of treachery, slew two of his fellows during an attack on the assembled crowned heads of the Flanaess.

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Mini-series: Mordenkainen and the Circle of Eight

Otiluke

16th-level Wizard

**RACE:** Human

**ARMOR CLASS:** 3

**THACO:** 13

**MOVEMENT:** 12

**HIT POINTS:** 39

**ALIGNMENT:** Neutral

**EQUIPMENT:** Cloak of protection +4, dagger +2, gauntlets of kobold power (Str 9), horn of blasting, necklace of missiles, wands of fire and frost

**BACKGROUND:** The late Otiluke was a member of the Circle of Eight, until he was slain by the traitor Rary, his fellow mage. Otiluke’s passing was not widely mourned, for he was an abrasive and pushy sort.

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Mini-series: Mordenkainen and the Circle of Eight

Drawmij

16th-level Wizard

**RACE:** Human

**ARMOR CLASS:** 4

**THACO:** 12

**MOVEMENT:** 12

**HIT POINTS:** 44

**ALIGNMENT:** Neutral

**EQUIPMENT:** Cloak of the bat, ring of protection +4, dagger +3, chime of opening, figurine of wondrous power (serpentine owl), ring of shooting stars, wand of magic missiles, wand of incantation

**BACKGROUND:** A member of the Circle of Five, Drawmij has become even more reclusive in recent years, retiring for weeks on end to his undersea home.
**Gelonna**

5th-level Gladiator

**Race:** Half-orc  
**Armor Class:** 9  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 36  
**Alignment:** Chaotic good  
**Equipment:** Thracian armor, short sword of quickness, net of sharing  
**Background:** Since her escape from the slave arenas on her home planet, Gelonna has travelled the stars on the Octave Archer. Her brash personality scares many, and she is slow to trust. She and Ayilia (card #105), the ship's first mate, are steadfast friends.

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**Jallarzi Sallavian**

Mini-series: Mordenkainen and the Circle of Eight  
1st-level Wizard

**Race:** Human  
**Armor Class:** -4  
**THACO:** 13  
**Movement:** 12  
**Hit Points:** 58  
**Alignment:** Neutral good  
**Equipment:** Pseudodragon, bracers of defense AC 2, ring of protection +2, staff of striking, boots and cloak of elvenkind, hat of disguise, ring of feather falling, wand of fear  
**Background:** The youngest and only female member of the Circle of Five. Jallarzi has risen in importance ever since the treachery of Rary.

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**Wel Jon**

6th-level Peasant Hero

**Race:** Elf  
**Armor Class:** 8  
**THACO:** 15  
**Movement:** 12  
**Hit Points:** 30  
**Alignment:** Chaotic good  
**Equipment:** Padded armor, short sword +6, main-gauche, dagger  
**Background:** As one day, something snapped in Wel Jon, a poor and desperate peasant, and he singlehandedly overthrew the oppressive mayor of his village. The villagers cheered in gratitude and swore to uphold him forever, and they used the mayor's possessions to finance the forging and enchantment of Wel Jon's favorite weapon, the short sword he named Cosette.

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**Javair**

12th-level Noble Warrior

**Race:** Human  
**Armor Class:** 0  
**THACO:** 19  
**Movement:** 6  
**Hit Points:** 72  
**Alignment:** Lawful neutral  
**Equipment:** Plate mail, shield, long sword +2, +4 vs. peasants, horseman's flank  
**Background:** Javair believes strongly in order, so he has taken it upon himself to quell insurrections of any sort—particularly peasant rebellions. Javair has an innate hatred and loathing for the poor, probably because he was once a peasant himself. He keeps this fact hidden at all costs.

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**Tasup**

15th-level Myrmidon

**Race:** Human  
**Armor Class:** -1  
**THACO:** 6  
**Movement:** 12  
**Hit Points:** 108  
**Alignment:** Chaotic neutral  
**Equipment:** Splint mail +1, helm of teleportation, shield +3  
**Background:** A former sub-commander of the Pomarj forces during the War of the Flaness. Tasup's forces met defeat early into the campaign. As the tide of battle turned against him, Tasup deserted his post rather than face such a death, and hundreds of his troops were butchered while awaiting an order to surrender.

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**Jalavier**

Rogue Extraordinaire  
13th-level Swashbuckler Rogue

**Race:** Human  
**Armor Class:** 5  
**THACO:** 14  
**Movement:** 12  
**Hit Points:** 81  
**Alignment:** Chaotic neutral  
**Equipment:** Rapier, main-gauche, stiletto, bracers of defense AC 5  
**Background:** A man of flair and style. Jalavier is the embodiment of an ideal swashbuckler. He flirtatiously deals with the ladies, taking care to flatter each more sincerely than the last. His wit is as sharp as is his rapier, and few men care to cross swords with him. His zest for life is complete, and he is always unafraid.

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**Haikur**

2nd-level Bushi

**Race:** Human  
**Armor Class:** 7  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 17  
**Alignment:** Lawful good  
**Equipment:** Do-maru, kote, kabuto, kana, daiyku, nunchaku  
**Background:** Born in a tiny village in the hills of Kara-Tur, Haikur grew up with a fierce hatred for the growing evil in his lands. He became highly proficient in the martial arts and the techniques of armored combat, and is an accomplished adventurer. On a lighter note, he has also become a renowned poet in his homeland.
Rhymer
1st-level Wizard

RACE: Wood elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Lawful good
EQUIPMENT: Only the clothes on his back!
BACKGROUND: Rhymer has led a long and interesting life. The son of a wealthy liege, Rhymer left home at an early age, went to sea (unusual for a wood elf!), joined a half-folk tribe (but left when his life died), and finally became a magic-user at a very late date. Rhymer has at last found his niche. He loves cantrips in particular, and he may forgo progressing beyond them.

Pontum
8th-level Warrior

RACE: Gnome
ARMOR CLASS: 5
THACO: 13
MOVEMENT: 6
HIT POINTS: 62
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of agile, shield +1, mace
BACKGROUND: Pontum is an unusual character—at least for a gnome. He comes across to all who meet him as intelligent, bright, and terribly funny. Strangers are often surprised at the quality of his ideas. He seems to have a singular lack of "gnornishness," which often endears him to humans, elves, and dwarves. He is often in demand for adventuring parties.

Estheria
7th-level Warrior

RACE: Sea Elf
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 9, Sw 15 (or 30 as dolphin)
HIT POINTS: 50
ALIGNMENT: Chaotic good
EQUIPMENT: Sea elf scale mail, trident +2, needle blow gun, net
BACKGROUND: Able to shape-change into a dolphin, Estheria is unlike her kind in that she actually seeks out the company of other races. She is consumed by an interest in things that come from beyond the sea. She has developed a unique, synchronized method of underwater combat that is beautiful to behold.

Tuiggi
5th-level Wizard

RACE: Half elf
ARMOR CLASS: 10, 8 with boots
THACO: 19
MOVEMENT: 12, 24 with boots
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: Boots of speed, raccoon familiar
BACKGROUND: When wearing her boots of speed in particular combat situations, Tuiggi gets the AC bonus noted. She is intimate with a local druid who helped her find her beloved raccoon familiar. It has been with her many years and is growing old, but it will still fight to the death to defend her. Tuiggi has a soft spot in her heart for all animals.

Minivera
20th-level Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Chaotic evil
EQUIPMENT: Dress of protection +5, ring of protection +5
BACKGROUND: Minivera is one sophisticated lady! Always the height of elegance, she has her dressmakers and jewelers skillfully embroider various protection devices into her wardrobe. Although chaotic evil, she has been known to spare handsome young men from her dreadful plans—but never without expecting some licentious favor.

Jah!t
17th-level Wizard

RACE: Human
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Lawful neutral
EQUIPMENT: Darts
BACKGROUND: Jah!t is a free spirit and a believer in the philosophy that if one embraces life, one cannot be hurt by it. Nothing is either good or bad, and everything must be tried at least once—that's his rule. He is also an excellent batractist, having won virtually every match he has ever been in. His magic skills are not so well honed, but he feels there's always time for improvement, even at his level.

Firz-z Boz'Wevial
4th-level Wizard

RACE: Drow
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic evil
EQUIPMENT: Robe of the archmagi, amulet of life protection
BACKGROUND: Firzitz's robe and amulet were presents from a distant relative, the famed Drizzt Do'Urden. Firzitz roundly rebuked his relative for giving such powerful presents to a young mage, but still kept the gifts and subsequently attempted to use them against Drizzt.

Ari Stauffen
19th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral
EQUIPMENT: Robe of protection +5, crystal ball, dagger of throwing +4
BACKGROUND: Ari is a dangerous man, no doubt about it. He has quite a reputation among the wizardly circles for being ruthless, but also ruthlessly just. Ari is often called upon to arbitrate disputes. The only known way to upset his equilibrium is to comment about his hair (or lack thereof)—he lost it in a failed experiment years ago.
Joshua DeSaville
9th-level Rogue

RACE: Halfling
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good

EQUIPMENT: Bracers of defense AC 2, girdle of many pouches, ring of invisibility, carpet of flying

BACKGROUND: The sixth of eight children, Joshua was forced to find his fortune abroad. He is known among his friends as an irrepressible practical joker. Now in semi-retirement, Joshua collects maps and runs a pony farm. He can always be found perusing his latest acquisition (on the table or in the barn) with a thin-stemmed pipe in his mouth.

Ooma Ptermani
1st-level Wizard

RACE: Elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic neutral

EQUIPMENT: Staff of withering, pouch of holding

BACKGROUND: Promiscuous by nature, Ooma took up the trade of magic-user to learn self-control—so far she has been unsuccessful. Her latest escapade involved several local political figures, and it resulted in some dangerous liaisons for her—she had to leave town in a bit of a hurry. She is hoping to find a lusty adventuring party to take her in.

Stalounge
9th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful good

EQUIPMENT: Rod of beguiling

BACKGROUND: Stalounge abandoned her husband after discovering his infidelity (and in a most indelicate situation, too). Now she roams the lands, looking for unfaithful spouses as she adventures so that she can use her rod on them. Then she gives the beguiled man very carefully worded instructions to be faithful to his woman, present or future.

Andre Davies
5th-level Rogue

RACE: Halfling
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Neutral good

EQUIPMENT: Lockpicks, files, hacksaws, cutters, dagger of resource +2

BACKGROUND: Noticing his native dexterity (15), a wandering thief kidnapped Andre to train him as an apprentice. The thief trained the young halfling well—Andre soon picked the lock of his cage and escaped with his master's tools. Now he travels through Krynn, working his way back home and, for fun, picking most any lock he finds.

Kiara of Chendli
8th-level Cat Burglar

RACE: Gnome
ARMOR CLASS: 6
THACO: 12
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Neutral good

EQUIPMENT: Footpads, clawed gloves and shoes, glass cutter, skeleton key, dust of trail dispersion

BACKGROUND: Kiara is a cat burglar in more ways than one. She climbs buildings not only to steal jewels, but also to steal cats from her victims. She then trains them to assist in her heists. Her fantastic, cat-like dexterity (18) has kept her from the law's reach.

Briney Valeasaris
10th-level Buccaneer

RACE: Half-elf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good

EQUIPMENT: Padded armor, cutlass +1, dagger +2

BACKGROUND: Briney Valeasaris travels the Sea of Fallen Stars in the Cambacks, a ship he stole from Haldracon, the ruthless merchant-mage of Thay. Briney joins any battle he can find, always siding against the aggressors. He has burned and sunk many pillaging warships of Thay, pursuing them even to the Pirate Isles.

Belladonna Glasei
7th-level Fence

RACE: Human
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Neutral evil

EQUIPMENT: Dagger, magnifying glass

BACKGROUND: The City of Greyhawk holds much opportunity—especially for a fence with connections all around the Nyr Dyv. Like most good thieves, Belladonna rose through the ranks of the guild. Her knack always lies in planning, not in the quick snatch. Now Belladonna has a felicitous position, acting as the intersection between fast thieves and rich patrons.

Kellin Davies
5th-level Cutpurse

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Neutral good

EQUIPMENT: Mini-blade, dagger

BACKGROUND: Sister to Andre Davies (card #195), Kellin set out from home shortly after her brother's abduction, trying to find him. She remembered the look and smell of the man who took her brother and soon found him—but Andre was gone. Since then, she has haunted the kidnapper's every step and stolen from him many times—he cannot guess where all his money is going.

Hakan
9th-level Rogue

RACE: Kender
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 6(9)
HIT POINTS: 38
ALIGNMENT: Neutral

EQUIPMENT: Marbles, lockpicks, glass cutter, catstink

BACKGROUND: Although Hakan is a skilled thief, she never meant to be one. Her kender curiosity and wanderlust set her on the road and set others' jewels in her pockets. Her first acquisition occurred quite by accident—she forgot the ring on her finger. Since then she has been on the run, branded a thief and living up to the title.
**Fizbot Soulhammer**
3rd-level Barbarian Priest

**Dorotha Kenig**
9th-level Scout Rogue

**Alanik Ray**
10th-level Investigator

**Chin Shi Lang**
8th-level Monk

**Aeark**
9th-level Berserker Priest

**Grott Whakdit**
5th-level Barbarian Priest

**Fedoranara**
3rd-level Prophet

**Sin Sha Jenna**
12th-level Monk

**Fredresha**
9th-level Monk

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**Fizbot Soulhammer**

*RACE*: Human  
*ARMOR CLASS*: 7  
*THACO*: 20  
*MOVEMENT*: 12  
*HIT POINTS*: 15  
*ALIGNMENT*: Chaotic good  
*EQUIPMENT*: Leather armor, leather-covered shield, mace, sling  
*BACKGROUND*: No one knows where he came from or why he chose a life of violence.

**Dorotha Kenig**

*RACE*: Half-elf  
*ARMOR CLASS*: 8  
*THACO*: 16  
*MOVEMENT*: 12  
*HIT POINTS*: 35  
*ALIGNMENT*: Lawful good  
*EQUIPMENT*: Dagger, +2, flint and steel, line and grapple  
*BACKGROUND*: In her youth she was a skilled archer, but now she is a mercenary hunter.

**Alanik Ray**

*RACE*: Elf  
*ARMOR CLASS*: 8  
*THACO*: 16  
*MOVEMENT*: 12  
*HIT POINTS*: 20  
*ALIGNMENT*: Lawful neutral  
*EQUIPMENT*: Pouch of powder, magnifying glass, dagger  
*BACKGROUND*: Born in a nobleman’s home in Fartherark, Alanik grew up with a love for the land.

**Chin Shi Lang**

*RACE*: Human  
*ARMOR CLASS*: 6  
*THACO*: 16  
*MOVEMENT*: 12  
*HIT POINTS*: 41  
*ALIGNMENT*: Lawful good  
*EQUIPMENT*: Robe and plain belt  
*BACKGROUND*: Born in a small village in the north, he was trained in the arts of martial arts.

**Aeark**

*RACE*: Human  
*ARMOR CLASS*: 6  
*THACO*: 13  
*MOVEMENT*: 12  
*HIT POINTS*: 70  
*ALIGNMENT*: Chaotic neutral  
*EQUIPMENT*: Bronze chest, leather armor, footman’s flail, blade of giant strength  
*BACKGROUND*: Aeark lives for knowledge, always seeking new skills.

**Grott Whakdit**

*RACE*: Human  
*ARMOR CLASS*: 7  
*THACO*: 18  
*MOVEMENT*: 12  
*HIT POINTS*: 22  
*ALIGNMENT*: Neutral evil  
*EQUIPMENT*: Padded armor, dagger, sling  
*BACKGROUND*: Grott is a skilled trader and a notorious thief.

**Fedoranara**

*RACE*: Dwarf  
*ARMOR CLASS*: 10  
*THACO*: 20  
*MOVEMENT*: 6  
*HIT POINTS*: 14  
*ALIGNMENT*: Neutral good  
*EQUIPMENT*: Wooden robes  
*BACKGROUND*: Fedoranara lives in a small village tuckered between the Highfolk and the Vesse Forest.

**Sin Sha Jenna**

*RACE*: Half-elf  
*ARMOR CLASS*: 10  
*THACO*: 14  
*MOVEMENT*: 12  
*HIT POINTS*: 58  
*ALIGNMENT*: Neutral good  
*EQUIPMENT*: Gown and tunic  
*BACKGROUND*: Jenna is a talented singer and a skilled warrior.

**Fredresha**

*RACE*: Elf  
*ARMOR CLASS*: 8  
*THACO*: 16  
*MOVEMENT*: 12  
*HIT POINTS*: 58  
*ALIGNMENT*: Neutral good  
*EQUIPMENT*: Gown and tunic  
*BACKGROUND*: Fredresha grew up among the Silvanesti on Krynn, but felt that her people’s folk’s love for music and poetry left them in the dark.

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*REMARKS:*
- Fizbot is a skilled mercenary who travels the lands.
- Dorotha is a talented archer.
- Alanik is a noblewoman with a passion for hunting.
- Chin is a skilled martial artist.
- Aeark is a warrior with a thirst for knowledge.
- Grott is a dangerous thief.
- Fedoranara is a skilled warrior.
- Jenna is a talented singer.
- Fredresha is a skilled elf.
The Great Druid
14th-level Druid
RACE: Treant
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT POINTS: 85
ALIGNMENT: True neutral
EQUIPMENT: Potions of clairaudience and clairvoyance
BACKGROUND: The Great Druid lives in a hidden box canyon, where it is served by wood elves. It possesses incredible wisdom (19), and it has defeated all challengers to its position through indisputable philosophical debates. The Great Druid often spends time in the form of a condor, soaring above the forest, contemplating the perfection of Nature.

Zod Thistlethyme
1st-level Monk
RACE: Halfling
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 4
ALIGNMENT: Lawful good
EQUIPMENT: Hair shirt, prayer beads
BACKGROUND: Zod's monastic order practices the discipline of self-denial in order to heighten their appreciation for the gifts of Creation. Each resident of the monastery must give up the three things they love most for a year at a time, indulging in them only at the winter solstice; for Zod, that means sweating off mushrooms, pipe tobacco, and comfortable clothing.

Grazzle
2nd-level Monk
RACE: Gnome
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 6
HIT POINTS: 14
ALIGNMENT: Neutral
EQUIPMENT: Robes and muzzle
BACKGROUND: Born on the gnome-world of Bustulum, Grazzle became a proselyte of a highly "gnomocentric" religion. One night, a neogi slave ship landed and captured him. Barely escaping with his life, Grazzle brought news back of "life beyond the stars." For his heresy, the young gnome must wear a muzzle for a month.

Ray-el
6th-level Wizard
RACE: Grey Half-elf
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful good
EQUIPMENT: Quarterstaff +2, crystal ball, Zagy's spell component pouch, ring of spell storing
BACKGROUND: Ray-el insists that he is an ancient gold dragon who polymorphed into an elf and stayed in that form so long that he forgot how to change back. While no one knows how old he is, neither have they ever seen him in dragon-form, so the truth of his story is unverified.

Infinity
5th-level Diviner
RACE: Half-elf
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Cloak of elvenkind, ring of protection +1
BACKGROUND: Infinity learned the magical arts from his father, an adventurer who was blinded by a curse. While caring for his father, Infinity became especially adept at brewing healing potions. Now he travels with a group of adventuring warriors and acts as a healer and advisor for them.

Borealis
10th-level Druid
RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: True neutral
EQUIPMENT: Bracers of defense AC 4
BACKGROUND: As a child, Borealis went blind from staring at the sun. He insisted that it was calling his name and telling him to come to it. A few years later, a wandering druid heard his story and cured his blindness, then instructed him in the proper worship of the sun. Borealis loves to take the shape of an eagle so that he can soar in the sunlight and drink in its warm blessings.

Sir Tolam
12th-level Ranger
RACE: Human
ARMOR CLASS: -5
THACO: 9
MOVEMENT: 12
HIT POINTS: 97
ALIGNMENT: Chaotic good
EQUIPMENT: Elven chain mail +3, shield +5, long sword +4, defender, ring of regeneration
BACKGROUND: Tolam's parents were killed by orcs, and he was adopted and raised by wood elves. They gave him a love of goodness and the skills of a ranger. Meanwhile, he has quietly nursed a blood vendetta against all orcs. Ever seeking to improve his fighting equipment and skills.

Helliman McKillum
4th-level Priest
RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Chaotic neutral
BACKGROUND: Helliman is a follower of Tempus, Lord of Battles. He was a simple warrior who saved a village with his extraordinary swordsmanship and then was inducted into the Church of Tempus, quickly gaining rank and glory through his exploits. His current quest is a search for a sacred chalice. In battle, he can be heard crying, "Let me show you what Tempus can do for you!"
Forgotten Realms

Red
9th-level Wizard
RACE: Leprechaun (human)
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 9
HIT POINTS: 32
ALIGNMENT: Chaotic good
EQUIPMENT: Pot of holding, wand of wonder, spool of everlasting thread
BACKGROUND: Red was polymorphed into a leprechaun, but he decided that he liked it. His love for the color red (and disdain for green) is a sure sign that he isn't what he appears to be. He is trying to fill his pot with gold so that he can be granted full leprechaun powers. Until then, his spells are only 1% successful.

Corinne
5th-level Abjurer
RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral good
EQUIPMENT: Spellbook, ring of protection +2
BACKGROUND: Corinne's Dexterity (17) provides a bonus to her AC. She is demure and soft-spoken, preferring to let others do the talking for her. Corinne is not overfond of adventuring, but she is in love with Wel Jon (card #177) and will endure nearly anything to be with him. In combat situations, Corinne attempts to establish a defensive position and protect Wel Jon as he fights.

Mitre LeMond
5th-level Ranger
RACE: Gray elf
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic good
EQUIPMENT: Elven chain mail +1, decanter of endless water
BACKGROUND: Mitre is obsessed with the color yellow, even painting his weapons to satisfy his tastes. Despite his penchant for the loud color, Mitre is very much the silent type. He often draws intricate maps in the dirt, rather than explain his plans to his party.

Forgotten Realms

Tipsy Toehammer
6th-level Rogue
RACE: Halfling
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 26
ALIGNMENT: Chaotic neutral
EQUIPMENT: Special dagger harness, ring of invisibility
BACKGROUND: Tipsy was a lazy child who grew up to be a lazy adult. His size, his halfling Dexterity (17), and his shiftless demeanor naturally directed him toward the profession of thief. He is also blessed with luck that would defy the gods, which many would say is his most redeeming quality. Tipsy is untrustworthy in a crisis situation.

Morgan Longbow
8th-level Ranger
RACE: Human
ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Lawful good
EQUIPMENT: Elven chain mail +2, bastard sword +3
BACKGROUND: Morgan's mother apprenticed him to a ranger because she wanted him to follow in his father's footsteps. He learned his trade well and then returned home to find that his mother had been claimed by a vampire. He swore an oath to hunt the creatures and joined a party dedicated to that cause.

Raz
9th-level Beast-rider
RACE: Human
ARMOR CLASS: -1
THACO: 12
MOVEMENT: 12
HIT POINTS: 88
ALIGNMENT: Chaotic good
EQUIPMENT: Sling mail +2, scimitar +1, potion of invulnerability
BACKGROUND: Raz began her adventuring life as a barbarian warrior, but hunted diligently for a large sabre-toothed tiger that would serve as her mount. Finding a creature strong enough to bear her in her sling armor was difficult, but that was nothing in comparison to trapping and training that tiger, once she found it!

Greyhawk Adventures

Denderorn
8th-level Ranger
RACE: Human
ARMOR CLASS: 0
THACO: 12
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good
EQUIPMENT: Heavy long bow, chain mail +3, two handed sword +1
BACKGROUND: Denderorn lost an eye on his first mission—one for the Church of Celestian—and he was the sole survivor. When he demanded payment so that he could bury his friends, the Church refused. With little other means of retaliation, Denderorn now attempts to convert members of the Celestian Church to any other religion.

The Resplendent
Crynar Randal
6th-level Swashbuckler Rogue
RACE: Human
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor +1, rapier +2
BACKGROUND: Crynar was born to an upper-class merchant in Rookroost, and he grew up with all the comforts of wealth. Not content to take what was given him, he began to take what wasn't given to him, and he soon came under the tutelage of a thief known as "the Leopard."

Mahaveeshnu
3rd-level Monk
RACE: Half-elf/half-orc!
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful good
BACKGROUND: This unfortunate character is an abomination to both his parent races. His elven mother was raped in an orc raid, but she couldn't murder the child when he was born, so she took him to a nearby monastery where he was raised and trained. Mahaveeshnu despises orcs for "making" him, and he adds a +1 bonus to all attacks against them. His excellent Dexterity (18) gives him a naturally low AC.
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<td>background: Steelectra is a dreamer prone to restlessness—literally. With her dream travel power, she has visited regions not even imagined by those with firmer roots. A woman adventuring alone can be a magnet for trouble, but Steelectra can fend for herself, often by shifting into the near future to improve her odds for survival. Even so, she is quite handy with her scimitar.</td>
<td>background: Meari is living proof of the power of mind over body. With his flesh armor power, his AC is typically 6 or better. Meari makes his living as a healer, supplementing his psychometabolic powers with psychokinesis. He can manipulate the flow of water to wreak havoc or even create a small tidal wave.</td>
<td>background: Warburton is a tired veteran of countless battles. He lost his paladin status nearly two decades ago after an evil wizard's enchantment led him to murder his beloved brother. Warburton regained his standing after just five years, but he spent the next thirteen hunting down and capturing the dangerous mage before returning home in triumph.</td>
<td>background: Thevilia has a mind that can launch a thousand ships—Thevilia has a mind that can launch at least one, provided she concentrates on loosing its mooring. As a 7th level 20-sage, she unintentionally caused objects to fly from shelves. When she was 12 (and thought to be cured), an accomplished bard-psiionict bought her for a song, helped her hone her skills, and eventually granted her freedom.</td>
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Bertilde the Brazen
11th-level Amazon Bard

**Race:** Human  
**Armor Class:** 10  
**Thaco:** 15  
**Movement:** 12  
**Hit Points:** 54  
**Alignment:** Neutral  
**Background:** Bertilde was raised by an Amazon tribe who found her as a wee babe and admired her size. Even then she was beefy and strong. She had a lusty voice, too, which she later put to use by inspiring her tribe in battle. When Bertilde learned she was a founding mother, she left her sisters to seek her true identity, but she never found it. Now, in her twilight years, her voice and muscles often fail her. She supplements her meager earnings by wresting a trained bear.

---

Teryss the Resourceful
3rd-level Bard

**Race:** Elf  
**Armor Class:** 6  
**Thaco:** 18  
**Movement:** 12  
**Hit Points:** 10  
**Alignment:** Chaotic good  
**Equipment:** Long sword, pipes of sounding, pipes of the sewer

**Background:** Teryss has always had a taste for city life, appreciating its easier elements. By night, he uses his pipes of sounding to create a complex cacophony that only a few can appreciate. By day, he clears the same establishments of vermin, leading them into traps with his pipes of the sewer. He's still waiting for his "big break."

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Harlo Everwinter
7th-level Bard

**Race:** Human  
**Armor Class:** 10  
**Thaco:** 17  
**Movement:** 12  
**Hit Points:** 21  
**Alignment:** Chaotic neutral  
**Equipment:** Dagger, hat of disguise

**Background:** Harlo began his career as a footsoldier, but he retired after slicing off half his own foot in battle. (He now wears a specially fitted boot.) Thereafter, he devoted himself to entertaining, mostly to pay his tab. His musical talents are modest, but he compensates by spinning a great yarn while strumming his guitar in a manner that greatly enhances his story.

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Kelpie

**Armor Class:** 3  
**Thaco:** 15  
**Movement:** 9, Sw 12  
**Hit Dice:** 5  
**Alignment:** Neutral evil  
**Size:** M (6’-7” tall)  
**Intelligence:** Low to average (5-10)  
**Combat:** #At Nil; Dmg nil; special attacks: shape change combined with a charm spell

**Description:** The kelpie serves little other purpose than to dramatize its doings. It re-shapes itself into a woman or mount and casts charm in order to tempt a man into its tendril. It then wraps itself around the victim, who drowns happily as it tries to breathe water.

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Imp

**Armor Class:** 2  
**Thaco:** 19  
**Movement:** 6, Fl 18(A)  
**Hit Dice:** 2  
**Alignment:** Lawful evil  
**Size:** T (2” tall)  
**Intelligence:** Average (8-10)  
**Combat:** #At 1; Dmg 1-4; special attacks: stringer venom (save vs. poison or die)

**Description:** Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests. They attack with their tails that inflict only venom, and they defend themselves with magic. An imp can polymorph itself into two animal forms, and it retains its magical abilities in all forms.

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Homunculus

**Armor Class:** 6  
**Thaco:** 16  
**Movement:** 6, Fl 18(B)  
**Hit Dice:** 2  
**Alignment:** Variable  
**Size:** T (18” tall)  
**Intelligence:** Variable

**Combat:** #At 1; Dmg 1-3; special attacks: bite causes sleep

**Description:** Homunculi are small mystical beings created by wizards for spying and other tasks. They can fly with great agility, making it virtually impossible to catch one without a net or a web spell. They are a reflection of their creator and share his alignment, Intelligence, and even his mannerisms. Homunculi are telepathically linked to their creators.
Locathah
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 1, Sw 12
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: M (6'-4" tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: The locathah are a humanoid race of aquatic nomads that roam warm coastal waters. They are very intelligent and fight in teams to defend themselves from the dangers of the depths. Their society is not unlike that of surface humans, having a well-developed hunter-gatherer culture and a strong sense of territorial rights. At war, they will always try to recover captured locathah or their bodies.

Killmoulis
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT DICE: 1/4 (1-4 hp)
ALIGNMENT: Neutral (chaotic good)
SIZE: T (under 5" tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Killmoulis are diminutive beings who like to provide useful services, but also commit mischief. They lack any real ability to attack (demihumans), but may use needles to stab rats; such attacks cause 1 point of damage. They are afraid of "giants," but they gracefully accept gifts left for them and perform minor services in return, sometimes sending telepathic thanks in the form of warm feelings.

Ki-rin
ARMOR CLASS: -5
THACO: 9
MOVEMENT: 24, Fl 48 (B)
HIT DICE: 12
ALIGNMENT: Lawful good
SIZE: H (13'-6" tall)
INTELLIGENCE: Supra-genius (19-20)
COMBAT: #AT 3; Dmg 2-8/2-8/2-16; special attacks: magic
DESCRIPTION: The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. It can attack using its powerful hooves and unicorn-like horn or it can deploy magic spells as if it were an 18th-level wizard. The ki-rin also has innate telepathic powers and can cast powerful illusions.

Meazel
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT DICE: 4
ALIGNMENT: Chaotic evil
SIZE: M (4'-5")
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 1-4/1-4
DESCRIPTION: The meazel is a malevolent hermit that preys mainly upon orcs, but will ambush anyone in their territory. They may attack with their clawed hands or sneak up from behind and strangle a victim with a cord. Meazeils have natural thieving abilities that they always use in preference to open attack.

Werefox
ARMOR CLASS: 2, 4, or 6
THACO: 12
MOVEMENT: 24, 18, or 12
HIT DICE: 8 + 1
ALIGNMENT: Chaotic evil
SIZE: M
INTELLIGENCE: Average to Exceptional (8-16)
COMBAT: #AT 1; Dmg 1-2, 2-12, or by weapon; special attacks: charms, spells
DESCRIPTION: A werefox, or foxwoman, is an alven-looking woman who is able to transform herself into a silver fox form or a silver-furred humanoid (vixen) form with a fox's head.Werefoxes thrive by charming men into doing their bidding. They propagate only by kidnapping and infecting eleven girls.

Wereboar
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT DICE: 5 + 2
ALIGNMENT: Neutral
SIZE: M (5'-6" tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 2-12 or by weapon
DESCRIPTION: Wereboars are humans who are able to transform themselves into a form combining human and boar features. Their temper is as ugly as they are. They gladly wade into the thick of battle and join in. In combat, they yank a victim onto their tusks, rend the body, and then move on to the next adversary. Those who survive such attacks may become a wereboar themselves.

Nixie
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6, Sw 12
HIT DICE: 1-4 hp
ALIGNMENT: Neutral
SIZE: S (4'-tall)
INTELLIGENCE: Very (12)
COMBAT: #AT 1; Dmg by weapon; special attacks: charm
DESCRIPTION: Nixies are sprites that live in freshwater lakes, and while they carry no grudge against humankind, they delight in enslaving men as their beasts of burden. If any man approach within 30' of a group of nixies, they will pool their magic to create a powerful charm spell, hoping to ensnare the humans for one year's service.

Morkoth
ARMOR CLASS: 3
THACO: 13
MOVEMENT: Sw 18
HIT DICE: 7
ALIGNMENT: Chaotic evil
SIZE: M (6'-long)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 1-10; special attacks: hypnosis
DESCRIPTION: Exceedingly cruel creatures of the deep, morkoth are sometimes called "wraths of the deep." They attack with a squid-like beak after luring victims into their lairs with a hypnotic pattern and then charming them. They reflect all spells back at the attacker, making them highly resistant to magical attacks.

Medusa
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 9
HIT DICE: 6
ALIGNMENT: Lawful evil
SIZE: M (6'-7" tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4; special attacks: petrification, poison
DESCRIPTION: Medusae are female humanoid with hair of swirling, poisonous snakes. They try to gain the love of their victims before revealing their true nature, often using their attractive bodies to lure men closer. Once victims draw within 30', a medusa tries to get them to look into its eyes, forcing a successful save vs. petrification or they are turned to stone.
**Rakshasa**

ARMOR CLASS: -4  
THACO: 13  
MOVEMENT: 15  
HIT DICE: 7  
ALIGNMENT: Lawful evil  
SIZE: M (6' tall)  
INTELLIGENCE: Very (11-12)  
COMBAT: #AT 3; Dmg 1-3/1-3/2-5; special attacks: illusion  
DESCRIPTION: Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. They savor the taste of human flesh and use illusions to get them. They have a limited form of ESP which allows them to disguise themselves as someone the human trusts. Magical weapons are required to hit a rakshasa, but a blessed crossbow bolt kills them instantly.

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**Otyugh**

ARMOR CLASS: 3  
THACO: 6 HD: 15, 7-8 HD: 13  
MOVEMENT: 6  
HIT DICE: 6-8  
ALIGNMENT: Neutral  
SIZE: M-L (6'-7' diameter)  
INTELLIGENCE: Low to average (5-10)  
COMBAT: #AT 3; Dmg 1-8/1-8/2-5; special attacks: grab, disease  
DESCRIPTION: Otyughs, also known as the gulputhra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. They attack with rigid tentacles that smash opponents or seize them, requiring a bend bars roll to break free. Their bites (+2 to attack roll against grappled opponents) can confer an either debilitating or lethal disease.

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**Ogre Mage**

ARMOR CLASS: 4  
THACO: 15  
MOVEMENT: 9, FL 15(B)  
HIT DICE: 5 + 2  
ALIGNMENT: Lawful evil  
SIZE: L (10' tall)  
INTELLIGENCE: Average to exceptional (9-16)  
COMBAT: #AT 1; Dmg 1-12; special attacks: magic  
DESCRIPTION: Ogre magi are taller and more intelligent than their cousins, and they dress in oriental clothing and armor. They always attack with their magical powers first and resort to physical attacks only when necessary. They lair in powerful structures that can be won and used as mighty fortresses.

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**Selkie**

ARMOR CLASS: 5 (10 base in human form)  
THACO: 17  
MOVEMENT: 12, Sw 36  
HIT DICE: 3 + 3  
ALIGNMENT: Neutral (good)  
SIZE: M (5'-6' in either form)  
INTELLIGENCE: Average to exceptional (8-16)  
COMBAT: #AT 1; Dmg 1-6 or by weapon  
DESCRIPTION: Selkies are seal-like beings that have the ability to change into human form for a few days at a time. They rarely carry weapons underwater, but can bite if need be. They prefer to use their great speed to escape predators and enemies.

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**Satyr**

ARMOR CLASS: 5  
THACO: 15  
MOVEMENT: 18  
HIT DICE: 5  
ALIGNMENT: Neutral  
SIZE: M (5' tall)  
INTELLIGENCE: Very (11-12)  
COMBAT: #AT 1 head butt or weapon; Dmg 2-8 or by weapon; special attacks: magical pipes  
DESCRIPTION: Also called fauns, satyrs are a pleasure-loving race of half-human, half-goat creatures who usually dwell in sylvan settings. They can use their magical pipes to charm, sleep, or cause fear in all listeners within 60' (unless they make a successful save vs. spell). Satyrs are quite attracted to comely females.

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**Sahuagin**

ARMOR CLASS: 5  
THACO: 16  
MOVEMENT: 12, Sw 24  
HIT DICE: 2 + 2  
ALIGNMENT: Lawful evil  
SIZE: M (6' tall, some L 9')  
INTELLIGENCE: High (13-14)  
COMBAT: #AT 5 or 1; Dmg 1-2/1-2/1-4/1-4/1-4 or by weapon  
DESCRIPTION: Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport. In combat, they usually wield weapons, but they can also attack each with their four limbs and inflict a bite wound as well.

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**Hieracosphinx**

ARMOR CLASS: 1  
THACO: 11  
MOVEMENT: 9, FL 36  
HIT DICE: 9  
ALIGNMENT: Chaotic evil  
SIZE: L-M (8'-9')  
INTELLIGENCE: Low (5-7)  
COMBAT: #AT 3; Dmg 2-8/2-8/1-10  
DESCRIPTION: Hieracosphinxes are the only evil members of the sphinx family. They do not cast any spells, but are extremely vicious, snapping down anyone who tries to help and attacking with their claws and beak. They spend a majority of their time hunting for gynopinxes, seeking to mate. Often they will attempt to overwhelm an androphinx and then wait for a gynopinx to visit the lair.

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**Spectre**

ARMOR CLASS: 2  
THACO: 13  
MOVEMENT: 15, FL 30(B)  
HIT DICE: 7 + 3  
ALIGNMENT: Lawful evil  
SIZE: M (6' tall)  
INTELLIGENCE: High (13-14)  
COMBAT: #AT 1; Dmg 1-8; special attacks: energy drain  
DESCRIPTION: Spectres are powerful undead that haunt the most desolate places, hating all light and life. As they exist primarily on the Negative Material plane, they can only be attacked with magical weapons. Their touch drains two experience levels. A raise dead spell will destroy a spectre if it fails its saving throw vs. spell. Holy water also damages it.
**Osmal's Staff of the Woodlands**  
**XP VALUE:** 9,000  
**DESCRIPTION:** Osmal's (card #332) staff is made from the severed limb of a treant—a bolt of lightning cut the branch free and nearly killed the treant in the process. As a result, the staff has all of the powers of a staff of the woodlands +2, plus it can call lightning (three bolts) in two rounds, once per week. Each bolt of lightning inflicts 5d8 points of damage (save for half damage). There must be at least partial cloud cover in order for the staff to work. Osmal abhors violence, so he has never called upon the staff's unique power, and the electrical ability may become a lost secret if Osmal dies without telling anyone about it.

**Phandore's Wand of Fire**  
**XP VALUE:** 4,700  
**DESCRIPTION:** Coming from a family of elven blacksmiths, Phandore (card #355) has imbued his wand with an extra, blacksmith-like quality: he can expend two charges from the wand, touch a weapon, and temper it as if it had passed through the smithy's forge many times. This operation adds +2 to the weapon's attack and damage for its next ten attack rolls. Thereafter, the weapon reverts to its former status. The wand also performs all normal functions of a standard wand of fire.

**Almen's Wand of Illumination**  
**XP VALUE:** 2,000  
**DESCRIPTION:** Almen's wand was bestowed upon him by Latherander as a scourge to all undead. It has only one power of a wand of illumination: it yields an enhanced version of the sunburst spell. When Almen holds the wand above his head and speaks its command word, the tip of the wand ignites with a brilliant, greenish-white light, effectively creating sunlight in a 120° radius. Any undead within 40' of the wand suffer 6d8 points of damage per round, and the wand continues to glow for 1d6 turns.

**Gildarious's Ring of Wizardry**  
**XP VALUE:** 4,500  
**DESCRIPTION:** Gildarious (card #309) placed his ring of wizardry upon a rune of magical absorption on the great stone table in Raistlin's laboratory, and he left it there for a full cycle of the moon. Nuitari, while Raistlin was away from the Tower of High Sorcery. As a result, the ring not only doubles his 4th-level spells, but he can carry one extra necromantic spell of each level whenever Nuitari is in its full phase.

**Malice's Rod of Reincarnation**  
**XP VALUE:** 12,000  
**DESCRIPTION:** This rod was bestowed upon Matron Malice Do'Urden when she was high in the favor of Loth, but she kept its existence a secret and it passed out of knowledge with her death. It has the powers of a rod of resurrection, but it has a horribly evil power as well: when its wielder scores a hit with it (two uses only), the victim is instantly destroyed and reincarnated as a completely new character (saving throw allowed for no effect.) All character attributes, including class and race, are randomly determined, but the resurrected character will have the same level as its predecessor.

**Reptilla's Staff of the Serpent**  
**XP VALUE:** 7,500  
**DESCRIPTION:** This staff was specially created by Reptilla (card #729), but she lost it in a battle with a bronze dragon whose lair she attempted to occupy while he was not at home. This staff is an "adder" staff—it strikes as a +1 magical weapon and does 2d2 points of damage. Upon command, the head of the staff becomes that of an adder (AC 5, 20 hp) and remains so for one full turn. When the snake-head scores a hit, the victim must make a saving throw vs. poison. Because Reptilla is an expert with poisons, she has designed the staff to inject different classes of poison—classes C-F and O-P. Each poison type has its own command word.

**Sherry's Ring of Animal Friendship**  
**XP VALUE:** 1,500  
**DESCRIPTION:** Sherry Feldstone (card #92) is a druid, so this ring allows her to influence 24 Hit Dice worth of animals. Like other similar rings, all creatures of neutral alignment and animal intelligence make a saving throw vs. spell when they come within 10' of it. If their roll is successful, they run away, but if it fails, they become docile and follow Sherry around. They will even attempt to protect her if they perceive that she's in danger. Unlike other rings of animal friendship, this one conveys the ability to speak with animals when the animals fail that same saving throw.

**Varlo's Ring of Feather Falling**  
**XP VALUE:** 1,500  
**DESCRIPTION:** Varlo's ring imitates the feather fall spell a bit differently than other rings of its kind. It creates a 10'-cubic area of effect, allowing not only Varlo, but everybody and everything within 5' to feather fall with him. The area is defined when he grasps the ring and twists it around his finger. All pertinent people and objects must then leave the high point together with Varlo. Varlo can also remain aloft for 5 rounds by constantly puffing downward while he is airborne—this simulates a piece of down that is carried on the wind.

**Hoinbee's Ring of Truth**  
**XP VALUE:** 2,000  
**DESCRIPTION:** Hoinbee, an evil transmutor and pathological liar, experimented for many years before he finally perfected this peculiar ring of truth. Now he can detect falsehoods told by anyone else, but he can continually lie himself, without having to remove the ring. The ring now renders his lies so convincing that even a detect lie spell will not expose him. There is a drawback to the ring's power, however: Hoinbee now believes every lie that he tells for one day after he tells the lie. This ring can causeai not to tell any lies that could significantly influence his actions over the next 24 hours.
Aleese’s Philter of Overwhelming Love

XP VALUE: 400
DESCRIPTION: By discovering new methods of concentrating ingredients, Aleese was able to create an extra-potent version of the philter of love. When this potion is slipped into a drink, the imberle becomes ridiculously sentimental about life, about his or her friends, about each and every subject that occurs to him or her. The affected person will gratuitously flatter a medusa (and then turn to stone, of course), or babble hysterically at the least hint of unhappiness on anyone’s part. In short, combat becomes impossible! Only a *dispel magic* spell will negate the effects of this philter.

Wallac’s Potion of Speedcasting

XP VALUE: 400
DESCRIPTION: Wallac has been producing potions for years. He has also tried to create numerous new potions, usually with either explosive or no effect. The *potion of speedcasting* is one of his few successes. When any spellcaster takes a dose of this potion, his casting time is halved. Thus, a spell that normally requires a round to cast only requires 5 segments under the influence of a *potion of speedcasting*. Spells that only require 1 segment to cast are instantaneous, always going off at the beginning of the round, before any other action takes place. The effects of the potion last for 564 rounds.

Potion of Water Adventuring

XP VALUE: 800
DESCRIPTION: When a dose of this potion is consumed, two effects are conveyed upon the imberle: they are able to breathe underwater and they are affected as if a spell of *true seeing* had been cast upon them. The effects of the potion last for one hour plus an additional 1d10 rounds. There is a 75% chance that the potion contains two doses and a 25% chance that it contains four doses.

Mini-series: Spelljammer™ Ships Whaleship

BUILD BY: Humans
TONNAGE: 90 tons
HULL POINTS: 90
CREW: 20/90
MANEUVERABILITY CLASS: E
ARMOR RATING: 4
POWER TYPE: Major helm
SHIP’S RATING: As helmsman
KEEL LENGTH: 250’
BEAM LENGTH: 40’ (90’ with flippers)
DESCRIPTION: The whaleship is not known for being graceful, only big. It is a perfect hauler of large bulk freight and passengers. It is ineffective in battle due to its poor maneuverability.

Zak’s Potion of Invulnerability

XP VALUE: 650
DESCRIPTION: Zak’s potion of invulnerability is basically a liquid minor globe of invulnerability, usable by all classes. Thus, upon ingestion of this potion, the imberle is immune to all 1st-, 2nd-, and 3rd-level spell effects for 564 rounds. The globe is not stationary as that of the spell, but moves with the imberle, allowing him or her to engage in combat and spellcasting from multiple locations. A successful *dispel magic* spell will negate the effects of the potion.

Jazper’s Oil of Permanent Etherealness

XP VALUE: This potion works exactly the same as oil of etherealness, except that its effects are permanent—only the spell plane shift or an oil of materialism potion (which Jazper is still working on) will return a character so coated from the Ethereal plane. Of course, a wish spell can alter the circumstances as well. Those victims of Jazper’s oil of permanent etherealness who are not properly prepared for a return trip may be forced to take up residence in the Ethereal plane until they either find help or meet an Ethereal monster who will send them to yet another plane of existence.

Mini-series: Spelljammer Ships Gnomish Whelk

BUILD BY: Illusionist gnomes
TONNAGE: 30 tons
HULL POINTS: 30
CREW: 20/30
MANEUVERABILITY CLASS: D
ARMOR RATING: 6
POWER TYPE: Major/minor helm
SHIP’S RATING: As helmsman
KEEL LENGTH: 120’
BEAM LENGTH: 25’
DESCRIPTION: The whelk is a grown ship that appears as a spiraled sea shell dotted by sharp spikes along the whorls, traveling large-end first through the void.

Mini-series: Spelljammer Ships Cuttle Command

BUILD BY: Humans, mind players
TONNAGE: 100 tons
HULL POINTS: 100
CREW: 30/100
MANEUVERABILITY CLASS: E
ARMOR RATING: 8
POWER TYPE: Major/minor helm
SHIP’S RATING: As helmsman
KEEL LENGTH: 120’ (high)
BEAM LENGTH: Variable
DESCRIPTION: The cuttle command is a ten-story-tall tower in space. It maintains its gravity plane by having large weapons mounted on four of its eight tentacles, changing the gravity plane to horizontal.

Mini-series: Spelljammer Ships Battle Dolphin

BUILD BY: Humans
TONNAGE: 70 tons
HULL POINTS: 70
CREW: 12/70
MANEUVERABILITY CLASS: D
ARMOR RATING: 5
POWER TYPE: Major/minor helm
SHIP’S RATING: As helmsman
KEEL LENGTH: 250’
BEAM LENGTH: 30’
DESCRIPTION: The battle dolphin maintains an upper “surveillance” level whose height places it above the decks of opposing ships. The galleonlike portion of the upper deck can separate from the main ship.
Mini-series: Spelljammer Ships
Smalljammer

BUILT BY: Spelljammer
TONNAGE: 20 tons
HULL POINTS: 20
CREW: 1/20
MANEUVERABILITY CLASS: B
ARMOR RATING: 6
POWER TYPE: Major/minor helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 60'
BEAM LENGTH: 70' (wingspan), 25' (hull beam)
DESCRIPTION: This is a miniature version of the Spelljammer itself. It can project an illusion around itself which is undetectable until the atmospheric envelope is breached.

Mini-series: Spelljammer Ships
Quentin's Libraria

BUILT BY: Quentin Axan
TONNAGE: 30 tons
HULL POINTS: 30
CREW: 5/30
MANEUVERABILITY CLASS: E (variable)
ARMOR RATING: 7
POWER TYPE: Major helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 120'
BEAM LENGTH: 25'
DESCRIPTION: This ship is created in pursuit of the Spelljammer. The idol that dominates the stern is a variant of a major helm; it can attain greater maneuverability classes through offerings burned in its mouth, primarily paper and books.

Mini-series: Spelljammer Ships
Unity Ship

BUILT BY: The K'rrr
TONNAGE: 30 tons each
HULL POINTS: 30
CREW: 15/30
MANEUVERABILITY CLASS: C
ARMOR RATING: 8
POWER TYPE: K'rrr helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 120'
BEAM LENGTH: 25'
DESCRIPTION: The unity ships are identical and modular such that they can link together at the catamarans to form a large ship. The ship has the SR of the slowest member of the meld.

Mini-series: Vampires of Ravenloft
Strahd Von Zarovich
16th-level Necromancer

RACE: Human vampire
ARMOR CLASS: 1 (–1 with cloak)
THACO: 11 (8 with weapon)
MOVEMENT: 12, Fl 18(C)
HIT POINTS: 55
ALIGNMENT: Lawful evil
BACKGROUND: Lord of Barovia, Strahd was the first to establish a realm in the demiplane of Ravenloft. His vampiric strength inflicts an additional 6 points of damage to his attacks. He also can drain experience levels with a touch, cast spells, and he has a charm gale. Strahd has 15% magic resistance.

Mini-series: Spelljammer Ships
Illithid Dreadnought

BUILT BY: Mind flayers
TONNAGE: 90 tons
HULL POINTS: 90
CREW: 20/90
MANEUVERABILITY CLASS: E
ARMOR RATING: 8
POWER TYPE: Pool helm
SHIP'S RATING: 5
KEEL LENGTH: 100'
BEAM LENGTH: 90'
DESCRIPTION: The interior of this ship is a single great vault. It is lit with red hues and dominated by the glowing pool that is the motive force for spelljamming.

Mini-series: Spelljammer Ships
Octopus

BUILT BY: Humans, mind flayers
TONNAGE: 70 tons
HULL POINTS: 70
CREW: 13/70
MANEUVERABILITY CLASS: D
ARMOR RATING: 7
POWER TYPE: Major/minor/pool helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 100' (not incl. tentacles)
BEAM LENGTH: 90'
DESCRIPTION: The octopus moves through the void in a manner similar to the sea creature of the same name. Designed as a convey protector, its weapon layout earned it the nickname "tailgunner."

Mini-series: Vampires of Ravenloft
Dwarf Vampire

ARMOR CLASS: 0
THACO: 11
MOVEMENT: 9
HIT DICE: 9 + 3
ALIGNMENT: Neutral evil
SIZE: S (4'-5' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4 or by weapon
DESCRIPTION: Dwarves regard death as the just reward of a hero, so vampire drowers suffer from an increased hatred of what they are and are even more evil for it. The touch of one permanently drains two points of Con. Vampire drowers have a Str of 18/76 and often wield the weapons they loved in life.

Mini-series: Vampires of Ravenloft
Nosferatu Vampire

ARMOR CLASS: 1
THACO: 13, (11 with weapon)
MOVEMENT: 12, Fl 18(C)
HIT DICE: 8 + 3
ALIGNMENT: Any evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Variable (3-18)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: Nosferatu are a variant of the common vampire. They are noted for their ability to drain points of Con, rather than experience levels. In order to do this, it needs to actually bite a victim. Lost Con points are regained at a rate of 1 point every two days.
Mini-series: Vampires of Ravenloft
Gnome Vampire

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 9
HIT DICE: 6 + 3
ALIGNMENT: Chaotic evil
SIZE: S (3'-4' tall)
INTELLIGENCE: Genius (17-18)
COMBAT: AT 1; Dmg 1-4
DESCRIPTION: Gnomish vampires are unable to speak. The touch of one drains 2 points of Dex from a victim. The vampire is able to twist its features into a horrible smile, causing those who see it to successfully save vs. spell or act as if affected by Tasha's uncontrollable hilarious laughter.

Sir Darras of Suzail
6th-level Cavalier

RACE: Human
ARMOR CLASS: -3
THACO: 15
MOVEMENT: 6
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: Long sword +1
BACKGROUND: Sir Darras was born to a middle-class family, so it was difficult for him to make his way into the higher ranks of his order. However, his strict adherence to the Code and the fact that he has placed Honor above his life several times has earned him both rank and reputation. Darras feels and makes himself personally responsible for all who travel with him.

Istha Rockhead
5th-level Berserker Warrior

RACE: Dwarf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 9
HIT POINTS: 45
ALIGNMENT: Chaotic evil
EQUIPMENT: Footman's haub, scouge, boots of the north, ring of warmth
BACKGROUND: Shortly after her birth, an avalanche/cave-in destroyed everyone in Istha's clan but her brother and her. She was raised by a tribe of barbarians. Brought up to constantly criticize herself and others in a most painful fashion, she has become cold and hard. She wanders the land, punishing herself and others for their shortcomings.

Leilana
4th-level Beast-riding

RACE: Elf
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful good
EQUIPMENT: Padded armor, lance, longsword, longbow +1
BACKGROUND: Unusually shy and serious, Leilana passed many hours alone in the woods as a young woman. Once, she spied a wounded unicorn limping into a mist-shrouded vale. She followed to aid it. Now both are trapped in the demiplane of dread.

Zera Brighthammer
6th-level Amazon Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 15
MOVEMENT: 6
HIT POINTS: 31
ALIGNMENT: Chaotic good
EQUIPMENT: Dwarven plate mail, two-bladed battle ax, small shield, warhammer +1
BACKGROUND: Zera's background and her porcine mount attract all manner of jokes, but not among those who know her skill with a hammer. She left home to follow a handsome dwarf who was briefly of service to her tribe. The attachment quickly faded, but not so her lust for a good brawl and a thrilling adventure.
Callyn
14th-level Berserker Warrior
RACE: Half-elf
ARMOR CLASS: -1
THACO: 7
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Chaotic neutral
EQUIPMENT: Stiletto, elven chain mail +3, long sword +2, figurine of wondrous power (golden lions)
BACKGROUND: Callyn lives most of his life in a world of his own devising; he is indisputably insane. Nevertheless, whatever he does in his imaginary world seems to be roughly identical to that which he does in this one. Thus, his actions are always strangely appropriate. His closest companions are his figures.

Tranea
7th-level Gladiator
RACE: Human
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Neutral
EQUIPMENT: Samnite armor, drusus (+1 to hit/damage), lasso, mancacher, rope of escape, winged boots
BACKGROUND: Tranea is Boinias’s (card #298) partner. She entered the arena in Kristophan gladly, to prove her worth to herself. She is an enormously popular gladiator, losing very rarely. Her background remains a mystery. All anyone knows is that she is fiercely devoted to Boinias.

Calla
3rd-level Amazon Wizard
RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 6, cape of the bat
BACKGROUND: Calla grew up in the jungle. Although she was raised in the ways of the shamans by her mother, Calla did not want the life of a tribal supervisor. Instead, she is wandering the world, gaining knowledge and generally having a good time. However, she is feeling guilty for abandoning her tribe. Thus, she is heading home with her snake familiar, Issa.

Lyssa Kuballa
7th-level Swashbuckler Warrior
RACE: Elf
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Neutral
equipment: Whip, stiletto, short bow, leather armor +5, sabre +3, gauntlets of dexterity
BACKGROUND: Lyssa is rather excitable and wild, flinging herself with mad abandon into each adventure. She is flamboyant, and fun is never in short supply when she makes an appearance. Nevertheless, she persists in viewing herself as "dull and mousy."

Selma Moore
7th-level Witch
RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12, FI 30
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: Broom of Flying (Irvan), ring of protection +3, necklace of missiles
BACKGROUND: There's nothing that Selma enjoys more than zipping around in wildspace. She was locked out of Bral, where her parents inadvertently left her after they fled a neogi raid. She grew up a tough little gutter snipe.

Bantu
3rd-level Pirate Warrior
RACE: Human
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic
equipment: Belaying pin, cutlass, bracers of defense AC 4
BACKGROUND: Bantu is a good man who hopes that others on his ship in the Sea of Fallen Stars follow his example. Bantu is not particularly smart, so others can easily fool him when they want to do something immoral. They usually tempt him with some fresh ale, which he cannot resist.

Kerisis
10th-level Amazon Wizard
RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral evil
EQUIPMENT: Bracers of defense AC 2, ring of protection +2
BACKGROUND: Kerisis was once a male, but one day, as he was tending to the identification of various items for his party, he mistakenly donned the wrong girdle and became a very unhappy woman. Now she's trying to find someone to remove the girdle, but has been unable to find such a person. Until she can change back, Kerisis is determined to be the most manly woman alive.
Gildarius
15th-level Black Robe Wizard
RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 9
HIT POINTS: 40
ALIGNMENT: Lawful evil
EQUIPMENT: Rat familiar, medallion of ESP, ring of wizardry, ring of regeneration
BACKGROUND: Gildarius was a pupil of the infamous Raistlin Majere long ago. He now seeks his lost master, but he has not had any luck in opening a portal to the Abyss. He is not nearly as charming as Raistlin was, and most keep their distance from him. Gildarius may be very old, but his evil ambition is not the least bit diminished.

Forsythe
5th-level Wizard
RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Lawful good
EQUIPMENT: Ring of spell storing, quarterstaff +3
BACKGROUND: Forsythe began his adventuring career rather late in life. Although he has always wanted to do something useful, he found life slipping away in menial labor. Eventually, he abandoned obligations that held him to his job and took up the adventuring life. He has been making a name for himself in the City of Greyhawk.

Flowrnara Tareehuge
1st-level Wizard
RACE: Elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 3
ALIGNMENT: Chaotic evil
EQUIPMENT: Wand of wonder
BACKGROUND: Flowrnara has always been an ardent nature-lover, and she decided to dedicate her life to the protection of the forests she loves. She inherited her wand and is looking for ways to best use it in the service of the greenery. She is actually a bit fanatical about the woods, often to the point of excluding her companions in favor of plants.

Kileen
11th-level Spy
RACE: Elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Neutral good
EQUIPMENT: Thieves' harness, robe of blending, wand of secret door and trap location
BACKGROUND: Kileen will never forget the bitter years of slavery forced upon him by the cruel Vlad Drakov of Falkovnia. One dark night he escaped, and he has since made his living by acquiring information for those who will pay him for it.

"Ferret" Jones
6th-level Smuggler
RACE: Human
ARMOR CLASS: 9
THACO: 18
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral evil
EQUIPMENT: Ring of invisibility, short sword +2
BACKGROUND: Ferret followed in the footsteps of his smuggler father. One might hope that he would be better at his profession, but he seems to have unending bad luck. He frequently loses shipments, making some powerful enemies among the Zhentarim. Little do they realize that Ferret has been stockpiling the shipments.

Calliran
2nd-level (18th-level) Wizard
RACE: Half-elf
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral good
EQUIPMENT: Cloak of archon humanoid
BACKGROUND: Calliran is a fledgling wizard, studying under the great wizard, Wazzinom. She is also an amnesiac, unaware of her past, but her mentor can see that she has great potential. Little does he know that she is the famous Alhara Sunbreeze, whose ability was far beyond his own. Upon reaching 18th-level, she wished "to be young again" and lost years of experience.

Moonshadow
3rd-level Troubleshooter
RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Neutral good
EQUIPMENT: Rope of climbing, thieves' picks, 2 daggers, 4 packets of dog pepper, glass cutter
BACKGROUND: Moonshadow sells her services as a "finder of lost items." She is an expert burglar who broke from the thieves' guild and now spends her time stealing back the things that they have stolen—for a price. Her familiarity with the way in which the thieves' guild operates makes her quite a thorn in the side of that dark society.

Korr Breakstone
2nd-level Rogue
RACE: Dwarf
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 12
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor +1, sap, dagger
BACKGROUND: Korr is an outcast from dwarven society; his mother was a mountain dwarf but his father was duergar. His life has been a hard one and he has been shaped by it into a cruel, cunning, bandit. His temperament is short, his greed for physical comforts unending.

Alenella
1st-level Rogue
RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Lawful evil
EQUIPMENT: Marked cards, 2 throwing daggers
BACKGROUND: As an adolescent, Alenella discovered that her good looks and quick wits enabled her to get away with almost anything. In the years since, she has made her living pretending to be a gifted gypsy fortune teller. In truth, she is just a gifted liar who lures people in and tricks them out of their money.
Molacinth
19th-level Rogue
RACE: Human
ARMOR CLASS: 10
THACO: 11
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Neutral evil
EQUIPMENT: Molacinth is a genius with disguises; she always carries equipment appropriate to her current facade.
BACKGROUND: Molacinth is one of the premier assassins in the heartlands. As she aged, she replaced her lost physical prowess with a cruel and devilishly clever mind. Now, her innocent appearance and her knowledge of poisons make her perhaps the most dangerous assassin in all the lands.

Endrenn Allerendris
5th-level Acrobatic Rogue
RACE: Elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful evil
EQUIPMENT: Dagger of venom, pouch of accessibility, thieves' tools
BACKGROUND: Endrenn was born to an outcast couple: a high elven father and drow mother. She has a turn for evil and crime that has enabled her to survive in the darkest corners of many human cities. She currently haunts the midnight streets (and the rooftops) of Tantras.

Dell Bandenwick
4th-level Adventurer Rogue
RACE: Halfing
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 9
HIT POINTS: 21
ALIGNMENT: Lawful neutral
EQUIPMENT: Padded armor +2, cloak of elvenkind, walking staff, backpack, dagger
BACKGROUND: Dell left the shire of his birth in a quest for intrigue and excitement. Falling in with a band of elven travelers, he quickly found that the world held more adventure than he had bargained for. Dell is a jolly chap who lives among the elves now and enjoys occasional adventures.

Evanika
10th-level Noble Priestess
RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: Cloak of protection +5, holy symbol (chalice)
BACKGROUND: Evanika is a worshipper of the elemental forces of Water. She leads a large group of followers in the Athasian city of Tyr. As might be expected, Evanika's faith is a popular one under the blustering rays of the sun. Her ability to provide life-giving water in even the driest of seasons assures her of respect.

Kevlin
12th-level Noble Priest
RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Neutral evil
EQUIPMENT: Unholy vestments, unholy symbol, rings of human influence and vampiric regeneration
BACKGROUND: Kevlin is the head of a vile cult known as the Servants of the Iron Crown. This small sect of evil priests has taken root in the domain of Falkovnia and hopes to destroy that land's ruler, Vlad Drakov, so that they may seize power for themselves.

Korska Kellukuscha
14th-level Bandit
RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful neutral
EQUIPMENT: Robe of protection +4, mancatcher, sap
BACKGROUND: Korska is the son of a woodland trapper. He watched his father scratch a meager living out of the wilderness around him and vowed to do better. Now, he uses the same skills and techniques—snares, pits, and other traps—to steal from travelers. All in all, he makes a much better living than his father did.

Ebomara
13th-level Priestess
RACE: Drow
ARMOR CLASS: 10
THACO: 12
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful evil
EQUIPMENT: Book of vile darkness, talisman of ultimate evil, slippers of spider climbing
BACKGROUND: Ebomara is a devoted follower of Lolth. She makes use of her obvious female charms to corrupt male humans and demi-humans. If such puppets can be brought into the service of Lolth, so much the better. If not, they are killed.

Grash Crackbacker
3rd-level Priest
RACE: Half-orc
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Chaotic evil
EQUIPMENT: Plate mail, unholy symbol
BACKGROUND: Grash is an incredibly strong half-orc who follows the teachings of Bhaal. He is cruel and sadistic, earning his name each time he employs his favorite "bear hug" attack. Grash is fairly slow-witted, and it is doubtful that he will rise to a much higher level before the duties of his faith become too much for him to follow.

Syllendel Mallandiara
5th-level Noble Priest
RACE: Elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Lawful good
EQUIPMENT: Vestments, holy symbol, circlet vs. undead
BACKGROUND: Syllendel decided to become a cleric in the service of good when his father passed on to him a magical circlet. This heirloom dated back to a time before even the recorded history of the elves. Because of the power it gives him over the undead, Syllendel has had many sorries against these evil creatures. Whenever he is encountered, he is sure to be on such a quest.
**Boelle**

**16th-level Priest**

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 10  
**MOVEMENT:** 6  
**HIT POINTS:** 97  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Ring of animal friendship, beads of force (10), necklace of prayer beads, holy symbol  
**BACKGROUND:** Boelle is a devout follower of the philosophy of Good. She pays homage to no individual deity, but promotes following a positive set of moral standards. Most of her work involves healing and aiding victims of disaster. As such, she is constantly traveling from one place to another in search of those who need her help.

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**Mazrikoth**

**18th-level Priest**

**RACE:** Human (undead)  
**ARMOR CLASS:** 0  
**THACO:** 10  
**MOVEMENT:** 6  
**HIT POINTS:** 135  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Staff of thunder & lightning, book of vile darkness, scarab of death, talisman of ultimate evil, unholy symbol  
**BACKGROUND:** Mazrikoth is a foul creature who serves Azalin, the lich lord of Darkon. His power is great, drawn from the darkest of evil deities, but his allegiance is to Azalin.

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**Boon Silverhoarde**

**7th-level Noble Priest**

**RACE:** Dwarf  
**ARMOR CLASS:** 1  
**THACO:** 16  
**MOVEMENT:** 9  
**HIT POINTS:** 42  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Plate mail of ethereality, shield +1  
**BACKGROUND:** Boon comes from a line of rich dwarves noted for their uncanny skill in metallurgy. He still maintains an interest in such things, but now serves Grumbar and the elemental forces of Earth. He has an innate ability to sense the presence of precious metals within 60'.

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**Faelirith**

**6th-level Druid**

**RACE:** Half-elf  
**ARMOR CLASS:** 9  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 27  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Cloak of the bat  
**BACKGROUND:** Faelirith of the Ganley Forest sees in the air the power and might of nature—from the swirling storms to his light and delicate companions, the sprites. As befits his element, Faelirith is often considered irresponsible and flighty, but he is in truth quite earnest in his studies and devotion. The druid is often seen in the company of a host of sprites.

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**Kamal the Quiet**

**9th-level Druid**

**RACE:** Half-elf  
**ARMOR CLASS:** 4  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 51  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Wooden shield, leather armor +3, sickle +2, girdle of dwarvenkind, dust of tracelessness  
**BACKGROUND:** Kamal strives to understand the powers in earth, rock, and soil. She travels the Planaeas, mapping out the lines of power that flow through the ground. Wherever possible, she heals the earth of the damage caused by greedy miners. Kamal has good rapport with dwarves.

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**Nendalin**

**1st-level Noble Priest**

**RACE:** Halfling  
**ARMOR CLASS:** 6  
**THACO:** 20  
**MOVEMENT:** 12  
**HIT POINTS:** 7  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Leather armor +1, cloak of elvenkind, backpack, holy symbol, vestments  
**BACKGROUND:** Nendalin has known only security, comfort, and happiness in her life. When she first began to discover that this was not the case in everyone's life, she decided to become a priest and do what she could to ease the suffering of others. She is especially fond of children, going far out of her way to help them.

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**Theodulos**

**8th-level Druid**

**RACE:** Half-elf  
**ARMOR CLASS:** 5  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 39  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Scimitar +1, leather armor +3, staff of swarming insects, cloak of arachnida  
**BACKGROUND:** Hailing from Highvale, Theodulos (so named by his father) is a fast rising member of the druidic host. Fascinated by insects and what one of them called "small vermin," Theodulos seeks a harmonious place for the little creatures. At first, his fellow druids thought him quite odd, but his arguments have great weight.

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**Osmal Havendish**

**9th-level Druid**

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 24  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Scimitar, dagger +1, ring of protection +1, book of spells, pouch of plentiful potions  
**BACKGROUND:** Formerly a baker, Osmal did not find his true calling as a druid until quite late in life. Devoting the remainder of his life to the care of a small grove outside of Beetu, his home, Osmal still puts his wife and herbs. Abhorring violence, the old druid never fights and could not bring himself to harm anyone.

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**Stormsmith**

**12th-level Druid**

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 48  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Dagger +1, ring of protection +1, book of spells, pouch of plentiful potions  
**BACKGROUND:** Known only as Stormsmith, this druid is a weatherworker, a creator of storms and sunshine. Groomed by the Archdruid to be his replacement, Stormsmith has little desire to give up her freedom to oversee her fellows. She would much rather travel with her companion, Kirat, a wild jaguar who accompanies her as it wishes.
Gregor Birning
7th-level Transmuter

RACE: Half-elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Chaotic neutral
EQUIPMENT: Cloak of protection +2, dagger +2

BACKGROUND: Gregor is a "hired hand"—a splicer brought in to handle troublesome situations, impress the populace, and deal with recalcitrant individuals. His services are available to the highest bidder, and he has been known to switch sides in the middle of a battle. He prefers to be the most powerful mage in the area.

Amari The Warder
20th-level Abjurer

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral good
EQUIPMENT: Robe of the archmage, ring of warmth, ring of spell-turning, staff of the magi

BACKGROUND: Amari has made a career of returning things to their proper places: lost children, misplaced treasures, extra-dimensional monsters, invading armies, and so forth. Amari does not like to kill, preferring to merely drive away a danger, but she makes it clear that she will defend those whom she has chosen to aid to the death.

Triestar Silvarost
4th-level Conjurer

RACE: Half-elf
ARMOR CLASS: 2
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic good
EQUIPMENT: Dagger, floor-length kilt, bracers of defense AC 2, amulet of proof against detection and location

BACKGROUND: Triestar's father was an outspoken elvish statesman, and his mother a petty noble from the human lands bordering elvish territory who trained him in conjuration magic. A year ago his mother was mysteriously murdered, his father was imprisoned for the crime, and Triestar fled for his own life.

Vigir Jarlsson
8th-level Ranger

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 53
ALIGNMENT: Chaotic good
EQUIPMENT: Sword +1, +5 vs. cold-using creatures, ring of cold resistance, shield +1, eyes of the eagle, hide armor

BACKGROUND: The son of a Cruskii chieftain, Vigir aroused his father's ire by refusing to ally with luz during the recent wars in the Flanaess. Banished into the wild, Vigir became one of the leaders of a fierce resistance against the fiend-armed armies of luz. Father and son have never reconciled.

Jackdraw
8th-level Enchanter

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: Robe of useful items, ring of protection +3, brooch of shielding

BACKGROUND: A roguish, witty individual, Jackdraw is quick with both his tongue and his feet—an advantage, since his personal moral code ("take what isn't nailed down") has led him into conflict with a number of the local authorities. Jackdraw believes that his goal in life is to acquire as much as possible, and if his magical abilities can help in that goal, so much the better.

Lady Dahlia Mingor
6th-level Conjurer

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful neutral
EQUIPMENT: Bracers of defense AC 6

BACKGROUND: Lady Dahlia first turned to magic as an interesting diversion from court life, but soon found she had a talent for conjuration. Flashy, intense, and excitable, Lady Dahlia prefers to work her spells in the safety and comfort of the civilized world, and she will be loath to descend into the licky, nasty dungeons just to recover mere money. ("Oh," she would say, "why not just send the servants?")

Nikelti
6th-level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Chaotic good
EQUIPMENT: Knife +3, longbow of accuracy, arrows +2 (10), bracers of defense AC 7

BACKGROUND: Sired in the jungles of Hemonaland as part of the evil Scarlet Brother-breeding program, Nikelti's parents fled into the jungle. Although they did not live long, Nikelti survived and learned the ways of the jungle creatures. Now part-beast, part-man in spirit, Nikelti has sworn revenge on the Brotherhood.

Kaffa Novanion
6th-level Ranger

RACE: Half-elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of brachiation, long sword +2, giant slayer, light riding horse (not shown, Freetz)

BACKGROUND: More at home in the forest than the civilized lands, Kaffa and her twin brother, Jett (card #340) patrol the great woods, seeking to keep peace between the forest natives and the human traders who pass through. Hot-tempered and protective of the forest, Kaffa is ever-vigilant to trespassing traders and their effects on the forest.

Jetter Novanion
6th-level Ranger

RACE: Half-elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Chaotic good
EQUIPMENT: Scimitar of speed, longbow +1, 3 arrows of dragon slaying, medium war horse (Maccques)

BACKGROUND: More at home in the forest than the civilized lands, Jetter and his twin sister, Kaffa (card #341), patrol the great woods, seeking to keep peace between the forest natives and the human traders who pass through. Calm and slow to anger, Jett feels that the traders need protection from the nastier forest natives.
Talgat Hardfist  
12th-level Warrior

RACE: Dwarf  
ARMOR CLASS: 1  
THACO: 6 (with girdle)  
MOVEMENT: 6  
HIT POINTS: 92  
ALIGNMENT: Lawful neutral  
EQUIPMENT: Full plate mail, war hammer +2, girdle of stone giant strength  

BACKGROUND: Talgat is the champion of his clan. He won that distinction by single-handedly defeating a young black dragon that tried to take the clan stronghold as its lair. He did so by dropping on to the dragon's neck as it passed under an arch and then literally beating its head in with his bare fists.

Elaynii Silverdelve  
10th-level Illusionist

RACE: Gnome  
ARMOR CLASS: 10  
THACO: 17  
MOVEMENT: 6  
HIT POINTS: 27  
ALIGNMENT: Lawful good  
EQUIPMENT: Rod of beguiling, amulet vs. undead (8th-level), Ring of human influence  

BACKGROUND: Elaynii is the leader of a tribe of gnomes who until recently was threatened by human farmers moving into its territory. Thanks to Elaynii's wisdom (backed up by her illusionary powers and magical items), the humans now believe the gnomes are under the protection of a beautiful and persuasive human wizardess of great power. Elaynii continues her deception for the good of her people.

Twissa the Bent  
11th-level Ranger (semi-retired)

RACE: Human  
ARMOR CLASS: 8  
THACO: 10  
MOVEMENT: 12  
HIT POINTS: 47  
ALIGNMENT: Chaotic good  
EQUIPMENT: Leather armor, crossbow of speed  

BACKGROUND: Twissa the Bent was once the paradigm of all scouts in the service of Veluna, but that was many years ago. Long retired from adventuring, she taught her skills to new recruits. With the outbreak of war, Twissa has once more taken the field, this time as a commander of the scouts.

Khareef  
6th-level Enchanter

RACE: Human  
ARMOR CLASS: 9  
THACO: 19  
MOVEMENT: 12  
HIT POINTS: 16  
ALIGNMENT: Chaotic neutral  
EQUIPMENT: Dagger, amulet of magic resistance  

BACKGROUND: Once a member of the Scarlet Brotherhood, Khareef is on the run from the assassins cult. Known as an exceptionally selfish and witty adversary, all travelers he meets are advised to cling tightly to their purses and their daughters. Currently living in the City of Greyhawk, he has no less than three wives—each in a different city. He uses magic to perform daring thefts.

Alley Cat Kordin  
4th-level Rogue

RACE: Human  
ARMOR CLASS: 8  
THACO: 19  
MOVEMENT: 12  
HIT POINTS: 15  
ALIGNMENT: Chaotic neutral  
EQUIPMENT: Slippers of spider climbing  

BACKGROUND: Kordin tries to build a reputation as a cat burglar, which should be easy with his magical slippers, but he is plagued with bad luck (brought on by his utter lack of wits). He is constantly dreaming up wild schemes riddled with serious flaws. All of Tantras knows him as Alley Cat Kordin, a name he would rather people forget.

Indigo Twynight  
9th-level Wizard

RACE: Elf  
ARMOR CLASS: 7  
THACO: 18  
MOVEMENT: 12  
HIT POINTS: 23  
ALIGNMENT: Neutral  
EQUIPMENT: Crystal ball, ring of spell turning  

BACKGROUND: Born of noble elven blood, it seemed only natural that Indigo would rise to become a wizard in the Elven Court. She is yet young by elven standards and has a bright future ahead of her. Indigo is a superb mediator and is frequently employed in court to settle disputes. She aspires to become the primary court wizard.

Rokor  
4th-level Psionicist

RACE: Mul  
ARMOR CLASS: 8  
THACO: 19  
MOVEMENT: 6  
HIT POINTS: 13  
ALIGNMENT: Lawful good  
EQUIPMENT: Dagger, hand axe, Dust of hallucination  

BACKGROUND: An escaped slave, Rokor spends most of his time hiding and trying to avoid the templars. Unlike many who grew up under the yoke and whip, Rokor is a kind mul, lending aid and comfort where possible. He is particularly kind to slaves and other victims of abuse.

Konetarchess  
5th-level Psionicist

RACE: Human  
ARMOR CLASS: 5  
THACO: 12  
MOVEMENT: 12  
HIT POINTS: 17  
ALIGNMENT: Lawful neutral  
EQUIPMENT: Quabbage +1, braxat hide armor, bow and arrows  

BACKGROUND: The daughter of a templar in Athas, Konetarchess has known both wealth and poverty. When her father was tried and sentenced to the slave pits, she was left penniless on the streets. She is most skillful with the telepathic discipline, which she uses to improve her lot in life.

Boray Gulditch  
7th-level Psychokineticist

RACE: Elf  
ARMOR CLASS: 4  
THACO: 17  
MOVEMENT: 12  
HIT POINTS: 27  
ALIGNMENT: Lawful neutral  
EQUIPMENT: Bracers of defense AC 4, mace  

BACKGROUND: Boray claims to be the best psychokineticist in all of Paelon, and none dispute her unsubstantiated claim. Boray is also proficient in both the telepathic and the psychometabolic disciplines. She has dedicated herself to eradicating the goblins of the Goblin Marches, a lifelong task.
Grendena
2nd/3rd-level Wizard/Rogue
RACE: Human
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful evil
EQUIPMENT: Blow gun, long sword +1, ring of protection +5, bag of holding
BACKGROUND: Grendena is from the county of Suundi. Having learned the art of making poisons, she began a career as an assassin. Later, a wizard of Greyhawk became enamored of her beauty, so he took her in and taught her the arcane arts. Eventually, Grendena tired of his advances and poisoned him. Now she works for the Scarlet Brotherhood.

Glenola Oaktree
7th/8th-level Warrior/Rogue
RACE: Wood elf
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 2, cloak of protection +1, long sword +4 defender, rope of climbing
BACKGROUND: Glenola is the younger brother of Phandore (card #355). When Phandore disappeared their father by not entering the family trade as a metalsmith, Glenola was expected to fill the role. He had no love for armor, though, or the making of it. So he stole out of town late one night and followed his elder brother to adventure.

Voree “the Beast”
10th-level Psychometabolist
RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral evil
EQUIPMENT: Figurine of wondrous power (ebony fly), spear, wrist razor
BACKGROUND: Sealed into the gladiator rings by her parents at an early age, Voree eventually won her freedom. Her mind was twisted by the events of her youth and now she enjoys things that turn other men’s stomachs. Voree is nicknamed “the Beast” for her creative use of the psychometabolist discipline.

Cain Blizzard
3rd/3rd-level Ranger/Wizard/Druid
RACE: Snow elf
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 24
HIT POINTS: 33
ALIGNMENT: Neutral
EQUIPMENT: White dragonscale armor (AC 4), long sword +1, boots of speed
BACKGROUND: Cain, a member of the White Bear Clan, grew up in the Cry stalmountains. He was chosen by his people to be an emissary to the world, and to return with such knowledge and experience as could benefit the entire clan. A loner at heart, he finds mixing with other races difficult.

Phandore Oaktree
7th/8th-level Warrior/Wizard
RACE: Half-elf
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic evil
EQUIPMENT: Elven chain mail +4, shield +2, long sword +2, ring of spell storing, wand of fire, crystal ball, bag of holding
BACKGROUND: Phandore is the eldest of three children. He grew up in a small village in the Gnarl Forest, in a family of elven blacksmiths. Even though he should have taken up the family business, he chose to study the magical arts and wield the products of the family forge on the road to adventure.

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2nd/3rd-level Wizard/Rogue
RACE: Human
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful evil
EQUIPMENT: Blow gun, long sword +1, ring of protection +5, bag of holding
BACKGROUND: Grendena is from the county of Suundi. Having learned the art of making poisons, she began a career as an assassin. Later, a wizard of Greyhawk became enamored of her beauty, so he took her in and taught her the arcane arts. Eventually, Grendena tired of his advances and poisoned him. Now she works for the Scarlet Brotherhood.

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RACE: Wood elf
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 2, cloak of protection +1, long sword +4 defender, rope of climbing
BACKGROUND: Glenola is the younger brother of Phandore (card #355). When Phandore disappeared their father by not entering the family trade as a metalsmith, Glenola was expected to fill the role. He had no love for armor, though, or the making of it. So he stole out of town late one night and followed his elder brother to adventure.

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RACE: Snow elf
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 24
HIT POINTS: 33
ALIGNMENT: Neutral
EQUIPMENT: White dragonscale armor (AC 4), long sword +1, boots of speed
BACKGROUND: Cain, a member of the White Bear Clan, grew up in the Cry stalmountains. He was chosen by his people to be an emissary to the world, and to return with such knowledge and experience as could benefit the entire clan. A loner at heart, he finds mixing with other races difficult.

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7th/8th-level Warrior/Wizard
RACE: Half-elf
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic evil
EQUIPMENT: Elven chain mail +4, shield +2, long sword +2, ring of spell storing, wand of fire, crystal ball, bag of holding
BACKGROUND: Phandore is the eldest of three children. He grew up in a small village in the Gnarl Forest, in a family of elven blacksmiths. Even though he should have taken up the family business, he chose to study the magical arts and wield the products of the family forge on the road to adventure.
**Swirflinbl (Deep Gnome)**

**Armor Class:** 2 and better

**THACO:** 17

**Movement:** 9

**Hit Dice:** 3 + 6

**Alignment:** Neutral (good)

**Size:** S (3' tall)

**Intelligence:** Exceptional (15-16)

**Combat:** At 1; Dmg by weapon; special attacks: stun darts

**Description:** Swirflinbl live far beneath the surface of the earth. Despite their metal armor and arms, they are able to move very quietly and are able to "freeze" for long periods without any hint of movement. They have the innate illusionist ability to cast blur, blindness, and change self.

**RARE CARD**

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**Stirge**

**Armor Class:** 8

**THACO:** 17

**Movement:** 3, Fl 18C

**Hit Dice:** 1 + 1

**Alignment:** N/A

**Size:** S (2' wingspan)

**Intelligence:** Animal (1)

**Combat:** At 1; Dmg 1-3; special attacks: blood drain

**Description:** Stirges are bird-like creatures that drink the blood of their victims for sustenance. They attack as 4 HD creatures, hitting for 1-3 points of damage and then draining 10-4 points of blood each round thereafter, to a maximum of 12. They must be killed to be removed. If an attack against an attached stirge misses, another attack roll is made to see if the victim was hit instead.

**RARE CARD**

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**Giant Squid**

**Armor Class:** 7/3

**THACO:** 9

**Movement:** Sw 3; Jet 18

**Hit Dice:** 12

**Alignment:** Nil

**Size:** G (60' + long)

**Intelligence:** Non- (0)

**Combat:** At 9; Dmg 1-6 (x 8)/5-20; special attacks: constriction

**Description:** Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods. They prefer to grab opponents in their tentacles, constrict them, and bring them into their huge jaws. One can attack as many as eight victims at once. If more than four of its tentacles are severed, the monster is 80% likely to square out a cloud of jet-black ink to mask its retreat.

**RARE CARD**

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**Tasloi**

**Armor Class:** 5 (6)

**THACO:** 19

**Movement:** 9, Cl 15

**Hit Dice:** 1

**Alignment:** Chaotic evil

**Size:** S (2' 3" tall)

**Intelligence:** Low to average (5-10)

**Combat:** At 2 or 1; Dmg 1-3/1-3 or by weapon; special attacks: surprise

**Description:** Tasloi hide in tree tops and drop down upon the week and unwary. They are quick and nimble in the trees but slow and clumsy on the ground. In the jungle, they impose a -4 penalty to opponents' surprise rolls. They normally attack from above, trying to capture if possible, using a net. Tasloi enjoy invasion with a 90' range.

**RARE CARD**

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**Tarrasque**

**Armor Class:** 9

**THACO:** 15

**Movement:** 9, Rush 15

**Hit Dice:** 300 hp (approx. 70 HD)

**Alignment:** Nil

**Size:** G (50' long)

**Intelligence:** Animal (1)

**Combat:** At 6; Dmg 1-12/1-12/2-24/5-50/1-10/1-10; special attacks: sharpness bite, terror

**Description:** The legendary tarasque, for there is fortunately only one known to exist, is the most dreadful monster native to the Prime Material Plane. It normally attacks with its two forelimbs, a tail lash, a bite (which cuts as a sword of sharpness), and two horn thrusts.

**RARE CARD**

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**Swannay**

**Armor Class:** 7

**THACO:** As ranger

**Movement:** 3 or 15, Fl 18D

**Hit Dice:** 2 to 12

**Alignment:** As ranger

**Size:** M

**Intelligence:** High to genius (13-18)

**Combat:** At 3 or 1; Dmg 1/1/1-2 by weapon

**Description:** Swannays are human female swans who can transform into swans. When taking swan form, their equipment does not change with them, so it must be hidden until needed. As a swan, a swannay can only be hit by magical weapons. As humans, they fight as rangers. Swannays always carry a feather token, feathered arrows, and daggers.

**RARE CARD**

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**Zombie**

**Armor Class:** 8

**THACO:** 19

**Movement:** 6

**Hit Dice:** 2

**Alignment:** Neutral

**Size:** M (6' tall)

**Intelligence:** Non- (0)

**Combat:** At 1; Dmg 1-8

**Description:** Zombies are mindless, animated corpses controlled by their creator, usually an evil wizard or priest. They move very slowly, so they always strike last in combat. Zombies are able to follow only simple, single-phrase orders, and they do so mindlessly. They always fight until called off or destroyed, and nothing short of a priest can turn them back. A vial of holy water inflicts 2-8 points of damage upon them.

**RARE CARD**

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**Troll**

**Armor Class:** 4

**THACO:** 13

**Movement:** 12

**Hit Dice:** 6 + 6

**Alignment:** Chaotic evil

**Size:** L (9 tall)

**Intelligence:** Low (5-7)

**Combat:** At 3; Dmg 5-8/5-8/1-12

**Description:** Trolls attack with two claws and a bite, which they are able to direct at several opponents at once. They regenerate 3 hp per round when hit, and severed limbs will continue to fight even if separated from the body (claws will scratch, the head will bite) and will rejoin with the body again. Only fire and acid cause permanent damage, and must be used to keep a troll from rising again.

**RARE CARD**

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**Thri-kreen**

**Armor Class:** 5

**THACO:** 13

**Movement:** 18

**Hit Dice:** 6 + 3

**Alignment:** Chaotic neutral

**Size:** M (5'-7" long)

**Intelligence:** High (13-14)

**Combat:** At 5 or 3; Dmg 1-4 (x 4) or by weapon; special attacks: venomous salvia

**Description:** The thri-kreen are carnivorous insect-men. They are able to dodge missile attacks on a roll of 9 or better on 1d20. Their usual weapons are a polearm with a blade at either end and crystalline throwing wedges. Their bite causes paralysis if a saving throw is not successfully made.

**RARE CARD**
Mist Dragon
Great Wyrm

ARMOR CLASS: 7
THACO: 3
MOVEMENT: 12, Fl 39(C), Sw 12
HIT DICE: 11
ALIGNMENT: Neutral
SIZE: G (281'-308' long)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 3+: special, Dmg 2-5/2-5/2-2/2-
24: special attacks: breath and magic
DESCRIPTION: Mist dragons are solitary and philosophical. They try to avoid com-
batt by assuming mist form, which leaves them 75% indistinguishable from normal
mists; improves their AC by -3, and increases their magic resistance by 15%.
Their breath weapon is a scalding 90' x 30' x 30' cloud of vapor.

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Baaz

ARMOR CLASS: 4
THACO: 19
MOVEMENT: 6, Run 15, Glide 18
HIT DICE: 2
ALIGNMENT: Lawful or chaotic evil
SIZE: M (5' 5' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2 or 1: Dmg 1-4/1-4 or by
weapon
DESCRIPTION: Derived from the eggs of brass dragons, Baaz are the smallest and
most plentiful of draconians. They can at-
tack twice with their claws or once with a
weapon. If possible, they attempt to am-
bush their victims by dressing in masks
and heavy robes, passing themselves off
as harmless humans.

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Aurak

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 15
HIT DICE: 8
ALIGNMENT: Lawful evil
SIZE: M (7' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 2 or 1: Dmg 3-10 (+2) or
spells: special attacks: spells
DESCRIPTION: Derived from the eggs of
gold dragons, Auraks are the most pow-
erful and devious of the draconians. They be-
come invisible at will until they attack.
In combat, they generate an energy blast
from each hand, exhale a noxious cloud of
sulphur (2d10 points of damage), or use
magic.

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Grung

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 9, Sw 12
HIT DICE: 1 + 2
ALIGNMENT: Lawful evil
SIZE: S (3' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2: Dmg 1-3 (bite)/1-6 (weapon): special attacks: poison
DESCRIPTION: Grung are highly territorial
humoroids that dwell in swamps and
marshes. They prefer ambush to frontal
assault, usually waiting in concealment un-
til their enemy has wandered into range
and then attacking with bows or spears.
They wipe their weapons against their poi-
sonous skin so they can cause death if a
saving throw is not successfully made.

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Dreamwraith

ARMOR CLASS: 3
THACO: 13
MOVEMENT: As any creature or person
mimicked
HIT DICE: 8
ALIGNMENT: Chaotic evil
SIZE: As any creature or person mimicked
INTELLIGENCE: As any creature or person
mimicked
COMBAT: #AT 1: Dmg 1-10 or by weapon
(illusionary); special attacks: -1 bonus to
initiative roll.
DESCRIPTION: A dreamwraith is a violent
creation of the subconscious, often the re-
sult of a mindspin spell. Its chilling touch
conveys damage, but its common attack
form is to convey despair upon a victim.

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Skulik

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: M (5' 6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1: Dmg by weapon; special
attacks: backstab
DESCRIPTION: Skulks are an extremely
cowardly evil race with the ability to blend
in with any background. They are 90% un-
detectable when immobile. They run away
at their first wounding or when the odds
are less than two to one in their favor.
Whenever comes first. They move at ab-
solute silence, giving them a +4 bonus to
backstabs (triple damage).

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Kaluk

ARMOR CLASS: 6
THACO: 10
MOVEMENT: 15
HIT DICE: 11
ALIGNMENT: Chaotic evil
SIZE: L (9' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2: Dmg 2-12/2-12; special at-
tacks: spell-like abilities
DESCRIPTION: The kaluk is a manifesta-
tion of human avarice and a scourage of
the greedy, motivated by an insatiable lust
for wealth; continually seeking humans to
rob. In addition to goring attacks with its
tusks, the kaluk can use several spell-like
abilities, including putting a victim in tem-
poral stasis, once per month, with a touch
of its hand.

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Knight Haunt

ARMOR CLASS: 2 or better
THACO: 13
MOVEMENT: 9
HIT DICE: 8
ALIGNMENT: Lawful good
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 1-8/1-8; special at-
tacks: horror
DESCRIPTION: A knight haunt is a floating
suit of Solamnic armor, always accompa-
nied by a weapon. It has the inner fighting
spirit of its former human form, judging
any conflict according to its Solamnic tradi-
tions. Anyone encountering a knight haunt
must roll less than the sum of their Wis-
dom and level on 1d20 or suffer a -4 pen-
alty to all dice rolls.

RARÉ CARD
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Gurik Cha’ahl

ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: S (3' 4' tall)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 1; Dmg 1-6; special attacks:
surprise, camouflage
DESCRIPTION: Gurik Cha’ahl ("ghost peo-
ple"), the offspring of the liquid goblins
of Taladas, are not brave warriors. Once in
combat, they will try to cause as much
harm as possible, or steal something use-
ful, and escape as quickly as possible. They
prefer to attack lone stragglers.
Noj's Bag of Misplacing
XP VALUE: 4,000
DESCRIPTION: Noj's Bag of Misplacing (card #425) was thought to be a bag of holding by most players. In reality, it contained only misused magical items and a drinking glass.

Necrophidius
ARMOR CLASS: 2
THACO: 19
MOVE: Area
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: L (12 long)
INTELLIGENCE: Average (10)
COMBAT: At 1, Dmg: 1-8; special attacks: paralysis
DESCRIPTION: The necrophidius, or "death worm," is an artificial creature built and animated by a wizard or priest for a single task. It is given a "Dance of Death" which affects a victim who fails a saving throw vs. spell as per the hypnotism spell. Its bite causes paralysis unless a successful saving throw vs. spell is made.

Mite
ARMOR CLASS: 8
THACO: 20
MOVE: 3
HIT DICE: 1
ALIGNMENT: Lawful evil
SIZE: T (2 tall)
INTELLIGENCE: Low (3-7)
COMBAT: At 1, Dmg: 1-3
DESCRIPTION: Mites are tiny, mischievous humanoids that waylay dungeon adventurers for fun and profit. They try to catch lone travelers, using pit traps (1-6 points of falling damage), nets (successful saving throw vs. paralysis or caught), and trip wires (successful Dex check or fall prone). Victims are knocked senseless and tied up, eased for 10 hours, then knocked out again and left for lost in the dungeon.

Wethilion's Time Bomb
XP VALUE: 3,000
DESCRIPTION: Wethilion (card #556) created a wizard to imbue this hourglass with a time stop, replacing its fireball spell and setting it with a 5-round "detonator." Never content to leave well enough alone, Wethilion tampered with the contraption and accidentally got it to "blow up time"—when the sand runs out, the last three rounds of time are obliterated and the hourglass begins to run out again. In effect, time becomes a "shock wave" clock. Now, when Wethilion attempts a robbery, if anything goes wrong, he can keep trying again until he gets it right! The time bomb may be deactivated by turning it on its side.

Zwann's Irrigation Can
XP VALUE: 2,000
DESCRIPTION: Zwann was satisfied to rest on the creation of his watering can. He wanted to make it even more efficient, and he eventually created the irrigation can. This can must be buried in the ground and left there, but it conveys permanent immunity to disease, drought, insects, bad weather, and an invisible trauma upon a half- acre of soil. A plot of land blessed with Zwann's irrigation can will even grow crops throughout the winter, provided there is an average of four hours of sunlight per day. So long as the can remains in the ground, the land will remain fruitful, but the can must be annually unearthed and "seeded" with 500 gold pieces.

Sim's Prism of Light Splitting
XP VALUE: 3,500
DESCRIPTION: Sim's prism is an artifact of light splitting. It uses all seven colors in the visible spectrum. In addition to the three primary colors and their established effects, Sim's prism can perform the following magic:

Orange: A second, randomly rolled property is imbued into the potion, dust, or aromatic oil.

Yellow: The potion, dust, or oil becomes miscible with any other.

Indigo: The potion, oil, or dust becomes invisible to the naked eye.

Violet: A potion becomes a dust, a dust becomes an aromatic oil, or an aromatic oil becomes a potion.

Zellot's Quill of Law
XP VALUE: 8,000
DESCRIPTION: Zellot's quill is a magical writing instrument. Those who write edicts with it are compelled to obey, unless they possess either a 15 or greater Intelligence or they possess 12 or more levels of Hit Dice. Also, only the last three laws written have the compelling power.

When it became obvious that people were deliberately avoiding Zellot's posts, however, he had to take additional steps to enforce his laws. Now, thanks to a high-level alchemist, Zellot's quill writes in invisible ink—anyone who sees the parchment on the wall must successfully save vs. spell or be irresistibly drawn to read it.
Zen's Banner

**XP VALUE:** 5,000

**DESCRIPTION:** This bright blue standard is like Law's Banner insofar as it has a marked effect on the turn of a battle, yet it is distinctly different. Zen (card #420) is a strict advocate of peace and her magical banner's power reflects this. Zen's banner inflicts damage equal to 1d8 points of damage per round to any creatures within 50 feet that attempt to use it for combat.

---

Jo's Liquid Road

**XP VALUE:** 1,000

**DESCRIPTION:** When sprinkled on water, swampland, quicksand, or a similar surface, Jo’s liquid road hardens to a density of granite, enabling easy passage. It stays hard for one hour. One flask can harden a 5’ x 5’ surface (e.g., a path 25’ long and 1’ wide). Jo’s potion has another special quality, though: it has permanent invisibility cast upon it, so no one can see where it is. Jo intersperses his liquid road so that he must make a short hop from stepping stone to stepping stone. Those who attempt to follow him are often forced to swim at least part of the way. Of course, this can be particularly troublesome in quicksand.

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Noj's Claw of Magic Exchange

**XP VALUE:** 1,000

**DESCRIPTION:** Noj (card #423) thought he had a bonafide non-curssed item, a claw of magic stealing, when he found this claw—the first time he used it, he realized that he had a new spell floating around his head. Soon after, though, he realized that he had also lost his best memorized spell. A little experimentation with the claw showed that he receives a random spell from his victim’s memory in exchange for his own most powerful memorized spell. Therefore, Noj carries only cantrips or spells that are worthless in combat. Now, when his enemies fail a saving throw vs. spell, Noj gets a spell he can use.

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Ellister's Dimensional Mine

**XP VALUE:** 1,000

**DESCRIPTION:** The wizard-assassin Ellister experimented with traditional dimensional mines until he came up with this nasty device. Once Ellister's mine is set, merely touching it will send everything within a three-foot radius (and only a three-foot radius) into the Astral plane. The plane shift is so sudden that anything outside the radius of effect is left behind, including parts of a victim's body. Needless to say, the strain of existing on two planes at the same time is painfully fatal. Ellister likes to shape his mines like some common object that his victim would pick up—a chess piece or a wooden spoon or even a gold coin.

---

Samzinna's Globe of Purtification

**XP VALUE:** 500

**DESCRIPTION:** Samzinna loves any spell that involves gases or the element of Air. He thought the globe of purification was a great idea, but it needed an effect with a little more “kick.” Hence, he made his own globe of purification. Samzinna's globe is a 6' glass sphere that contains a stinking cloud spell. When the globe is broken, the spell goes off, making an extremely effective grenade. With some tria and error, Samzinna is trying to perfect a system of carrying numerous globes without breaking them on his person.

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Skie's and Nolte's Locks and Bolts

**XP VALUE:** 1,500

**DESCRIPTION:** Like Skie's locks and bolts, this device looks like a small, ornate lock with a tiny silver key. Like the original, when the key on this device is turned clockwise, all portals within 50' slam shut and become wizard locked (12th-level). When the key is twisted counterclockwise, the effect is reversed. Nolte added another feature, though: when the device is twisted counterclockwise within 6' of a non-magical lock, there is a 10% possibility that the lock will pop open. Any non-magical traps can also be similarly bypassed.

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Changrasar's Air Spores

**XP VALUE:** 1,000

**DESCRIPTION:** It is rumored that Changrasar's card #667 saved a crew of Reigar with these special air spores. The story goes that he was deep in wilderness, in a stolen elven flitter, when he encountered a Reigar ship whose air envelope had been exhausted. Changrasar had ingested some stolen air spores and no longer required an oxygen envelope to sustain him. Apparently, he attempted mouth-to-mouth resuscitation on a Reigar, and it soon became clear that the air spores were transmittable, which saved the entire Reigar crew.
### Cities of the Realms

#### Hillfar
**Independent City**

- **Population:** 90,000 (max.)
- **Major Products:** Cloth, fur, arms, armor, liquor, Dragonbreath
- **Armed Forces:** 10,000 Red Plumes
- **Who Rules:** Maathiir (Wizard 15), First Lord of Hillfar

**In Brief:** Hillfar was, until recently, ruled by a corrupt merchant council. The wizard Maathiir, backed by the Plumes mercenaries, overthrew the council and set himself up as Lord, Master, and Tax Collector. Maathiir has established the city as a dangerous place for wandering adventurers in general, and half-elves and other non-human races in particular.

#### Berdusk
**Independent City**

- **Population:** 70,000 (max.)
- **Major Products:** Wool, wine ("Berdusian Dark"), barges
- **Armed Forces:** 600 Armsmen, seven "gauntlets" of 140 bowmen each
- **Who Rules:** Cyriana (Dragonbreast, Bard 26), The Harpers of Twilight Hall

**In Brief:** The town is best known as one of the major bases of the Harpers, a group of powerful barons, rangers, priests, and druids. The Harper organization dominates "Twilight Hall," which is officially a temple complex run by the faith of Denier.

#### Arabel
**Fortified City of Cormyr**

- **Population:** 25,600 (max.)
- **Major Products:** Coal, horses, mercenaries, red wine, black beer, cheese
- **Armed Forces:** 2,000 Purple Dragons (Cormyr Army), 2,000 militia
- **Who Rules:** Mymreen Lhal (Ranger 12), King’s Lord of Arabel
- **Who Really Rules:** Five major trading companies

**In Brief:** Briefly the capital of an aborted rebellion against Cormyr, the fortified city is a garrison town against the dangers that bards and nonhuman tribes of the Stone lands. For this reason, the city is home to a large garrison of Cormyrian troops loyal to King Azoun IV.

### Cities of the Realms

#### Suzail
**Capital of Cormyr**

- **Population:** 160,000 (max.)
- **Major Products:** Cloth, ivory, armor, Arms
- **Armed Forces:** 4,500 Purple Dragons (Cormyrian Soldiers), 14 major ships, 65+ War Wizards
- **Who Rules:** King Azoun IV (Warrior 20+)

**In Brief:** The capital of the nation of Cormyr, Suzail is the center of Azoun’s nation and a hub of court intrigue and political dealings. Suzail is also the main headquarters of the War Wizards, a trained military unit of spellcasters under the titular control of the King’s mage. Vangerdhast.

#### Shadowdale
**Independent Dale**

- **Population:** 5,000
- **Major Products:** Agriculture, wagons
- **Armed Forces:** 300 guardsmen
- **Who Rules:** Lord Mourngrym Amantara (Warrior 6) and Lady Shaela Runmaniter (Roque 6)

**Who Really Rules:** Mourngrym, Shaela, Elminster the Sage (Wizard 26+), the Knights of Myr Draconis

**In Brief:** Shadowdale is typical of the Daleland communities that ring the Elven Forest. What sets it apart from its brethren is the large number of underground caverns beneath the town, and the presence of one of the most powerful mages in Faerun, Elminster.

#### Mulmaster
**Independent City**

- **Population:** 66,000 (est.)
- **Major Products:** Arms, armor, ships, jewelry
- **Armed Forces:** 6,000 soldiers
- **Who Rules:** Selfari (Warrior 20), High Blade of Mulmaster

**Who Really Rules:** The Blades, a ruling council of nobles

**In Brief:** Mulmaster is a city of plotters, and its current ruler has held his position for eleven years by destroying all potential rivals. Magic use within the town is banned unless one is a member of the official "Brotherhood of the Cloak," a guild of mages supported by the ruling council.

### Artifacts

#### Eye of Vecna
**Description:** Vecna was a powerful archlich who was completely destroyed, except for his eye and left hand. The Eye of Vecna is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living creature. Once pressed, it instantly and irrevocably grafts itself into the head, and it cannot be removed or harmed without slaying the character. The alignment of the character immediately becomes neutral evil and may never change. The Eye bestows both infravision and ultravision to its host, and it holds numerous other powers as well (determined by the DM).

#### Zhentil Keep
**Independent City-State**

- **Population:** 86,000 (max.)
- **Major Products:** Metal, weapons, armor, gems, coal, furs, and liquor
- **Armed Forces:** 22,000 Zhentil soldiers plus 16,000 mercenaries
- **Who Rules:** First Lord Chess (Warrior 3)

**Who Really Rules:** Lord Manspoon (Wizard 19), the Zhentarim

**In Brief:** The dark walls of Zhentil Keep conceal a still-dark heart. The city is the home base of the Zhentarim, an organization of evil magic-users dedicated to dominating the Realms. Their domination over Zhentil Keep is complete, marred only by internal rivalry between factions.

### Tantras
**Independent City**

- **Population:** 86,000 (max.)
- **Major Products:** Fish, crates, locks, hardwood, carved wood
- **Armed Forces:** 900 guards, 6,000 reserves
- **Who Rules:** The High Council

**Who Really Rules:** Noble families within the High Council

**In Brief:** Tantras was the site of a battle between rival gods during the Time of Troubles. The resulting desolation north of the city produced a "dead-magic" zone that is being settled by those who wish to avoid magic-users. Most of the townspeople are farmers or gods, but concentrate on mercantile trade.
Mini-series: Artifacts
Heartwood Spear

DESCRIPTION: The Heartwood Spear is a magical artifact from the fae-infested jungles of the Ringing Mountains. The spear came from the very core of an ancient and unique oak tree, taken from its place of rest by Nok, a hafling chief and worthy character of Good alignment and true principles. The spear has many powers, including an incredible range and ability to strike its intended target, and the power to pierce even dragon armor. Nok gave the Spear to Rikus, Neeva, Sadira, and Agis, who used the artifact to stay Kalak, the sorcerer-king of Tyr (in the novel, The Verdan Passage).

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Mini-series: Artifacts
Ring of Winter

DESCRIPTION: Mystery shrouds the true powers of this fabled artifact. The Ring of Winter is rumored to have the magical might to grant its wearer immortality, change its appearance at a mere thought, and even bring a new Ice Age down upon the Western Realms. Cyric (now God of Death), Kelemvor Lyonsbane, Princess Alusair, and Artus Ciمبر have hunted for the ring in recent years.

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Advanced Dungeons & Dragons
2nd Edition
Mini-series: Artifacts
Hand of Vecna

DESCRIPTION: The arch-liech Vecna imbued his hand with wondrous and horrible powers, enabling it to persist long after his own destruction. The Hand appears to be unmummified, blackened, and shriveled. If pressed to the stump of a forearm, it will instantly graft itself to the limb and become a functioning member with an 18/00 grip (no hit or damage bonus). The more often a character uses the powers of the Hand, the more his alignment turns to neutral evil and the less possible it becomes to chop off the member. The powers of the Hand are many and potent (determined by the DM).

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Mini-series: Artifacts
Device of Time Journeyming

DESCRIPTION: This device was created during the Age of Dreams. Since it is essential to the return of the person using it, it has several built-in safeguards: anyone stealing it feels a strong revulsion and puts it back, and, if lost, the device makes its way back to its owner by any means necessary. The device originally only worked for one person, but it was changed to work with a 10-radius area of effect by a remarkable Krynn gnome named Gnism. To activate the device, a series of verses must be spoken while the device is manipulated (see Dragonlance Adventures, pp. 97-8).

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Mini-series: Artifacts
Crown of Souls

DESCRIPTION: The Crown of Souls was created by the necromancer Dagian, after which his soul became entrapped in it. As each member of Dagian’s family died, their souls were also entrapped, bolstering the power Dagian needed to escape. However, the Crown found its way into Ravelloft and the demiplane further trapped Dagian by rendering his last descendant immortal (a wight). Now Dagian hopes eternally that someone will destroy the wight so that he might finally have his freedom. In the meanwhile, the Crown is possessed of some potent magical powers (detailed in RA1, Feast of Goblyns).

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Mini-series: Artifacts
Finder’s Stone

DESCRIPTION: This artifact was destroyed in the final battle against the evil god Moander. By holding this unique magical item and concentrating, anyone could get it to emit a beacon of light indicating the quickest path to any object. Any member of the Wyvernspur family could peer into the stone to read knowledge stored within: cause the stone to cast an illusion of the bard Finder Wyvernspur; singing any of his songs; use the stone as a rechargeable wand, holding many spells, including detect magic, continual light, dispel magic, fly, tongues (permanent), and teleport.

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Garril Sotman
2nd-level Warrior

RACE: Human
ARMOR CLASS: 7
TRIAC: 18
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic neutral
EQUIPMENT: Padded armor, shield, light crossbow and quarrels
BACKGROUND: Garril is a down-on-his-luck mercenary. He has sliced off with three outfits, each of which was wiped out in combat. Miraculously, Garril survived every time. Now, he has taken to drinking altogether too much. He wanders through the Shield Lands looking for work, but rarely finds it. He is eager to please, but tends to look out for himself before others.

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Mini-series: Artifacts
Dragonlance

DESCRIPTION: The dragonlances were first created at the end of the early Dragon Wars. There are two types: mounted and footman’s. Both are made of the same silver metal. The best dragonlances are forged using two other artifacts: the Silver Arm of Ergoth and the Hammer of Kharas. Forming a lance of both of these artifacts adds a +4 to hit and damage to the weapon; using only one or the other affords only a +2 bonus to hit and damage.

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Mini-series: Artifacts
Staff of Magius

DESCRIPTION: Magius was a wizard who aided Huma. His Staff eventually fell into Raistlin Majere’s hands. It can be used only by wizards. Any new owner immediately knows that it functions as a ring of protection +3, weapon +2 (1d8 damage), and can perform feather fall and continual light once per day. Prolonged use will reveal that, in the hands of a 6th- or higher-level wizard, the Staff doubles the duration of spells that influence light, air, and the mind. It also maintains spells that require concentration for one round after the wizard stops concentrating and adds 2 points of damage to every die of damage inflicted by a spell from the Staff’s owner.

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**Willara**

**3rd/1st-level Warrior/Illusionist**

**RACE:** Gnome  
**ARMOR CLASS:** 1  
**THACO:** 18  
**MOVEMENT:** 6  
**HIT POINTS:** 13  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Splint mail, shield, mace, gauntlets of ogre power  
**BACKGROUND:** Willara was captured as a youth and forced to serve the Malachite Throne. Rewarded for acts of evil and punished for doing good deeds, she came to be evil herself. She is now the servitor and student of the evil mage Thartis. Though still young (for a gnome) and unskilled, someday Willara expects to be a name to remember.

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**Thyl Kealta**

**9th-level Ranger**

**RACE:** Elf  
**ARMOR CLASS:** 3  
**THACO:** 12  
**MOVEMENT:** 12  
**HIT POINTS:** 62  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Elven chain mail, shield, dagger, scimitar of speed  
**BACKGROUND:** Also named "Unicorn-friend," Thyl is a fearless champion of the forest. Early in his career, he was nearly killed by a bear. His vocal cords were permanently damaged, rendering him forever mute. He is very literate, however, and is skilled in the use of sign language. Thyl is a good friend and a dangerous enemy.

---

**Caysmal**

**14th-level Warrior**

**RACE:** Dwarf  
**ARMOR CLASS:** 3  
**THACO:** 7  
**MOVEMENT:** 6  
**HIT POINTS:** 77  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Leather armor +5, sling, battle axe of sharpness  
**BACKGROUND:** Caysmal is named after a creature from the elemental plane of Earth who visited the clan and took refuge with it, hiding from an evil priest. Although she has never been in a real battle, she has trained all her life. The dwarf king has awarded her an axe that works like a sword of sharpness, for winning a sparring tournament.

---

**Zen**

**5th-level Bushi**

**RACE:** Human  
**ARMOR CLASS:** 8 (10 rear)  
**THACO:** 16  
**MOVEMENT:** 9  
**HIT POINTS:** 38  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Hara-ate, jingasa, naginata, shurikens, Zen's banner  
**BACKGROUND:** Zen is a "peace bushi," meaning that she is prepared to fight, but will always employ diplomacy before battle. To that end, she has been given a special version of Law's banner (see card #390) by an ancient shugenja priest. Zen's disarming charm (17) and high Int (15) have prevented much bloodshed.

---

**Erin Three-Toes**

**4th/5th-level Warrior/Rogue**

**RACE:** Halfling  
**ARMOR CLASS:** 4  
**THACO:** 17  
**MOVEMENT:** 6  
**HIT POINTS:** 19  
**ALIGNMENT:** Chaotic evil  
**EQUIPMENT:** Spiked leather armor, shield, short sword, gloves of missile snaring  
**BACKGROUND:** Raised by her uncle to be a thief, Erin was as much a bully as a robber. During her first theft, she ended up fighting with a big human and lost two toes to his meat cleaver. Since then, she's vowed to be as good a fighter as a thief. Soon she will leave Etture, her home, for the big city.

---

**Blacker Crow**

**7th-level Warrior**

**RACE:** Human  
**ARMOR CLASS:** 2  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 55  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Chain mail +3, long sword +3  
**BACKGROUND:** Blacker always yearned for glory, but he had difficulty distinguishing himself from other adventurers around him. Eventually, he adopted his black-and-red costume, which served to single him out in a crowd, sometimes earned him credit for exploits that weren’t even his, and attracted a following of copy dressers.

---

**Noj the Double-Edged**

**16th-level Wizard**

**RACE:** Elf  
**ARMOR CLASS:** 8  
**THACO:** 15  
**MOVEMENT:** 12  
**HIT POINTS:** 35  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Bag of misplacing, shield +1, missile attractor, necklace of not-so-smart missiles, claw of magic exchange, bracers of brandishing  
**BACKGROUND:** Noj was cursed by his angry master, who cried, "May thy life be forever double-edged!" When Noj accidentally dropped his master’s prized wand of lightning into a pool of water elemental and electrocuted them, Noj has a knack for using cursed items successfully ... sort of.

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**Modeus Khan**

**10th-level Warrior**

**RACE:** Human  
**ARMOR CLASS:** 6  
**THACO:** 11  
**MOVEMENT:** 12  
**HIT POINTS:** 82  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Animal hide armor, stone knife, bone club  
**BACKGROUND:** Modeus Khan is a savage warrior, born on Taladas. He was expelled from his tribe when his conduct resulted in the death of three warriors. He then wandered, eventually reaching the city of Kristophan where he met a criminal named Devan Cory. Now, they (and six others) cause horror among the citizens of the great city.

---

**Kyate**

**11th-level Samurai**

**RACE:** Half-Elf  
**ARMOR CLASS:** 6  
**THACO:** 10  
**MOVEMENT:** 12  
**HIT POINTS:** 92  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Haramaki, haidate, katana +3, wakizashi +2  
**BACKGROUND:** Kyate’s lineage is questionnable, but his fighting skills are excellent and he has a formidable array of weapons. His daimyo, Kyate’s father, was named Devan Cory and wakizashi are called "crimson raising" and "the black twilight," respectively.
Udo
3rd-level Abjurer
RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 2, belt of flying
BACKGROUND: This abjurer has aided his tribe in battle by casting protection spells upon the brave warriors. He has the ability to move through jungle brush without leaving a trail (45%) or making a sound (65%). Unable to speak common, his language consists of clicks and other abstract mouth noises. His monkey familiar is his closest friend and is always within sight.

Khenel Barony
18th-level Wizard
RACE: Human
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Lawful neutral
EQUIPMENT: Art book entitled Soul d’Art, robe of protection AC 4, ring of feather falling, philosophor’s egg.
BACKGROUND: Khenel, a mage always working to influence trends and change, views spelljamming as a major breakthrough for Torli. He has personally championed the technology as “necessary to the continued trade-worthiness of Waterdeep,” his home town.

Desiree Dreamscape
12th-level Wizard
RACE: Half-elf
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Neutral
EQUIPMENT: Wand of wonder, ring of protection +4, ring of invisibility
BACKGROUND: Desiree is an Ansalon-born mage who now lives on Taladas. Wanted for criminally negligent use of magic, she was arrested and sentenced to fight in the Imperial Arena. There, she met another criminal named Devan Cory who helped her escape. She now wears a jeweled circlet on her brow as a symbol of her allegiance to Devan.

Stephie
1st-level Rogue
RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic neutral
EQUIPMENT: Only her wits!
BACKGROUND: A small, child beggar, Stephie has a group of people who supply her with money on a regular basis. Her sweet smile and slightly matted hair make her an irresistible parasite that few can resist (successfully save vs. spell or act as if affected by a charm spell). Stephie has an 80% chance to successfully steal from one of her sponsors.

Demi of Solamnia
8th-level Wizard
RACE: Human
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Chaotic neutral
EQUIPMENT: Stiletto +2, earring of protection +2
BACKGROUND: In her 40’s, Demi has seen and lived life. She has worked many jobs, been married, been a mother (three times), and she was bored by it all. She finally escaped her congenial husband and headed for Palanthus, where she joined a pirate ship as a sailor. Three years later, she has become first mate.

Phugh “the Stinker”
21st-level Invoker
RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Chaotic good
EQUIPMENT: Skunk familiar, wand of lightning, ring of three wishes
BACKGROUND: Phugh destroyed his sense of smell as an apprentice, in an elaborate practical joke involving acid and sulphur, which earned him his nickname. Actually, the joke came off pretty well and it was even funnier the next time, when he could no longer smell the results. The good-natured Phugh has since made a long career of olfactory magic.
Coyenny the Shark

11th-level Rogue

**Race:** Human (Doppelganger)

**Armor Class:** 17

**THACO:** 15

**Movement:** 12

**Hit Points:** 32

**Alignment:** Neutral

**Equipment:** Amulet of nondetection, ring of protection +1, dagger +2, +3 versus Good-aligned creatures

**Background:** Coyenny the Shark actually has been dead for two years. A doppelganger killed the man and has taken over his fencing business. In his mid-30s, "Coyenny" is wanted for buying and selling stolen goods. He is immune to sleep and charm effects, and he possesses ESP.

---

Omar Zargoma

13th-level Rogue

**Race:** Gnome

**Armor Class:** 8

**THACO:** 14

**Movement:** 6

**Hit Points:** 30

**Alignment:** Chaotic neutral

**Equipment:** Short sword +3

**Background:** A rogue with a very strange, dark utility suit. Omar has proven his worth since his escape from the Imperi-Arena. Devan Cory, a lifetime participant in the Imperi-Arena, found Omar and his suit useful and interesting. Omar had all the tools necessary for a successful jailbreak, so Devan "allowed" the gnome to join the escape.

---

Alakabon of the Legion

14th-level Bounty Hunter

**Race:** Human

**Armor Class:** 7

**THACO:** 14

**Movement:** 12

**Hit Points:** 84

**Alignment:** Chaotic evil

**Equipment:** Blinding powder, stiletto +2, scourge +1

**Background:** Alakabon is a renowned bounty hunter. Darkly beautiful, she can turn a man's head even if he knows who she is. As all her lovers have died, she is often called "the Black Widow." Her skin-tight leather bodysuit and sharkskin gloves accent her sultry and deadly reputation. Alakabon carries a magical stiletto that she calls "Eviscerator."

---

Violet Dindower

10th-level Smuggler

**Race:** Halfling

**Armor Class:** 3

**THACO:** 16

**Movement:** 6

**Hit Points:** 37

**Alignment:** Neutral evil

**Equipment:** Short sword +1, leather armor +2, dust of disappearance (5 packets)

**Background:** Violet grew tired of trying to make a living in Waterdeep, when she saw a spelljamming ship stopped for repairs, she jumped at the chance to sign on as cook. She loves work as a space smuggler—the money is sweet and the risks are just enough to keep life spicy.

---

Bartnel "the Cripple"

12th-level Rogue

**Race:** Dwarf

**Armor Class:** 5

**THACO:** 15

**Movement:** 6

**Hit Points:** 45

**Alignment:** Lawful evil

**Equipment:** Leather armor

**Background:** Caught thieving from the minstrel populace of Kristophan, "the Cripple" was sentenced to life in prison since he played lame during the trial. Since his chief skills are so finely tuned, he found it easy to escape the prison barracks and fly to the catacombs in the Old City. In this necropolis, he met Devan Cory, a feared criminal, who accepted Bartnel into his fold.

---

Benhi the Leech

8th-level Investigator Rogue

**Race:** Gnome

**Armor Class:** 3

**THACO:** 17

**Movement:** 12

**Hit Points:** 40

**Alignment:** Chaotic neutral

**Equipment:** Diving rod, boots of speed, gloves of thievish skill, ring of protection +4, bag of holding, express ladder

**Background:** Benhi is a sly fox who steals from everyone as he investigates claims of theft. Working for the government, he is an expert in determining if the robbery was caused by someone on the inside or outside. All that he takes, himself, goes on his list of stolen articles.

---

Bright Gaelea

9th-level Pacifist Priestess

**Race:** Human

**Armor Class:** ~10 (cursed)

**THACO:** None

**Movement:** 12

**Hit Points:** 56

**Alignment:** Lawful good

**Equipment:** Pouch of coins

**Background:** Bright Gaelea is a beautiful, kind, and passive maiden. She harms no one and glides through the worst evils unharmed. She never takes the initiative and performs whatever action results in the greatest good. When the moon rises, however, she transforms into a highly evil, intelligent, and vengeful succubus. In the morning, Bright Gaelea remembers nothing.

---

Lepidus Tragemandes

5th-level Swindler

**Race:** Human

**Armor Class:** 7

**THACO:** 18

**Movement:** 12

**Hit Points:** 24

**Alignment:** Chaotic neutral

**Equipment:** Dice (loaded), cards (marked), blackjack (for emergencies)

**Background:** At any time, in the strangest places, the caravan wagon of the hard-luck showman Lepidus might come jingling along. He is a self-styled impresario, orator, and medicine man who collects many an odd piece of information and sells it for whatever he can get. As a devout coward, he never goes on adventures (not willingly, anyway).

---

Snythe Clobertin

7th-level Swashbuckler Rogue

**Race:** Halfling

**Armor Class:** 7

**THACO:** 15

**Movement:** 12

**Hit Points:** 28

**Alignment:** Chaotic neutral

**Equipment:** Rapier +2, boots of striding and springing, ring of protection +2

**Background:** Snythe, a baron's son, though the noble gentry to be incredibly pompous, so he livened things up through a series of practical jokes—like replacing the portrait of the duke with one of a donkey at the painting's unveiling. His demeanor is foppish, yet gallant.
Haedyll
5th-level Priest of Eldath
RACE: Halfling
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Lawful neutral
EQUIPMENT: Boots of levitation
BACKGROUND: Haedyll's calm, peaceful demeanor fit him well as he lived within the safe confines of the Thorn Wood, but when he and a brother traveled to Silverymoon, his innocence was rewarded with death. His brother was slain on the Trollmoors. Haedyll is currently trying to raise enough funds to resurrect his brother and return to the safety of the South.

Mithryl the Healer
7th-level Pacifist Priestess
RACE: Dwarf
ARMOR CLASS: 10
THACO: None
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Lawful good
EQUIPMENT: Holy symbol, everbountiful soup kettle
BACKGROUND: Mithryl feels a powerful affinity with nature, particularly with its maternal, nurturing aspects. She can't stand to see any creature in pain, so she heals the injured, tends to the sick, and mercifully puts the mortally wounded out of their misery. Mithryl is famous for her chicken soup, which seems to heal those who eat of it.

Valiss of the Broken Arrow
4th-level Pacifist Priest
RACE: Elf
ARMOR CLASS: 9
THACO: None
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Lawful good
EQUIPMENT: None
BACKGROUND: Valiss is a student of the peace-ward, Leono, who sang that love is the only answer to war. He is often scoffed at behind his back, referred to as "Mr. Moonbeam," and "Dr. Deadmeat," yet no one can laugh in his face—not even evil folk. The honesty in his eyes is so powerful that those who look into them are affected as if by eyes of charm.

Ironrod
7th-level Priest
RACE: Dwarf
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 6
HIT POINTS: 38
ALIGNMENT: Neutral good
EQUIPMENT: Banded mail, helm, shield, cape, hammer +3, dwarven thrower
BACKGROUND: When the half-orc Turrosh Mak of the Pomarj took the south-eastern Loritmil, he passed over the hidden dwarf mine of Oryn Deeps. Now, Ironrod and his folk live in secret, plotting to strike Mak's border guards and reclaim the Loritmil. Ironrod uses both priestly and warrior powers in battle.

Celadie
7th-level Priest
RACE: Human
ARMOR CLASS: 1
THACO: 16
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Lawful good
EQUIPMENT: Plate armor, tabard, helm, shield, mace +2
BACKGROUND: A priest of Torm the True, Celadie grew in faithful devotion within the temple. When she reached age 20, Celadie had a vision of Torm calling her from the cloistered service in the temple to glorious service on the battle field. Celadie took her ceremonial armor into battle and since has become a powerful warrior-priest.

Galfrey Kaarne
14th-level Priest of Mystra
RACE: Human
ARMOR CLASS: 8
THACO: 12
MOVEMENT: 12, Fl 18(B)
HIT POINTS: 29
ALIGNMENT: Lawful good
EQUIPMENT: Ring of protection +2, cloak of reflection, winged boots
BACKGROUND: Galfrey is an old friend and sometime advisor of the High Lady of Silverymoon. He travels across the North, keeping in close contact with Mystra's followers. His gentle wit, smile, and faith make him famous. Galfrey is always attempting new heights in propheticclairvoyance.

Trillian
3rd-level Druid
RACE: Human
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: True neutral
EQUIPMENT: Long bow +1, Murdock's insect ward
BACKGROUND: Trillian is so much like an animal that she runs away when other humans approach and is generally ignored by other animals as if she were one of them. Her origins are unknown, but those who care to speculate usually fall back on the "raised-by-wolves" scenario. The source of her training in the druidic arts remains a mystery, too. She may be a student of the elements themselves.

The Old Man
16th-level Polar Shaman
RACE: Human
ARMOR CLASS: 4
THACO: 10
MOVEMENT: 12
HIT POINTS: 81
ALIGNMENT: Chaotic good
EQUIPMENT: Polar bear hide armor +2, necklace of adaptation
BACKGROUND: The old man (no one knows his name or if he even has one) lives by the sea where he can hunt walrus, fish, and polar bear. It is said he is so ancient that the eldest of the villagers cannot remember him being old when they were quite young. Acerbic by day and laconic by night, the villagers believe that the old man is crazy.

Ricch Thiccteh
17th-level Shaman
RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Chaotic neutral
EQUIPMENT: Only the skins on his back!
BACKGROUND: Ricch is a hermit who spends much of his time in the wilderness, often muttering to himself or playing a set of drums to keep away the loneliness that accompanies his hermitic lifestyle. Although he will not join an adventuring party, he will welcome such people into his camp for an unusual night of food, drink, and music.
Aldo Gladhand
5th-level Priest

RACE: Halfling
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Neutral good
EQUIPMENT: Medallion of ESP, ring of fortitude (Wisdom)
BACKGROUND: Aldo's ring conveys a Wisdom score of 18 upon him, bolstering his spell capacity. He loves birds and he is considered to be an expert at imitating bird calls. Aldo is looking for a druid to befriend in the hope that he will learn such tricks as touting to animals and the ability to shape-change.

---

Benson
6th-level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: True neutral
EQUIPMENT: Leather armor +2, shield +1
BACKGROUND: Benson used to be a circus performer and trained-bear wrestler until he became sensitized to the rights of animals by a ranger who kidnapped him and forced him to live in the forest for a month. Shortly thereafter, Benson freed his animals, became a druid, and began to travel the lands with his former wrestling partner, Muscles the Bear.

---

Sagus
11th-level Druid

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: True neutral
EQUIPMENT: Ring of protection +4, robe of scintillating colors, scimitar +3
BACKGROUND: Sagus is a crusty old veteran, having gained all of his experience on the battlefield—unusual for a druid. He is a mercenary, hiring himself out to whichever side is more sympathetic to the ravages of war upon the natural environment. He is not a brilliant warrior, but his charisma is inspiring to the troops.

---

Bilkon
18th-level Invoker

RACE: Human
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of protection +3, staff of thunder & lightning, cloak of protection +4, silver dagger
BACKGROUND: Bilkon is among the most powerful forces for Good in Barovia. His reclusive nature, however, means that he seldom interferes with the evil around him. While adventurers can count on him for sanctuary, they are rarely able to interact in him taking an active hand to stop some threat or danger.

---

Martha Bigbones (the Great)
7th-level Illusionist

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 9
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: Robe of blinding, ring of human influence, ring of protection +5
BACKGROUND: Martha is not a small woman. She has tried repeatedly to lose the weight she carries. Failing that, she turned to illusion to mask her size, and she found that she had a remarkable talent for magic. Now she enjoys as much food as she wants. She delights in seeing the faces of her male companions as she gorges herself while remaining slim.

---

Layla Neeurluf
3rd-level Druid

RACE: Half-elf
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: True neutral
EQUIPMENT: Quarterstaff, ring of chameleon power
BACKGROUND: Layla has always lived in the forest and cannot really believe that there is anywhere else worth living. She taught herself the ways of the wood—she recalls no parent nor any other human contact. She cannot speak the common tongue, but she clearly understands nearly every forest creature. Those who see her almost always believe that she is a dryad or nymph.

---

Purity Valor
14th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Lawful good
EQUIPMENT: Broad sword, shield, lance, plate mail of blinding +2
BACKGROUND: Raised an orphan in the temple of Pholtus, the novitiates christened her Purity Valor. She and her horse, Righteous Heart, have long been champions of Good. A dwarven king presented her and her horse with golden armor of blinding, which can emit a blinding flash of light once per day.

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Nhar-del
7th-level Necromancer

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral evil
EQUIPMENT: Ring of affinity (necromancy), wand of fear
BACKGROUND: Nhar-del the Black sprang from the streets to become a respected necromancer of the Zhentarim. Early in his career, he was tricked into donning his cursed ring by a jilted lover. He takes perverse pleasure in killing, particularly if it is slow and painful. He wanders the Dalelands as an agent of the Zhentarim.

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Malrinth Alont
3rd-level Diviner

RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Ring of protection +2, dagger, spellbook
BACKGROUND: Malrinth is a resourceful wizard who specializes in informational magic, believing that knowledge is the key to success in any venture. She is strictly an academocrat at heart, but she has been known to take to the road when a mystery is presented that she cannot resolve in her study. Malrinth has an unusual fondness for the sea and all that pertains to it.
Knightengale
17th-level Paladin

**RACE:** Human  
**ARMOR CLASS:** -3  
**THACO:** 4  
**MOVEMENT:** 6  
**HIT POINTS:** 111  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Full plate armor of blending +4, ferronniere of brilliancy, sword +5, holy avenger  
**BACKGROUND:** Knightengale is a self-appointed arch-nemesis of Gondegal of Falkovnia. She has pursued him from Cormyr, where he murdered most of her order in a failed bid for power. She tracked him into the Mists after he fled the battlefield and became a prisoner of Ravenloft with him.

---

Thaeredan Meridian
14th-level Fallen Paladin

**RACE:** Human  
**ARMOR CLASS:** 3  
**THACO:** 7  
**MOVEMENT:** 12  
**HIT POINTS:** 100  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Chaft mail, scimitar, shield  
**BACKGROUND:** Thaeredan fell from grace when his father was killed for a crime he did not commit. Claiming his father's innocence on his honor, lawmakers turned a deaf ear, so he murdered them. He then turned himself over to the authorities, blood still on his hands, pleading guilty to murder. He later joined forces with Devan Cory.

---

Kyriel Alathar Pellinore
16th-level Pellinore

**RACE:** Human  
**ARMOR CLASS:** -1  
**THACO:** 5  
**MOVEMENT:** 9  
**HIT POINTS:** 112  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Plate mail +2, shield +1, sword of enemy detection 60°, ring of spell turning  
**BACKGROUND:** Kyriel Alathar Pellinore, Son of Chiros Pellinore, Third Lord of Everlund. Proud Servant of Tyr is this man's full name. He and his fellows hunt the prevalent slavers near the Tears of Selune. His dented armor and nicked weapons show their age, but he never parts with them.

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Mini-series: Create Your Own

**NAME:**  
**CLASS/LEVEL:**  
**RACE:**  
**ARMOR CLASS:**  
**THACO:**  
**MOVEMENT:**  
**HIT POINTS:**  
**ALIGNMENT:**  
**EQUIPMENT:**  

**BACKGROUND:**

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Dame Doree and "Boy Howdee"
15th- and 1st-level Paladins

**RACE:** Humans  
**ARMOR CLASS:** -2 and 10  
**THACO:** 6 and 20  
**MOVEMENT:** 6 and 12  
**HIT POINTS:** 101 and 6  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** (Doree): Full plate armor +3, long sword +3  
**BACKGROUND:** Dame Doree, once the scourge of Evil, is fast approaching senility. She can rarely recall the name of her squire, Nat, but she stalks about her keep, shouting, "Boy howdee, boy howdee!", and the squire has taken to answering to that name to avoid embarrassing his mistress in front of visitors.

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Mini-series: Create Your Own

**NAME:**  
**CLASS/LEVEL:**  
**RACE:**  
**ARMOR CLASS:**  
**THACO:**  
**MOVEMENT:**  
**HIT POINTS:**  
**ALIGNMENT:**  
**EQUIPMENT:**  

**BACKGROUND:**

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Mini-series: Create Your Own

**NAME:**  
**CLASS/LEVEL:**  
**RACE:**  
**ARMOR CLASS:**  
**THACO:**  
**MOVEMENT:**  
**HIT POINTS:**  
**ALIGNMENT:**  
**EQUIPMENT:**  

**BACKGROUND:**

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**Vierna™**
5th-level Psionicist

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 27  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Potion of invisibility (4 doses), dagger of venom  
**BACKGROUND:** Vierna lives in a polar cave complex that is heated by underground hot springs—the complex is large enough to house her entire clan. She learned her abilities from an aging psionicist who had fled persecution in warmer lands and was looking for a safe place to grow old and die. Together, they have psychopathic all over the world.

**Malto™**
12-level Psychometabolicist

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 15  
**MOVEMENT:** 12  
**HIT POINTS:** 47  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Ring of protection +3, dust of mind dulling, mirror of retention  
**BACKGROUND:** Malto is the son of a thieves' guildmaster who also was a master spy, so Malto grew up with a healthy respect for a good disguise. Having a keen intellect (Int 18), he comes by his psionic talent very easily, and he has used that talent to assume so many forms that he is sometimes called "the Everything Man."

**Endemian™**
16th-level Psychokineticist

**RACE:** Human  
**ARMOR CLASS:** 4  
**THACO:** 13  
**MOVEMENT:** 12  
**HIT POINTS:** 60  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Padded armor, twin scimitars +2, ring of protection +4, dimensionalkine  
**BACKGROUND:** Endemian has learned a few unarmed martial arts techniques, but he renders them deadly by grafting his twin scimitars, "Edge and Point," to his arms. When he encounters an adversary, he shows off his moves with many-a-buried slash and sparking cling of the swords against each other, hoping to frighten his foe.

**Woltor™**
7th-level Psionicist

**RACE:** Elf  
**ARMOR CLASS:** 4  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 37  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Short sword, leather armor +1, shield +1  
**BACKGROUND:** Woltor is an amateur philosopher who postulates that "reality isn't in the mind unless the mind is in reality." In other words, the only way to be sure of an external reality is to physically manipulate it with his mind. Needless to say, psionics give Woltor a firm grasp on his world. He despises wizards—illusionists in particular—and calls them "mere tricksters."

**Dido™**
8th/8th-level Thief/Psionicist

**RACE:** Halfling  
**ARMOR CLASS:** 6  
**THACO:** 17  
**MOVEMENT:** 6  
**HIT POINTS:** 43  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Flatfoot, ring of jumping  
**BACKGROUND:** Dido saw an amazing contortionist performance when he was a child, and he believed that it was magic. While his thief friends developed their lock-picking skills, Dido remained convinced that he could do better by going around a lock than through it. Eventually, he discovered psionics and a way to make his theories work.
### Tylo
**Armor Class:** 1
**THAC0:** Variable
**Movement:** 15
**Hit Dice:** (0-10) + (Adult)
**Alignment:** Variable
**Size:** G (86-102' long)
**Intelligence:** Very (11-12)
**Combat:** AT 2; Dmg 1-10/2-20 (tail bite); special attacks: magic

**Description:** Tylo is huge land dragons with no wings, usually the products of evil dragons mating with hatoris. Although they possess powerful offensive spells, they love to attack their prey with bites and tail lashes. If the prey is getting away or proves too powerful, a tylo will move out of melee range and use its spells.

### Thanoi (Walrus Man)
**Armor Class:** 4
**THAC0:** 17
**Movement:** 9, Sw 15
**Hit Dice:** 4
**Alignment:** Lawful evil
**Size:** L (8' tall)
**Intelligence:** Low (5-7)
**Combat:** AT 2 or 1; Dmg 1-6/1-8/1-8 (tuks) or by weapon (+2 to damage)
**Description:** Thanoli are a bizarre blend of the human and walrus races. Because they are seldom in contact with other races, they are not used to fighting experienced combatants, but their immense strength adds a +2 bonus to their attack rolls. Some thanoli use frostreavers, which are battle axes +4 made of ice.

### Shadowperson
**Armor Class:** 2
**THAC0:** 17
**Movement:** 12, Fl 18(C)
**Hit Dice:** 3 + 1
**Alignment:** Neutral (good)
**Size:** M (5' tall)
**Intelligence:** Very (11-12)
**Combat:** AT 1; Dmg 1-8 (shadowstaff)
**Description:** The shadowpeoples are a race of mammals that lives underground in small, self-contained communities. They maintain two classes: counselors and warriors. Shadowpeople participate in a pre-battle ritual called the mindweave, which allows them to fight in perfect unison. Also, their innate ESP ability allows them to anticipate their enemy’s moves.

### Goblyn
**Armor Class:** 4
**THAC0:** 13
**Movement:** 12
**Hit Dice:** 4 + 4
**Alignment:** Neutral evil
**Size:** M (4-6' tall)
**Intelligence:** Low (5-7)
**Combat:** AT 2 or 1; Dmg 1-6/1-6 or 2-12; special attacks: fear
**Description:** Goblyns are humans transformed by a powerful evil magical item. They strike at opponents’ throats with their claws and, if they hit with both claws in a single attack, they automatically bite their victims (usually in the face) on subsequent rounds. It is so frightening to observe that on-lookers must make a horror check.

### Darkling
**Armor Class:** 8 (10)
**THAC0:** 19
**Movement:** 12
**Hit Dice:** 4 + 4
**Alignment:** Chaotic evil
**Size:** M (6' tall)
**Intelligence:** Very (11-12)
**Combat:** AT 1; Dmg 1-4 or by weapon; special attacks: poison
**Description:** The darkling is a Vistan who has been cast out from his people. He still clings to a portion of his power, including foreseeing, which allows him to automatically make all saving throws. He may also employ his evil eye, which causes his victims to save and attack at -2 unless they first successfully save vs. spell.

### Wichtlin
**Armor Class:** 2
**THAC0:** 15
**Movement:** 9
**Hit Dice:** 4 + 4
**Alignment:** Chaotic evil
**Size:** M (5' tall)
**Intelligence:** Semi- (2-4)
**Combat:** AT 2; Dmg special
**Description:** Wichtlins are elven undead. Their left hand, baring a successful saving throw, causes paralysis for 2d4 rounds and their right hand similarly causes 2d6 points of poison damage. If it was a spellcaster in its previous life, a wichthin retains its abilities at half its prior level. An elf killed by a wichtlin will become one, itself.
**Traqg™**

**ARMOR CLASS:** 4  
**THACO:** 17  
**MOVEMENT:** 6  
**HIT DICE:** 3  
**ALIGNMENT:** Chaotic evil  
**SIZE:** M (5' 6'’ tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** #AT 2 or 1; Dmg 1-6/1-6 or by weapon  
**DESCRIPTION:** The traqgan dracorians are among the first, failed attempts to create dracorians. They are adept fighters with both their claws and with weapons. Once battle is joined, blood-lust seizes them and they gain a +1 on all saving throws vs. spells that cause fear. Upon death, they bubble into a puddle and rot away in one round.

**Bone Golem™**

**ARMOR CLASS:** 0  
**THACO:** 7  
**MOVEMENT:** 12  
**HIT DICE:** 14 (70 hp)  
**ALIGNMENT:** Neutral  
**SIZE:** M (6’’ tall)  
**INTELLIGENCE:** Non-(0)  
**COMBAT:** #AT 1; Dmg 3-24; special attacks: hideous laugh  
**DESCRIPTION:** The bone golem attacks only with its claws. A failed saving throw vs. a shatter spell will yield double damage to the bone golem from weapon attacks. Once every three rounds, the golem can issue a hideous laugh, prompting both fear and horror checks. Failure of either means 2-12 rounds of paralysis, and failure of both means death.

**Aartuk Warrior™**

**ARMOR CLASS:** 6  
**THACO:** 19  
**MOVEMENT:** 6  
**HIT DICE:** 2 + 1  
**ALIGNMENT:** Lawful evil  
**SIZE:** M (6’’ tall)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** #AT 1; Dmg 1-4  
**DESCRIPTION:** The aartuk are small tribes of nomadic vegetables that view war as the ultimate form of art. Through the opening in their head, they spit a secretion which hardens upon contact with air and forms a rock-hard pellet with the range of a sling bullet. Also, they may spit forth their gooey tongue and drag an opponent to their bodies.

**Kasharin™**

**ARMOR CLASS:** 6  
**THACO:** 11  
**MOVEMENT:** Fl 3(B)  
**HIT DICE:** 10  
**ALIGNMENT:** Neutral evil  
**SIZE:** M (4-6’’ diameter)  
**INTELLIGENCE:** High (13-14)  
**COMBAT:** #AT 1; Dmg 2-12; special attacks: death charm eye  
**DESCRIPTION:** The Kasharin are those beholders who contracted the Blinding Rot disease, causing their eye stalks to wither and fall off, placing them in a state of living death. Their main form attack is their central eye, which casts a powerful (-4 to saving throws) charm person/monster or an equally powerful ray of death magic.

**Fire Minion™**

**ARMOR CLASS:** 3  
**THACO:** 15  
**MOVEMENT:** 12  
**HIT DICE:** 6  
**ALIGNMENT:** Lawful evil  
**SIZE:** L (7-9’’ tall)  
**INTELLIGENCE:** Average to genius (11-16)  
**COMBAT:** #AT 1; Dmg 2-12; special attacks: fire  
**DESCRIPTION:** Fire minions are apparently from the elemental plane of Fire. Although they can assume any form they wish, the most common is that of a large humanoid with fangs and horns. They normally wield large swords, but also exude a fire aura, causing 1-6 points of damage to all within five feet unless some protection from fire is used.

**Colossus™**

**ARMOR CLASS:** 10  
**THACO:** 7  
**MOVEMENT:** 48, Fl 24(E)  
**HIT DICE:** 35  
**ALIGNMENT:** Any chaotic  
**SIZE:** G (60’’ tall)  
**INTELLIGENCE:** Low to average (5-10)  
**COMBAT:** #AT 1 every 2 rounds: Dmg 50-100 (or 5-10 hit point adjustments); special attacks: stunning slap  
**DESCRIPTION:** These dim-witted giants are 60’’ tall and weigh 70 tons. When a colossus strikes an opponent, the victim must make a successful saving throw vs. death magic or die. Its clap requires a successful save vs. paralysis for all within 60’’ or they are stunned for 1d3 rounds.

**Blazozoid™**

**ARMOR CLASS:** 7  
**THACO:** 5  
**MOVEMENT:** Fl 36(B) (or SR 1)  
**HIT DICE:** 15  
**ALIGNMENT:** Chaotic neutral  
**SIZE:** G (30’’ diameter)  
**INTELLIGENCE:** Very (11-12)  
**COMBAT:** #AT 1; Dmg 8-48; special attacks: fire  
**DESCRIPTION:** Blazozoids resemble small comets of creamy white flame. They usually ignore passing spelljammer ships, except when they want a ride through the phlogiston or a meal. They attack by ramming into their target.

**Argos™**

**ARMOR CLASS:** 0  
**THACO:** 5-6 HD: 15; 7-8 HD: 13; 9-10 HD: 11  
**MOVEMENT:** 9 Fl 3(B)  
**HIT DICE:** 5-10  
**ALIGNMENT:** Neutral evil  
**SIZE:** L-G (2’’ per HD)  
**INTELLIGENCE:** Low to high (5-14)  
**COMBAT:** #AT 3 per victim: Dmg 1-4 per hit; special attacks: magic-wielding eyes  
**DESCRIPTION:** Argos are found in the same regions of wildspace as the baleful beholder nation. One can attack with one-to-three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths.
**Slinker™**

**ARMOR CLASS:** 7  
**THACO:** 20  
**MOVEMENT:** 15  
**HIT DICE:** 1d4  
**ALIGNMENT:** Neutral  
**SIZE:** S (1'8" long)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** ST: 10; Dmg: 1

**DESCRIPTION:** Slinkers are nearly helpless in any sort of fight with a human-sized creature, and almost always flee upon sight of any larger creature. If cornered or otherwise forced to fight, slinkers will charge the nearest opponent and swarm over him, attempting to burrow under his armor.

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**Hadozee™**

**ARMOR CLASS:** 6  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT DICE:** 3  
**ALIGNMENT:** Neutral  
**SIZE:** M (7' tall)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** #AT 1; Dmg 1

**DESCRIPTION:** Hadozees are warthogs. They can glide through the air, moving one foot forward for every foot of lost altitude. In addition, they have learned to use the gravity plane of spelljamming ships to their advantage; if they can't find a safe spot on the deck to land, they soar past the ship and maneuver around to come in on the other side.

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**Focoid™**

**ARMOR CLASS:** 0  
**THACO:** 19  
**MOVEMENT:** 24  
**HIT DICE:** 6 + 3  
**ALIGNMENT:** Neutral  
**SIZE:** L (9' long)  
**INTELLIGENCE:** Average (8-10)  
**COMBAT:** #AT 3; Dmg 1-2/1-2/1-12

**DESCRIPTION:** Focoids are a severe navigational hazard near the brighter stars of the Known Sphere. Their only means of attack is to position themselves between a bright light source and their target, then focus light through their lens-shaped body sections. Because they are so hard to see, all missile attacks against a focoid suffer a -3 to the attack roll.

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**Khenel's Philosopher's Egg**

**XP VALUE:** 1,000  
**DESCRIPTION:** Khenel (card #425) has always looked upon magic as a means to wealth, but not through such "dangerous yet mundane" methods as adventuring. He prefers the treacherous world of power brokering. Trade and politics are his sword and shield. Recently, Khenel engineered a political take-over of a thieves' guild, solely because he knew that the guild had come into the possession of a philosopher's egg. Now that he has the retool, he will finish his preparations of a philosopher stone, and then use its to "revitalize the economy." In other words, he's going to be filthy rich.

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**Zard™**

**ARMOR CLASS:** 8  
**THACO:** 19  
**MOVEMENT:** 2, Fl 18(C)  
**HIT DICE:** 1 + 1  
**ALIGNMENT:** Nil  
**SIZE:** S (1'2" long)  
**INTELLIGENCE:** Animal (1)  
**COMBAT:** #AT 1; Dmg 2-12

**DESCRIPTION:** Zards are not malicious, but attacks by zard swarms have been cited as malicious acts of gods in a number of systems. After a zard swarm has located a target, it follows until impact occurs. At that time, the swarm breaks up, the zards cling to whatever they hit.

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**Wryback™**

**ARMOR CLASS:** 5  
**THACO:** 17  
**MOVEMENT:** 15  
**HIT DICE:** 3  
**ALIGNMENT:** Chaotic evil  
**SIZE:** S (3' tail)  
**INTELLIGENCE:** Low (S-7)  
**COMBAT:** #AT 2; Dmg 1-3/1-3

**DESCRIPTION:** Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They fight with their claws, preferring stealth and backbiting to direct attack. Their opponents suffer a -3 penalty to surprise rolls and can detect them only 50% of the time, even when looking for them.

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**Joal's Glass of Preserved Words**

**XP VALUE:** 3,000  
**DESCRIPTION:** Joal is an archeologist-rogue who adventures solely for the purpose of discovering ancient civilizations. He has recovered a few artifacts and numerous magical items in his many quests. His glass of preserved words makes illegible written words readable. He has also paid a wizard to enchant the glass with a permanent comprehend languages spell so that he can translate the various cryptic scrawls that he discovers in his searches. Joal's glass has aided him in many treasure hunts and is well worth the 10,000 gp he invested in its enchantment.

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**Evelyn's Lens of Speedreading**

**XP VALUE:** 800  
**DESCRIPTION:** This lens performs the same function as any other lens of speedreading—it triples reading speed. However, Evelyn has imbued her lens with another power: it contains a built-in comprehend languages spell that can be invoked once per day. The lens will not read magic without the accompanying spell, but it will decipher codes and improve illegible writing. The lens will also detect explosive runes, but if the reader passes over them at triple speed, they will explode; he must stop reading as soon as he detects them in order to avoid setting them off.

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**Malto's Mirror of Retention**

**XP VALUE:** 1,700  
**DESCRIPTION:** Malto (card #473) inherited this magical mirror from his father. The mirror records all events of the past 24 hours that occurred in the room where it hangs, after its command word is spoken. By rotating the mirror clockwise, Malto can "fast-forward" the recording; a counter-clockwise twist "re-winds" it and a horizontal tip "pauses" the recording. Furthermore, by placing a piece of parchment over a still-shot of the recording and invoking the claims on their object reading, Malto can transfer a copy of the image in the mirror onto the parchment.
Dypshez's Powder of the Black Veil

**XP VALUE:** 1,500

**DESCRIPTION:** This sooty, black powder causes temporary blindness to all who fail their saving throw vs. spell. While so affected, a character suffers a -4 penalty to attack rolls and his AC, and he suffers a -2 penalty to initiative rolls. Saving throws are made every round until all affected characters succeed in their roll. At that point, due to the illusionist Dypshez's magical enhancements, affected characters will only be able to see nonliving objects for two further rounds, as if everyone in the area had been rendered magically invisible.

Purwuvok's Powder of the Hero's Heart

**XP VALUE:** 1,000

**DESCRIPTION:** This dull red powder instills bravery in its area of effect—affected creatures gain a morale bonus of +2 and become immune to magical fear for 5d4 rounds. Purwuvok also has learned to "tune" his powder to an alignment of his choosing (usually his own) so that his enemies will not enjoy its benefits, should he choose to deploy the powder in battle.

Mithryl's Everbountiful Soup Kettle

**XP VALUE:** 2,000

**DESCRIPTION:** Mithryl (card #443) remains in such excellent standing with her god that a delicious bowl of chicken soup from her magical kettle actually has the powers of a cure serious wounds spell (2d8 + 1 hp). If Mithryl prays for grace over the soup, there is a 50% chance that it will act as a cure disease spell as well. Any lawfully good-aligned character may use the two-gallon kettle with similar results, but the DM must judge whether or not the character is particularly good standing with his god (or the kettle's special powers won't work).

Dido's Flatbox

**XP VALUE:** 5,500

**DESCRIPTION:** Dido's (card #475) flatbox is set with an obsidian chip on its lid that is very hard to see. The chip has been imbedded with an anti-magic shell with a radius of 5'. Because of the chip, Dido can carry his flatbox in a bag of holding or he can magically teleport without it exploding. However, the box is not protected against psionic extra-dimensional travel. Since most of Dido's rivals are psionics, he feels fairly safe with his storage container.

Externally, the flatbox is 3' x 2' x 2", but its interior is about six feet deep.

Nefradinia's Improved Identifier

**XP VALUE:** 2,000

**DESCRIPTION:** This magic-identifying kit has been upgraded to eliminate some of the inaccuracy of the original. There is no longer a chance that the substance to be identified will be mistaken for something it is not: the magical component either will or will not be perceived. The drawback is that the kit is able to successfully identify less often. Rolling 1d100, a result of 01-70 indicates that a vital chemical needed to make the identification is missing from the kit. The DM should modify the roll by +2% per level of experience of the character using the kit. A typical kit can be used 1d100 + 40 times. A single test requires 1d4 + 1 turns.

Malto's Dust of Mind Dulling

**XP VALUE:** 1,900

**DESCRIPTION:** Malto (card #473) is known as "the Everything Man" because he changes form so easily and frequently. His special dust of mind dulling not only slows the ability of wizards and priests to cast spells, but it has the additional effect of a forget spell. Malto blows the dust into the air and then changes form—as the dust spreads through the area, all characters who fail a saving throw vs. spell will forget about Malto's show and lose track of him. Even those spellcasters who successfully save will still be slowed in their casting, giving Malto time to react if need be.

Zambi's Fur of Warmth

**XP VALUE:** 9,000

**DESCRIPTION:** Zambi is a hierophant druid who has been traveling the elemental planes for years. Recently, she found her way into the para-elemental plane of Ice, where she charmed a native beast and then sacrificed it amidst many more charming incantations. As a result, the pelt she took from the beast is not only a functioning fur of warmth, protecting her from natural cold damage and halving damage from cold-based attacks, but with it she can summon and control Water and Ice elementals (22nd level) once per day. Unhappily, creatures from the elemental planes of Fire and Magma are attracted to the fur and gain 2 bonuses to their attack rolls against its wearer.

Reglar's Gloves of Freedom From Magic

**XP VALUE:** 5,000

**DESCRIPTION:** Through further research and experimentation with magic, Reglar created a pair of gloves that improves upon the principles upon which his original gloves of freedom work—the gloves of freedom from magic operate as a dispel magic spell (12th level). By rolling a successful hit against unwilling opponents or merely touching willing ones, the gloves' power is released. The wearer must specifically name the effect he is attempting to negate. The gloves can be used three times per day. They do not protect the wearer from any spells directed against him.

Cursed School Cap

**XP VALUE:** —

**DESCRIPTION:** At first, this school cap appears to be even better than others—the wearer gains a +4 bonus to all saving throws against spells of one particular school of magic (roll 1-8: 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, 8 = alteration). Furthermore, specialists of the designated school do not inflict a -1 penalty on the wearer against their specialist spells. However, the wearer suffers a -4 penalty to saving throws against spells of all other schools. The cap should be removed until a remove curse spell is cast.
Hwesta’s Talisman of Memorization

XP VALUE: 1,000

DESCRIPTION: Hwesta (card #709) is a native of Greyhawk, but he and his companions found themselves banished across the planes to Toril by a powerful wizard who was incensed by Hwesta’s theft of his talisman of memorization. Half of these amulets affect memorization of spells only of levels 1-5, and Hwesta has not risen to a level where he can use 6th-level spells, so he doesn’t know if this one affects the memorization of 6th-through 8th-level spells yet. Nevertheless, Hwesta is betting that only losing an amulet that affects memorization of spells of levels 1-8 would make a wizard that mad.

Noj’s Bracers of Brandishing

XP VALUE: 3,000

DESCRIPTION: The nature of Noj’s (card #423) bracers has been warped by his claw of magic exchange (card #395) so that the bracers apparently have a 60°-radius area of effect. Should Noj use a charged item (rod, wand, staff), the number of charges spent is chaotically altered by 10{10}−5, crumbling to dust those items whose charge counts fall to zero or less while actually recharging others. But thanks to Noj’s magical claw (and his generally double-edged life), anyone who uses their own charged item within 60° of Noj will experience the same effects.
Mini-series: Dragons

**Kodragon**

**ARMOR CLASS:** 5  
**THAC0:** 15  
**MOVEMENT:** 6, Fl 24(A)  
**HIT DICE:** 5  
**ALIGNMENT:** Neutral (good)  
**SIZE:** S (3' wingspan)  
**INTELLIGENCE:** Exceptional (15-16)  
**COMBAT:** #AT 3; Dmg 1-2/1-2/1-6; special attacks: breath weapon  
**DESCRIPTION:** The kodragon, about the size of a small house cat, lives on the Astral plane. It has two breath weapons, both 10' in diameter: one shrinks victims to 5% of their actual size and the other reverses the shrinking effect. Kodragons can teleport without error, but prefer flying.

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**Mini-series: Genies

**Earth Gen (Daolani)**

**ARMOR CLASS:** 5  
**THAC0:** Variable  
**MOVEMENT:** 9  
**HIT DICE:** Variable  
**ALIGNMENT:** Neutral (Chaotic evil)  
**SIZE:** T (8'-12' tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** #AT 1; Dmg 2-12  
**DESCRIPTION:** Also called a sand gen, a daolani travels to the elemental plane of Earth to fetch magic for its sha'ir. It is tactless and direct; it simply tells what it knows, and it has little sympathy for anyone in trouble. It thinks of itself first and is not shy about asking its master for what it wants.

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**Mini-series: Genies

**Water Gen (Maridan)**

**ARMOR CLASS:** 5  
**THAC0:** Variable  
**MOVEMENT:** 9, Sw 12  
**HIT DICE:** Variable  
**ALIGNMENT:** Neutral (Chaotic good)  
**SIZE:** T (8'-12' tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** #AT 1; Dmg 1-6  
**DESCRIPTION:** Water gen travel to their native plane in search of magic for their sha'ir, whom they serve willingly. They are capricious and playful. Their feelings are hurt easily when their attempts at pranks and playfulness are rebuffed, and they are likely to make or break friendships easily.

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**Mini-series: Dragons

**Cloud Dragon**

**ARMOR CLASS:** 3 (hatching)  
**THAC0:** 6  
**MOVEMENT:** 6, Fl 39(C), Jp 3  
**HIT DICE:** 8  
**ALIGNMENT:** Neutral  
**SIZE:** H-G (15'-32' long)  
**INTELLIGENCE:** Genius (17-18)  
**COMBAT:** #AT 3 + special; Dmg 1-10/1-10/3-6; special attacks: breath weapon, spells  
**DESCRIPTION:** Cloud dragons are very secretive. They usually avoid combat by taking cloud form. In combat, they use their icy 140' x 30' x 30' breath weapon and cast solid fog and other spells to confuse and defeat their adversaries.

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**Mini-series: Dragons

**Greyhawk Dragon**

**ARMOR CLASS:** 2 (adult)  
**THAC0:** 11  
**MOVEMENT:** 6, Fl 39(C), Jp 3  
**HIT DICE:** 16  
**ALIGNMENT:** Neutral  
**SIZE:** G (12'-146' long)  
**INTELLIGENCE:** Supra-genius (19-20)  
**COMBAT:** #AT 3 + special; Dmg 1-10/1-3; 30; special attacks: breath weapon, magic  
**DESCRIPTION:** Greyhawk dragons love cities and the company of humans. They favor repartee over combat, but can breathe poison gas (–2 penalty to saving throws) or use magic. They can polymorph five times per day.

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**Mini-series: Dragons

**Moon Dragon**

**ARMOR CLASS:** 0 (old)  
**THAC0:** 4  
**MOVEMENT:** 12, Fl 18(C)  
**HIT DICE:** 13  
**ALIGNMENT:** Variable (evil)  
**SIZE:** G (146'-164' long)  
**INTELLIGENCE:** High (13-14)  
**COMBAT:** #AT 3 + special; Dmg 1-4/1-4/2-20; special attacks: breath weapon, magic  
**DESCRIPTION:** Moon dragons exclusively inhabit caves of moons. Their coloring changes from white to black over 30 days while their alignment shifts. Their icy breath weapons entomb victims in ice.

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**Mini-series: Dragons

**Sun Dragon**

**ARMOR CLASS:** 2 (young)  
**THAC0:** 8  
**MOVEMENT:** 12, 36(C)  
**HIT DICE:** 8  
**ALIGNMENT:** Any good  
**SIZE:** G (AT-61' long)  
**INTELLIGENCE:** Exceptional (15-16)  
**COMBAT:** #AT 3 + special; Dmg 1-10/1-10/3-24; special attacks: breath weapon, magic  
**DESCRIPTION:** The benevolent sun dragons live on the surface of the sun. They have little interest in combat, but can "spit" fireballs (240') range, blast radius of 5' per level; optional delay of up to 10 rounds) and use spells.
Mini-series: Dragons
Dracodyna

ARMOR CLASS: -1 (mature adult)
THACO: 2
MOVEMENT: 6, Fl 21(D)
HIT DICE: 15
ALIGNMENT: Chaotic evil
SIZE: G (113'-134' long)
INTELLIGENCE: Low (5-7)
COMBAT: At 4-7; Dmg 1-8/1-8/2-16 X 2-5 (heads); special attacks: breath weapon (1d2 + 1/level), magic
DESCRIPTION: Dracodynas are of unknown origin. They spit concentrated acid in a 3' X 40' straight line. Half of their hit points are in their bodies while the rest are divided evenly between the heads.

Mini-series: Radiant Dragon

ARMOR CLASS: -6 (WyrM)
THACO: -2
MOVEMENT: 12, Fl 48(B)
HIT DICE: 15
ALIGNMENT: Any
SIZE: Q (902'-1,100' long)
INTELLIGENCE: Exceptional (15)
COMBAT: At 3 + special; Dmg 2-20/2-20/4-40; special attacks: breath weapon (2d12 + 1/level), magic
DESCRIPTION: Also called "star dragons," radiant dragons rarely flee from battle, but they do give opponents the chance to run or beg forgiveness.
**“Pyros” Silverbane**

**10th-level Wizard**

**RACE:** Human  
**ARMOR CLASS:** -1  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 38  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Bracers of defense AC 2, dagger +2, figure of wondrous power  
**BACKGROUND:** Pyros is obsessed with fire-based magic. Whenever he casts such a spell or witnesses a spectacular application of the same cast by another wizard, he is usually unable to take any action in the following round because he simply stares at the spell effect in awe. Pyros carries no coin but platinum (because of its high melting point).

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**Nhalvaen™**

**7th-level Illusionist**

**RACE:** Elf  
**ARMOR CLASS:** 8  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 17  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Cloak of displacement, wand of magic missiles, harp of charming  
**BACKGROUND:** Nhalvaen wanders the woodlands of Kartakass with her fox familiar and takes great joy in hindering lost travelers by presenting illusions of progress while leading her victims deeper into the forest. Nhalvaen then gleefully abandons her victims to die in the blackest parts of the woods.

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**Saskan™**

**3rd-level Mage**

**RACE:** Human  
**ARMOR CLASS:** 8  
**THACO:** 20  
**MOVEMENT:** 12  
**HIT POINTS:** 17  
**ALIGNMENT:** Chaotic neutral  
**EQUIPMENT:** None  
**BACKGROUND:** Saskan has spent his entire life in the Elven Friend Orphanage of Greyhawk. Befriended by the wizard-venturer, Thayr, Saskan has quietly learned some rudimentary magical spells. As a street urchin wandering the streets of the city, Saskan takes delight in unleashing spells on unsuspecting citizens, then picking up what they drop in their flight.

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**Shur™**

**17th-level Mage**

**RACE:** Human  
**ARMOR CLASS:** 6  
**THACO:** 15  
**MOVEMENT:** 12  
**HIT POINTS:** 31  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Cloak of protection +4, ring of mind shielding, gem of insight  
**BACKGROUND:** Shur has appointed herself a protector of the wilderness. She is appalled by random acts of violence directed against, among other things, the mighty trees. She uses her magical abilities to detect those who would commit such evil, then takes steps to thwart their plans.

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**Thogaf™**

**6th-level Wizard**

**RACE:** Human  
**ARMOR CLASS:** 8  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 23  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Dusty rose loun stone (+1 protection), deep red loun stone (+1 dexterity)  
**BACKGROUND:** While imprisoned in the dungeons beneath the Fortress of the Five Vultures in Calaunt, Thogaf was chained next to the ancient wizard Yrlamar. Without his spellbooks, Yrlamar couldn't escape, but he did teach young Thogaf much of the wizardly arts.

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**Danelesty™**

**5th-level Wizard**

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 13  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Amulet of proof against detection and location  
**BACKGROUND:** The attractive Danelesty has never had trouble finding a position on the many ships of wildspace. Her ambitions are many: to sail to the different crystal spheres, to improve her spell casting, to eventually secure a vessel for herself.

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**Runjoye™**

**12th-level Invoker**

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 23  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Winged boots, rod of security, ring of feather falling  
**BACKGROUND:** Runjoye has traveled as far as the minotaur realms of Taladas and even to the angelic cities of the elemental plane of Air. His incredible mind is a notebook filled with tales of great courage and bittersweet love, all of which will happily recount for no more than a meal or a place to sleep.
Lipoeč™
7th-level Rogue
RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Chaotic neutral
EQUIPMENT: Club
BACKGROUND: Lipoeč’s foul stench precedes him wherever he goes. A sword and thief for hire, Lipoeč’s lack of tact has gotten him into trouble more than once—showing his face at the Rock of Bral will earn him a lengthy stint in irons for certain. When he cannot find more adventurous work.

Jessie™
8th-level Wizard
RACE: Half-elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral good
EQUIPMENT: Boots of varied tracks, robe of blending
BACKGROUND: Jessie is the child of simple farm folk, and she has lived her entire life in northern Palanthus. She is incredibly ignorant of the evils that exist beyond her rather sheltered life. Until those evils invade her life, she will flirt delightfully through the glens and fields of her rural home, entertaining children with her magic.

Stobon™
12th-level Wizard
RACE: Half-elf
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Lawful good
EQUIPMENT: Girdle of many pouches, staff of power, ring of sustenance
BACKGROUND: Stobon of Gnarley Wood is a legend among his elven brethren. His father, a human mercenary, won his mother’s love with eloquence and grace that, before his assassination by old enemies from Keoland. In his adventurous days, Stobon explored Zagig’s ancient dungeon—his knowledge of it is quite extensive.

Kyrie™
15th-level Rogue
RACE: Human
ARMOR CLASS: 2
THACO: 13
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor +3, cloak of displacement, short sword +2
BACKGROUND: A hero among rogues, Kyrie is a lone adventurer. She’s stolen from the greatest caravans and richest nobles of the Heartlands. Her greatest exploits have been at Undermountain, where few dare descend alone. Five years ago, Kyrie dropped out of sight—rumor has it that she fell in love with a sailor of Saerloon.

Voluril Ocing™
9th-level Rogue
RACE: Elf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Black cloth outfit
BACKGROUND: While the Harpers and War Wizards keep Marsemb’s streets free of outright thieving companies, skilled individuals can slip through their fingers. Voluril leads a double life—upright merchant by day, jewel thief by night. Voluril’s reputation as the “Black Bandit” is well earned since he preys on the wealthy, leaving behind a small black doll after each caper.

Lortej Thul™
11th-level Troubleshooter
RACE: Halfling
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor, dagger
BACKGROUND: Lortej began his thieving career in the streets of Tantras, but his reputation outweighed his talents and he was forced to flee. He has now found work with Burdun Hiathim, Lord High Advisor of Scornubel. Lortej is called upon to “investigate” local trouble spots. He knows every lock in Scornubel Hall, and he has an eye for every halfling lady in the city.

Jobinov™
13th-level Bounty Hunter
RACE: Halfling
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Neutral
EQUIPMENT: Lasso
BACKGROUND: After running away from his bohyood home at the tender age of 32, Jobinov was captured and enslaved by neogi renegades. Once he escaped, he never thought of being a grounding again. Later, he mastered the use of the lasso after spending time with Tuigan warriors from the world of Toril.

Dappledref™
2nd-level Beggar Rogue
RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic neutral
EQUIPMENT: Rags, tin cup
BACKGROUND: Dappledref has no particular desire to mug his victims—he prefers that they bring their money to him. His favorite scheme is posing as a blind man. Others include posing as a cleric for a new god and selling bogus potions. The return on these schemes is rarely high, but Dappledref isn’t out to get rich—he just hates working for a living.

Wethilion™
10th-level Rogue
RACE: Gnome
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Chaotic neutral
EQUIPMENT: A lifetime of inventions
BACKGROUND: Wethilion is a gnome with a penchant for two separate pursuits: assassination and invention. For instance, when assigned to poison a radical soothsayer, Wethilion built a complicated device into the clock tower of his house—when the clock ticked to the right hour, it dripped a bit of poison into the soothsayer’s afternoon tea, right on time.
Haroistem™
17th-level Scholarly Priest
RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: Dust of illusion, Keoghtom's ointment, phylactery of faithfulness, lens of detection
BACKGROUND: Haroistem is now semi-retired. Having turned in his more brightly colored days, he now walks with the faith of the god Lathander, documenting the activities of the important Morninglords and Dawn Priests.

Jadethread™
14th-level Rogue
RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic good
EQUIPMENT: Rope of climbing, Hard-to-obtain treasures are Jadethread's specialty. Were it not for his taste for parties and women, Jadethread's fortune would have piled up years ago. For now, the city watch will only occasionally need come to the aid of a no-nieman screaming for assistance, his valuables missing, clutching a strand of green thread left in their place.

Thiawskeen™
12th-level Rogue
RACE: Half-elf
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: Gem of seeing, Bucknard's everfull purse
BACKGROUND: Thiawskeen the Buccaneer, famed in song and story, is as clever as she is beautiful. Thiawskeen moves from ship to ship, bringing along her winning tactics and unique fighting prowess. Uninterested in marriage, she has turned down proposals from many spacefarers.

Snorpocis™
10th-level Priest
RACE: Half-elf
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Chaotic evil
EQUIPMENT: Cloak of protection +4, mace +3
BACKGROUND: Snorpocis is a cleric of the demi-god luz. He is as cold-blooded and hateful as his deity, ready to destroy for sheer pleasure. Shunned from the few places he's tried to settle, Snorpocis is always on the move. His superiors often call upon him for special duties, such as the destruction of villages devoted to other gods.

Lecitalma™
8th-level Priest
RACE: Half-elf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Neutral good
EQUIPMENT: Lucern hammer +2, splint mail +1
BACKGROUND: Lecitalma is a cleric of the lesser deity Pharlighn. After his induction into the order, Lecitalma set out for the adventuring life. He has led his own brotherhood, the Liberators, for three years until recently, when most of the others were slain in an undetermined ambush near the Nyr Dyr. He blames himself for this tragedy and now wanders alone.

Kekond™
4th-level Priest
RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Lawful good
EQUIPMENT: Tunic, holy symbol
BACKGROUND: Kekond is a fairly novice cleric of the lesser deity Phoitus, and his clumsiness has made her the laughing stock of the order. The higher clerics recognize her potential and encourage her, but even the most faithful cover their faces when Kekond prepares to cast a spell. Her devotion is true, her accuracy isn't.

Thear™
8th-level Priest
RACE: Dwarf
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 6
HIT POINTS: 56
ALIGNMENT: Chaotic neutral
EQUIPMENT: Plate mail +1, warhammer +3
BACKGROUND: Thear is a cleric of Tempos, Lord of Battles. As such, he is given to rage that turns him into a savage warrior. That reputation precedes him down the streets of St. Dan. Those who know him give him wide berth. Thear wants a warhorse, but ponies are too small and horses are too large.

Wesclodat the Aged™
18th-level Priest
RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral good
EQUIPMENT: Robe of blending
BACKGROUND: Wesclodat is a cleric of Deine, Lord of All Glyphs and Images. His origins are unclear. Some of the elders say that Wesclodat was originally a cleric of another god, but he switched when the two gods agreed on a trade—he won't confirm or deny this story. Despite his advanced age, Wesclodat maintains a regular schedule.

Rumeltocvey™
9th-level Priest
RACE: Human
ARMOR CLASS: 9
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Flail +1, shield +1
BACKGROUND: Rumeltocvey is a cleric of Mill. Her beautiful singing voice is renowned throughout the land, and her talents gain invitations to meet with the elite of many cities. She has, at times, traveled with bards who also follow Milli. Lately, though, Rumeltocvey has struggled with her faith, uncertain of her true commitment.
Mistletan™
8th-level Druid

**Race:** Half-elf  
**Armor Class:** 10  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 36  
**Alignment:** True neutral  
**Equipment:** Wand of flame extinguishing, medallion of ESP  
**Background:** Mistletan is the only druid in his area of the Border Forest, to the south and east of the Sword of Anuarch. He is ever vigilant against incursions of the Zhentarim (hunting for food) and the Laer-tis (hunting for people for food).

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Dovanalo™
6th-level Priest

**Race:** Elf  
**Armor Class:** 6  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 24  
**Alignment:** Lawful neutral  
**Equipment:** Bracers of defense AC 6  
**Background:** Dovanalo is a cleric of the lesser deity St. Cuthbert. A part of the Star Order, she dedicates herself to policing doctrinal purity among St. Cuthbert’s followers. She rarely interferes directly, but has on occasion dealt out justice with her own hand. She is much more comfortable cheering weary followers with songs of her own creation.

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Ginsese™
5th-level Priest

**Race:** Half-orc  
**Armor Class:** 6  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 25  
**Alignment:** Chaotic neutral  
**Equipment:** Studded leather, mace, shield  
**Background:** Ginsese is a cleric of the lesser deity Ralishz, the Unlooked For. She was born human, but was cursed by a wicked adversary—to change back would kill her. Delighted by games of chance, she travels from tavern to tavern with cards and dice. Those who accept her bets also face a litany of scripture.

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Manawabe™
10th-level Druid

**Race:** Human  
**Armor Class:** 7  
**THACO:** 14  
**Movement:** 43  
**Hit Points:** 22  
**Alignment:** True neutral  
**Equipment:** Spear +2, dagger +4  
**Background:** Manawabe’s high Dexterity (17) gives him an Armor Class bonus. As a druid in the jungles of Chult, he has vast experience in dealing with unusual plants and creatures, and he would make a fine guide for any party interested in exploring, but not destroying, the jungle.

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Mantiera™
7th-level Druid

**Race:** Human  
**Armor Class:** 7  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 50  
**Alignment:** True neutral  
**Equipment:** Medallion of thought projection  
**Background:** Mantiera’s high Dexterity (17) gives her an Armor Class bonus. Her preferred form, when not in her human body, is that of a sleek seal. She is happiest when swimming alone (or in the company of a seal family she has befriended), enjoying the feel of her fur on her hot.

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Liana™
4th-level Druid

**Race:** Human  
**Armor Class:** 5  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 15  
**Alignment:** True neutral  
**Equipment:** Bracers of defense AC 5  
**Background:** Liana has become an expert in the use of body paint for camouflage, using it to simulate the light and shade patterns cast by the trees of her rain forest homeland. She is a sworn enemy of poachers, setting traps to subdue them in order to remove them from the area. She will rarely face them in combat, but will blend in and out of shadows, leading them into her traps.

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Burganet™
11th-level Abjurer

**Race:** Human  
**Armor Class:** 4  
**THACO:** 17  
**Movement:** 12  
**Hit Points:** 22  
**Alignment:** Lawful good  
**Equipment:** Ring of protection +6  
**Background:** Burganet began as an evil wizard who plotted to sever a piece of Barovia and establish his own domain. While Strahd von Zarovich was impressed with the mage’s ambition, he remained obliged to drive Burganet completely insane. A blithering idiot for five years, his alignment shifted through the ministra- tions of a young woman.

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Gringlethorpe™
15th-level Illusionist

**Race:** Gnome  
**Armor Class:** 8  
**THACO:** 16  
**Movement:** 6  
**Hit Points:** 62  
**Alignment:** Chaotic good  
**Equipment:** Staff of the magi  
**Background:** Gringlethorpe is the most respected gnome illusionist on Krynn. Some attribute this to his possession of the staff of the magi, which makes most folks give him a wide berth, if not their respect. He is famous for dull, unending lectures on the rise of gnome culture. His Dexterity of 16 gives him an Armor Class bonus.

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Logan™
18th-level Druid

**Race:** Human  
**Armor Class:** 8  
**THACO:** 10  
**Movement:** 12  
**Hit Points:** 87  
**Alignment:** True neutral  
**Equipment:** Lucern hammer +1  
**Background:** Logan’s high Dexterity (16) gives her an Armor Class bonus. She is a hermetic hierophant druid, having abdicated the Grand Druid position years ago. She lives in the southwestern area of the Grandwood Forest and is visited quarterly by a selected draugr, seeking the an- swer to a single question.
Atropos™
11th-level Enchanter
RACE: Elf
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Staff of withering
BACKGROUND: Atropos's great beauty and charming personality belie her evil tendencies. Her staff, however, leaves no doubt as to her alignment or her intentions toward those she dislikes. She always attempts to make three strikes on each target so as to damage, age, and wither them.

Lachesis™
15th-level Conjurer
RACE: Human
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic good
EQUIPMENT: Medallion of ESP, wand of conjuration
BACKGROUND: Lachesis's Dexterity of 16 gives her an Armor Class bonus. She is not shy, and she tries to be the flashiest dresser in the room. Her favorite tactic in battle is to call up a curtain of blackness with her wand, use her medallion to locate her enemies, and take advantage of the situation as she sees fit.

Usteria™
10th-level Transmuter
RACE: Half-elf
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Neutral good
EQUIPMENT: Bracelet of free action, ring of protection +4, rod of passage
BACKGROUND: Usteria's bracelet is actually a ring of free action on which an enlarged spell was cast so that the gold dragon who gave it to her could wear it. This gift was presented after Usteria rescued the dragon from an extra-planar prison. Usteria visits the dragon once every twenty years, at the dragon's request.

Keinen™
9th-level Paladin
RACE: Human
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 9
HIT POINTS: 60
ALIGNMENT: Lawful good
EQUIPMENT: Banded mail, lance, shield, warhorse with chain barding
BACKGROUND: Keinen serves the faith of Torm, in the city of Waterdeep. His goal is to become the leader of the temple there, but in his heart he knows he is not cut out for the priestly life. Weapons and armor are in his blood, and becoming a paladin is the compromise he has chosen for his happiness.

Sharna™
13th-level Paladin
RACE: Human
ARMOR CLASS: 4
THACO: 8
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Lawful good
EQUIPMENT: Chain mail, long sword of sharpness, gauntlets of ogre power, shield
BACKGROUND: As a paladin of Helm, Sharna is about to be sent to Maztica to help in the conversion of the natives. A diminutive woman, her size belies her strength, which is augmented by her gauntlets of ogre power. This dichotomy has helped her bring more than one "tough guy" to the light of Helm.

Amuro™
12th-level Paladin
RACE: Human
ARMOR CLASS: 0
THACO: 9
MOVEMENT: 6
HIT POINTS: 79
ALIGNMENT: Lawful good
EQUIPMENT: Full plate, helm, shield, broad sword +5, holy avenger
BACKGROUND: Amuro is part of a "missionary team" sent out by his church to establish new parishes in the outlands. His gem-encrusted armor appeals to brash young men in search of adventure, who otherwise might never dream of serving in any spiritual capacity, but Amuro remains ignorant of this.

Thalelessa™
5th-level Psionicist
RACE: Halfling
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Neutral evil
EQUIPMENT: Short sword
BACKGROUND: Thalelessa is useful on market day, when she is hired to control rowdy animals belonging to her farming community. She was an aspiring thief before her psionic talents manifested, and her evil tendencies surface when she's among throngs of shoppers. Authorities have not yet made the connection between many unsolved assaults and Thalelessa's presence.

Randers™
19th-level Paladin
RACE: Human
ARMOR CLASS: 1
THACO: 2
MOVEMENT: 6
HIT POINTS: 97
ALIGNMENT: Lawful good
EQUIPMENT: Full plate, gauntlets, two-handed sword +5, holy avenger, medallion of ESP horse with barding
BACKGROUND: Randers is a holy warrior in the finest sense of the term. He believes wholly in his faith and is unshakable in battle. He was awarded his holy avenger after defeating a horde of fiends who had overthrown a temple outpost.

Clotho™
8th-level Paladin
RACE: Human
ARMOR CLASS: 3
THACO: 13
MOVEMENT: 6
HIT POINTS: 50
ALIGNMENT: Lawful good
EQUIPMENT: Spindrift mail, helm, gauntlets of swimming and climbing, sabre, shield
BACKGROUND: Clotho has never turned down a quest from her temple. She has no personal aspirations, but wants only to serve her faith in the best way possible. She gives all her money to her church (not merely the 90% required) and donates everything else she can to the poor and needy.

RARE CARD
Pysander™
15th-level Psionicist

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 13  
**MOVEMENT:** 12  
**HIT POINTS:** 46  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Dagger

**BACKGROUND:** Pysander is a rogue psionicist, on the run from authorities in several crystal spheres. The manifestation of her powers have caused her to undergo a marked personality and alignment shift as she realized the havoc she could cause single-handedly.

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Theras™
8th-level Druid

**RACE:** Half-elf  
**ARMOR CLASS:** 4  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 41  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Leather armor +3, horned blade scimitar +5, shield

**BACKGROUND:** Theras is the illegitimate son of a prince. He was deeply resented by his half-brother, who persecuted him by burning the forests where he lived. Theras fled the lands, but returned in a decade to exact cold revenge—he caused the foliage of the new forest to seize and strangle his brother on the day of his ascension to the throne.

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Nonakaniumi
15th-level Wizard

**RACE:** Half-elf  
**ARMOR CLASS:** 6  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 36  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Ring of solid water, staff of curing, wand of wonder

**BACKGROUND:** Nonakaniumi ("in the ocean") was given his unusual name by a Kozakuran wizard who remarked on his affinity for water. The half-elf has studied the Eastern disciplines and spent much of his private time swimming. His high Dex (18) grants him an AC bonus.

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Stonewright™
8th-level Psionicist

**RACE:** Dwarf  
**ARMOR CLASS:** 10  
**THACO:** 17  
**MOVEMENT:** 6  
**HIT POINTS:** 31  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Short sword

**BACKGROUND:** Stonewright was cast out from his clan when it was discovered he had psionic powers. The elders felt this was an ill omen and banished him before he could prove his value to them. Yet Stonewright will never starve—he makes a living changing plain metal items into gold, for sale in faraway places. He claims that the items were crafted by his clan, but only to cover his shame at being an outcast.

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Locke™
10th-level Psionicist

**RACE:** Human  
**ARMOR CLASS:** 5  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 29  
**ALIGNMENT:** Neutral  
**EQUIPMENT:** Bracers of defense +4, shield of spell backfire +2

**BACKGROUND:** Locke enjoys surprising people with his powers. He is always on the move, only stopping long enough in one place to make a few coins as an entertainer. He has made many friends across the land and no enemies. If anyone knew that he can mentally cast suggestion with his medical, they'd understand why.

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Goffer™
3rd/4th-level Illusionist/Rogue

**RACE:** Gnome  
**ARMOR CLASS:** 4  
**THACO:** 19  
**MOVEMENT:** 6  
**HIT POINTS:** 16  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Ring of protection +1, wand of metal and mineral detection

**BACKGROUND:** Mischiefous Goffer is always in search of a new magic trick. He is fascinated by all trickery, whether magic or sleight-of-hand. He always knows well, but his constant bragging is annoying. He usually resorts to insults in battle, leaving swordplay to his friend, Orson (card #56).

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Burtlelessar™
10th/6th-level Warrior/Rogue

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 10  
**MOVEMENT:** 12  
**HIT POINTS:** 75  
**ALIGNMENT:** Chaotic neutral  
**EQUIPMENT:** Long sword, dagger

**BACKGROUND:** Burtlelessar's rapacious manners has led him into the roguish ways, partially as a means of self-preservation. His lively personality landed him in hot water more than once as a fighter and, tiring of battling his way out of tight spots, he chose to leave by the back door. He is a loner who shuns the life of the party to an unheard church mouse.
Soulus of the Dim Forest
9th/10th-level Warrior/Wizard

RACE: Grey elf
ARMOR CLASS: 3
THACO: 19 (with girdle)
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Chaotic neutral
EQUIPMENT: Elven, chain mail +1, long sword +3, girdle of (stone) giant strength, ring of wizardry

BACKGROUND: Soulus was born a slave in the Kingdom of Luz. He escaped to the Dim Forest, where native elves took him in and trained him. Since then, he has attained notoriety as the slayer of a dragon. Today, he lives in semi-retirement with his familiar, Hobart, on Flotsam Island, in the Hold of the Sea Princes.

Silmarien Silverleaf
7th/8th-level Ranger/Wizard

RACE: Grey elf
ARMOR CLASS: 2
THACO: 11 (with gauntlets)
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Chaotic good
EQUIPMENT: Chain mail +1, long sword +2, giant slayer, gauntlets of ogre power, girdle of many pouches

BACKGROUND: Silmarien hails from the hidden realm of Synnoria, in the Moonshae Islands. She has wandered to and across the mainland in search of male elves, who she hopes will return with her to Synnoria to help enlarge the dwindling population.
Reaver
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 6, Sw 18
HIT DICE: 4 + 3
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
INTELLIGENCE: Low (5-7)
COMBAT: AT 3; Dmg 2-12/2-12/2-8; special attacks: grapple
DESCRIPTION: Reavers live beneath the waves on Ravenloft's western shore. If it hits successfully with both claws, a reaver grabs its victim and rakes him against its razor-sharp scales for 1d6 points of damage on each successive round (roll 3d6 against the victim's Stry to break free).
**Jammer Leech**

ARMOR CLASS: 3  
THACO: 17  
MOVEMENT: 1  
HIT DICE: 3  
ALIGNMENT: Neutral  
SIZE: S (1' high)  
INTELLIGENCE: Semi(-2-4)  
COMBAT: #AT 1; Dmg 1-4; special attacks: magic  
DESCRIPTION: Jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace. For every ten days it is attached to the hull of a ship, the leech draws one random spell from the mind of the pilot (up to four) and can then cast that spell against any attacker.

**Gravislayer**

ARMOR CLASS: 0  
THACO: 1  
MOVEMENT: 24  
HIT DICE: 8 + 1  
ALIGNMENT: Neutral evil  
SIZE: M (6' diameter)  
INTELLIGENCE: Semi(-2-4)  
COMBAT: #AT 0; special attacks: gravity slam  
DESCRIPTION: The gravislayer is a navigational hazard that has the ability to change gravity. It can turn any object within 150 yards into a powerful gravity source. The amount of damage incurred by affected ships depends upon the size of the "gravitized" object.

**Esthetic**

ARMOR CLASS: 0  
THACO: 5  
MOVEMENT: Fl 50(B)  
HIT DICE: 20-100 hull points  
ALIGNMENT: Neutral  
SIZE: G  
INTELLIGENCE: None (symbiotic)  
COMBAT: #AT 2; special attacks: jamsmercream and grappling  
DESCRIPTION: This biological, symbiotic creation of the Reigar is used as a ship. The jamsmercream affects one spelljammer, neutralizing navigational energy flow. It can also grapple an opponent, drive a boarding spear into it, and inject a digestive enzyme, causing 2d12 points of damage per round.

**Hook Horror**

ARMOR CLASS: 3  
THACO: 15  
MOVEMENT: 9  
HIT DICE: 5  
ALIGNMENT: Neutral  
SIZE: L (9' tall)  
INTELLIGENCE: Low (5-7)  
COMBAT: #AT 3; Dmg 1-8/1-8/2-12  
DESCRIPTION: Hook horrors are subterranean creatures who have acute hearing and are surprised only on a roll of 1. During each round of combat, they swing with both hooks; if they hit with both, they automatically hit with their beak. Until at least one hook is dislodged, they inflict 2d6 points of damage each round. They are natural climbers, due to their hook-hands.

**Grell**

ARMOR CLASS: 4  
THACO: 15  
MOVEMENT: Fl 12(D)  
HIT DICE: 5  
ALIGNMENT: Neutral evil  
SIZE: M (5' diameter)  
INTELLIGENCE: Average (8-10)  
COMBAT: #AT 11; Dmg 1-4 (X 10)/1-6; special attacks: paralyzation  
DESCRIPTION: The grell is an underground-dwelling, levitating jellyfish. It usually floats overhead and drops on victims (~3 to opponents' surprise rolls). For each tentacle that hits, the victim must roll a saving throw vs. paralyzation (with a +4 bonus). Once its prey is still, the grell floats away with it and devours it.

**Plasman**

ARMOR CLASS: 2  
THACO: 9  
MOVEMENT: 9, Fl 12(C)  
HIT DICE: 12  
ALIGNMENT: Chaotic evil  
SIZE: H (12' tall)  
INTELLIGENCE: Low (5-7)  
COMBAT: #AT 1; Dmg 2-16 or 3-18; special attacks: heat blast  
DESCRIPTION: Plasmen are peculiar constructions of deranged wizards, conjured simultaneously from the elemental planes of Fire and Earth. Its normal attack is a punch with its flaming fist. If it spends a round not attacking, it can concentrate its internal fires into a blast of heat which can scorch victims up to 20' away.

**Benson's Scarab of Uncertain Friendship**

XP VALUE: 1,000  
DESCRIPTION: When Benson (card #452) became a druid, he went through a period of intense remorse for his former life as an animal trainer and circus performer. Self-recrimination quickly turned to a form of vigilantism wherein Benson hunted anyone who attempted to control animals in any way. A sympathetic wizard repaid Benson for saving her familiar by creating a scarab of uncertainty for him. But its nature was warped by Benson's intense aura: when anyone casts monster sumon every spell, a similar spell, the scarab makes the summoned creature turn on the caster, rather than mistake Benson for the summoner.

**Sea Zombie**

ARMOR CLASS: 7  
THACO: 15  
MOVEMENT: 6, Sw 12  
HIT DICE: 5  
ALIGNMENT: Chaotic evil  
SIZE: M (6' tall)  
INTELLIGENCE: Low (5-7)  
COMBAT: #AT 1; Dmg 1-10; special attacks: stench, disease, spell use  
DESCRIPTION: Sea zombies are free-willed, animated corpses of humans who died at sea. They stink so badly that anyone within 20' must successfully save vs. poison or be nauseated for 2d4 rounds (~1 to attacks, +1 to AC). Sea zombies carry weapons typical to sailors, yet laden with bacteria, so a hit creates a 10% chance of imparting a disease.

**Taer**

ARMOR CLASS: 4  
THACO: 17  
MOVEMENT: 18  
HIT DICE: 3 + 6  
ALIGNMENT: Neutral  
SIZE: E (6' tall)  
INTELLIGENCE: Low (5-7)  
COMBAT: #AT 3 or 1; Dmg 1-6/1-4/1-4 or weapon +3, special attacks: odor  
DESCRIPTION: Taer are shaggy humanoid that live in cold mountain regions. In combat, most taer employ a kick/punch/bite, but a few wield weapons. Their pores excrete a substance that coats their fur and keeps them warm, but anyone within 10' must successfully save vs. breath weapon or be nauseated for 1d4 +1 rounds (~2 to hit, -1 to damage).
Amulet of Perpetual Youth and Inexperiencingness

XP VALUE: —
DESCRIPTION: This amulet glows continuously with a faint, blue light and confers immunity to aging for 56 years, just as an amulet of perpetual youth.

Once donned, however, it cannot be removed without the aid of a remove curse spell or similar magical means, until its magic has expired. Furthermore, the wearer will not accumulate any experience points whatsoever until the amulet is removed. He should be advised of this by the DM until the curse is broken — he should continue to believe that he is gaining experience (unless he attempts to advance a level while wearing the cursed item).

Pax’s Medallion of Spell Exchange

XP VALUE: 3,000
DESCRIPTION: Pax is a scholarly wizard who studied under Mordenkainen and couldn't resist tampering with every spell he learned. His medallion is one of his triumphs. Pax manipulated the Mordenkainen's larceny spell until he got it to allow an even spell-for-spell trade, and then he imbued a medallion with the unique ability. For instance, if Pax is carrying a fireball spell and he decides that he'd rather have a lightning bolt, then he activates his medallion and makes the exchange. He can do so once per day, with spells of 1st, 2nd, or 3rd level.

Mary’s Necklace of Memory Displacement

XP VALUE: —
DESCRIPTION: If magically identified, this brass necklace will appear to be a necklace of memory enhancement. In fact, it is a cursed object. When Mary’s necklace is worn, all events of the last seven days apparently come back to the wearer with remarkable clarity, but they are colored by the wearer’s subconscious desires. The memory of an event that took place on the previous day will be altered only slightly, but by the seventh day, the memory will be radically inaccurate. The wearer, however, will recall the event as if it had just happened, and he will remain absolutely certain that the memory is accurate.

Bample’s Rod of Distortion

XP VALUE: 6,000
DESCRIPTION: Bample found this rod and discovered its properties, and then he improved upon them. Like a standard rod of distortion, a roll of 1-20 on a 20-sided die will cause all rods, wands, and staves within 20’ to not function during the round it is used. A roll of 20 will cause these devices to backfire and inflict full damage upon their users.

Unlike the normal rod of distortion, though, Bample’s rod defies the effects of others’ rods, staves, and wands on a roll of 5-15 on the d20 roll. (A roll of 1-5 produces no results.) Deflected effects may still affect those around the rod’s owner.

Orgel’s Wand of Earth Passage

XP VALUE: 6,000
DESCRIPTION: Orgel’s wand is basically the same as a wand of corridors: it allows its user to clear short corridors through the elemental plane of Earth and the quasi-elemental plane of Minerals. One charge clears a 10’ x 10’ x 50’ path through either plane. The wand does not affect living creatures, so it cannot be used to attack an Earth elemental, for example. Orgel’s wand has an additional ability, though. The expenditure of two charges will open a portal to the elemental plane, allowing the user and his comrades to exit the planes of Earth and Minerals.

Manual of Dogmatic Methods

XP VALUE: —
DESCRIPTION: This silver-bound, gem-studded book has the power to provide advice on any action that its owner might consider taking. He need only open any page and he will find a list of actions, most of them highly ritualistic, to insure the success of any action.

The owner will immediately form a dependence upon the book, and he will refer to it before taking even the most mundane actions. The book will recommend extremely time-consuming operations. Furthermore, the owner will not share his book with anyone and will fight to keep it. A remove curse spell, or similar magic, is required to neutralize its effects.

Jannis’s Aroma of Nightmares

XP VALUE: 300
DESCRIPTION: All creatures who come within 5’ of the wearer are put to sleep for 1d4 + 4 rounds. While sleeping, the victims experience life-like nightmares about being violently killed by the wearer of the oil. Upon waking, the victims must roll successful saving throws vs. paralysis or act as if affected by a fear spell at the sight of the wearer. Even if the saving throw is successful, the victim is still frightened, so he fights with a -1 penalty to hit and a +2 bonus to damage, due to the surging adrenaline in his system.

One application of the oil lasts for 364 rounds.

Rockee’s Ring of Bureaucratic Wizardry

XP VALUE: —
DESCRIPTION: Rockee attempted to magically alter the nature of this ring, and he succeeded — sort of. Now, when the ring’s wearer casts a spell, a sheet of paper and a pen still appear but the wizard only needs to fill out one set of forms explaining the details of the spell and its usage, not three. However, upon completion of the form, it disappears and the wizard must wait 1d4 rounds for it to be “approved.” Thereafter, the spell goes off, and 1 point is added to each hit die of damage inflicted by the spell.

A remove curse spell is still required to take off the ring.

Ring of Reversion

XP VALUE: 3,000
DESCRIPTION: With this ring, the wearer can force a shapechanger or polymorph creature to revert to its true form. The ring can also reverse the transpossession of psychics, magic jar spells, and similar effects (the affected creature’s body must be within 50 miles).

If a creature does not want the transpossession to be reversed, it will feel great fear in the presence of the ring. Conversely, a creature that takes the exchange to occur will feel great hope in its presence. The ring must touch the body in question to function. There is no saving throw.
Maybel's Insect Charm

XP VALUE: 400
DESCRIPTION: Maybel, a druid, mixed honey and a few other natural sugars with Murdock's insect ward, and she came up with an oil that both repels and attracts insects at the same time. Insectoid creatures may not come within 5' of the wearer during its 1d3 + 1 hour-duration of effect, but they will seek its wearer out from miles around and then circle him, just outside the warding perimeter. This allows Maybel to cast various control-type spells and it also acts as a combat barrier—the insects will attack anyone who attempts to cross it. Insectoid creatures with Intelligences of 5 or more are allowed a saving throw vs. spell to ignore the oil's effect.

RARE CARD

Nuggin's Cursed Ring of Armor

XP VALUE: 300
DESCRIPTION: This item functions almost exactly like the uncursed item of the same name; it allows the wielder to cut through elemental Earth at a rate of 10' x 10' x 60' per round. The wall surfaces are clean and the excavated rubble magically disappears. Unfortunately, the user will discover, after six rounds, that he has consistently varied his digging direction by 1° per foot, resulting in a 360°DM turn and a circular tunnel.

Furthermore, any dwarf who uses the pick will find that his natural mining abilities (detect grades and slopes, etc.) are lost until a remove curse spell is cast upon him.

RARE CARD

Mini-series: Familiars
Cat

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT POINTS: 2-4 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 2; Dmg 1-2/1-2
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A cat familiar conveys excellent night vision and superior hearing upon a mage.

RARE CARD

Mini-series: Familiars
Owl

ARMOR CLASS: 5
THACO: 19
MOVEMENT: 1, Fl 27(9)
HIT POINTS: 1-8 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 3; Dmg 1-2/1-2/1; special attacks: swoop, surprise
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. An owl familiar conveys superior hearing and night vision.

RARE CARD

Mini-series: Familiars
Hawk

ARMOR CLASS: 6
THACO: 19
MOVEMENT: Fl 33(9)
HIT POINTS: 1-4 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 3; Dmg 1-2/1-2/1
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A hawk familiar conveys superior vision upon a mage.

RARE CARD

Mini-series: Familiars
Crow

ARMOR CLASS: 9
THACO: 20
MOVEMENT: 3, Fl 15(B)
HIT POINTS: 2-4 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 1; Dmg 1-2
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A crow familiar conveys excellent vision upon its owner.
Mini-series: Familiars
Snake (Constrictor)
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 9
HIT DICE: 3 + 2 (+1 hp/wizard level)
ALIGNMENT: As wizard
COMBAT: #AT 2; Dmg 1/1-3; special attacks: constriction
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A snake familiar conveys superior hearing and very superior olfactory power upon his owner.

Mini-series: Familiars
Weasel
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT POINTS: 1-8 +1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 1; Dmg 1
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A weasel familiar conveys superior hearing and very superior olfactory power upon a wizard.

Mini-series: Familiars
Toad
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 1
HIT POINTS: 2-4 +1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A toad familiar conveys wide-angle vision upon a wizard.

Mini-series: Undead
Greater Mummy
ARMOR CLASS: 2
THACO: 11
MOVEMENT: 9
HIT DICE: 8 + 3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 1; Dmg 3-18; special attacks: fear aura, disease
DESCRIPTION: Also known as Ankhkheps' Children, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mumified and charged with the guarding of a burial place. They retain the magic abilities that they possessed in life.

Mini-series: Undead
Mouse
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 15; Br 1/2
HIT POINTS: 2-4 +1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A mouse familiar conveys silent movement upon its owner.

Mini-series: Undead
Ferret
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT POINTS: 1-8 +1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 1; Dmg 1
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, the familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A ferret familiar conveys superior hearing and olfactory senses upon its wizard.

Mini-series: Undead
Wight
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT DICE: 4 + 3
ALIGNMENT: Lawful evil
SIZE: M (4'-7' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-4; special attacks: energy drain
DESCRIPTION: Wights typically inhabit barrow mounds and catacombs. They can be hit only by silver or magical weapons. Any character hit by a wight loses one experience level. Persons slain by a wight will rise as one, themselves, under the direct control of the wight who slayed them.

Mini-series: Undead
Odem
ARMOR CLASS: N/A
THACO: N/A
MOVEMENT: 9
HIT DICE: N/A
ALIGNMENT: Chaotic evil
SIZE: N/A
INTELLIGENCE: Very (13-14)
COMBAT: #AT 1; Dmg nil; special attacks: possession
DESCRIPTION: An odem is a undead spirit that moves into living bodies and takes control of them. It is invisible, does not fight, and is not subject to physical attacks. The possessed victim remains aware of everything the odem does, but is helpless to stop it.

Mini-series: Undead
Skeleton
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT DICE: 1
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 1; Dmg 1-6 (weapon)
DESCRIPTION: All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests. Edged weapons only inflict half-damage, and cold-based attacks do no damage at all. Holy water inflicts 2-8 points of damage per vial when striking a skeleton.
Mini-series: Undead

**Shadow**

**ARMOR CLASS:** 7  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT DICE:** 3 + 3  
**ALIGNMENT:** Chaotic evil  
**SIZE:** M (6' tall)  
**INTELLIGENCE:** Low (5-7)  
**COMBAT:** At 1: Dmg 2-5; special attacks: strength drain  
**DESCRIPTION:** Shadows are undead creatures. In addition to inflicting damage, they drain 1 point of Strength from a victim with a chilling touch. Lost Strength will return in 2-6 turns, but a victim reduced to 0 Strength or hit points will die and become a shadow as well.

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**Geist**

**ARMOR CLASS:** 10  
**THACO:** Nil  
**MOVEMENT:** Fi 12  
**HIT DICE:** Nil  
**ALIGNMENT:** Varies  
**SIZE:** M (6' tall)  
**INTELLIGENCE:** Varies  
**COMBAT:** At all levels: Dmg 1-6, special attacks: sight causes panic  
**DESCRIPTION:** A geist is an undead spirit of a person that is relatively harmless, appearing as a transparent image of that person at death (including his mortal wounds, if any).

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**Wraith**

**ARMOR CLASS:** 4  
**THACO:** 15  
**MOVEMENT:** 12, Fl 24(B)  
**HIT DICE:** 5 + 3  
**ALIGNMENT:** Lawful evil  
**SIZE:** M (6' tall)  
**INTELLIGENCE:** Very (11-12)  
**COMBAT:** At 1: Dmg 1-6; special attacks: energy drain  
**DESCRIPTION:** The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy. Any person touched by a wraith loses one experience level. They can be hit only with silver and enchanted weapons. Holy water inflicts 2-8 points of damage upon striking a wraith.

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Mini-series: Road to Uruk

**Azurh the Hasty**

**5th-level Fighter**

**RACE:** Half-giant  
**ARMOR CLASS:** 6  
**THACO:** 13  
**MOVEMENT:** 15  
**HIT POINTS:** 61  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Braxat hide armor, bone-studded gauntlet, obsidian two-handed sword  
**BACKGROUND:** Azurh was born near the Ringing Mountains, but moved to Tyr to become a soldier-guard in the service of King Kaïk. He achieved the rank of sergeant in the City Watch.

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**Lich**

**ARMOR CLASS:** 0  
**THACO:** 10  
**MOVEMENT:** 6  
**HIT DICE:** 11+  
**ALIGNMENT:** Any  
**SIZE:** M (6' tall)  
**INTELLIGENCE:** Supra-genius (19-20)  
**COMBAT:** At 1: Dmg 1-10; special attacks: aura, magic  
**DESCRIPTION:** The lich is a wizard or priest of at least 18th level who has embraced living death in order to amass powers otherwise unavailable to it. Destroying a lich requires not only defeating it in battle, but finding and destroying its phylactery.

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**Ghost**

**ARMOR CLASS:** 0 (8)  
**THACO:** 11  
**MOVEMENT:** 9  
**HIT DICE:** 10  
**ALIGNMENT:** Lawful evil  
**SIZE:** M (5'6' tall)  
**INTELLIGENCE:** High (13-14)  
**COMBAT:** At 1: Dmg age 10-40 years  
**DESCRIPTION:** Ghosts are the spirits of humans who were either so evil or whose deaths were so traumatic that they have been cursed with undead status. The mere sight of one requires a successful save vs. spell or the victim ages 10 years and flies in panic.

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Mini-series: Road to Uruk

**Vaherhmana**

**3rd/4rd-level Fighter/Preserver**

**RACE:** Half-elf  
**ARMOR CLASS:** 6  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 22  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Shield, javelin, spellbook, short bow  
**BACKGROUND:** Vaherhmana has known prejudice all her life, and she hoped to escape it by traveling to Tyr. Upon arrival, she was promptly enslaved by temple guards and put to work, building the King's zigzag tower. Through wit and wisdom, she survived the fall of Kaïk.

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**Chiviald**

**4th/4th-level Cleric/PSionict**

**RACE:** Half-elf  
**ARMOR CLASS:** 4  
**THACO:** 19  
**MOVEMENT:** 6  
**HIT POINTS:** 23  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Leather armor, bone spear, bag of carved casting sticks  
**BACKGROUND:** Chiviald committed a minor act of impropriety, whereupon his chief supplied him with equipment and sent him to "seek wisdom in the lands of men." He finds the people beyond his home to be rude and difficult to fathom, but he is determined to learn.

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**Anavias of the Split Rock**

**5th-level PSionict**

**RACE:** Human  
**ARMOR CLASS:** 4  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 17  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Leather armor, bone dagger, bone spear  
**BACKGROUND:** Anavias began her studies of the Way when she was 12 years old. She was subsequently sent into the wilderness by her master and was captured and sent to the slave pits of Tyr. There, she made new friends and became a leader of Tyr after the fall of the evil King Kaïk.
Mini-series: Road to Uruk
Quick Wenzer™
7th-level Gladiator

RACE: Human
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Chaotic good
EQUIPMENT: Mekillot hide armor, bone rings and hide straps, bone impalers
BACKGROUND: Wenzer is a powerful and cunning man. He unconsciously favors his left side to hide the scar tissue on his right cheek. Prior to battle, Wenzer will attempt to use his psionic wild talents on his adversary in order to tip the balance in his favor.

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Mini-series: Road to Uruk
Herinard the Eloquent™
6th-level Bard

RACE: Human
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Leather armor, bone wrist razors, thieves' tools
BACKGROUND: Herinard is from Balic. He sought a patron to support his talents in Tyr, but found himself resident of the slave pits instead. After the fall of King Kalak, he waited out the political fireworks to see who would come out on top.

659

Esmeralda™
7th-level Warrior

RACE: Elf
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Lawful neutral
EQUIPMENT: Elven chain mail, long sword, shield, barred dart blow gun
BACKGROUND: Purportedly a descendant of one of the famed Knights of Myth Drannor, Esmeralda is a proud beauty. She is careful (most of the time) to not let her ancestry color her opinions of newer adventurers. She is hesitant to join any party wishing to explore the fabled ruins, feeling that they are best left undisturbed.

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Mini-series: Road to Uruk
Captain Kazhal™
10th-level Fighter

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Lawful neutral
EQUIPMENT: Crystal ball
BACKGROUND: Kazhal is the leader of a large merchant caravan. He has given up the life of the mercenary swordsman to assume those administrative duties which have made him considerably more wealthy than the average warrior. He is fairly polite with strangers, but is strict adherent to the Merchant Code.

662

Zenobia™
6th-level Warrior

RACE: Dwarf
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Lawful good
EQUIPMENT: Chain mail, gauntlets of ogre power
BACKGROUND: Zenobia is originally from Greyhawk, but she and her companions angered a powerful evil mage and he sent them to the Forgotten Realms. Now Zenobia quests for the forces of goodness with the secondary intent of gaining enough power to return home. Because of her magically endowed Strength, she fights with a heavy war hammer in each hand.

666

Kishiria™
4th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 11
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Plate breast plate, claymore sword
BACKGROUND: An agent in the employ of the Red Wizards of Thay, Kishiria is making a name for herself in the southern area of the Inner Sea. Her skill with a claymore sword is becoming legendary; stories are already told of how she beheaded three men with a single stroke in the heat of a battle.

665

Barnabas™
10th-level Warrior

RACE: Human
ARMOR CLASS: 10
THACO: 11
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Neutral good
EQUIPMENT: Sabre +5
BACKGROUND: A simple fighter from Fufyond, Barnabas loves a good battle. He also loves good food, drink, and companionship. His sabre's sheath and the baldric from which it hangs are presents from a noblewoman for whom Barnabas once did a tremendous favor—one which he will not discuss with anyone.

664

T'kkyi™
5th-level Gladiator

RACE: Thri-kreen
ARMOR CLASS: 1
THACO: 10
MOVEMENT: 18
HIT POINTS: 44
ALIGNMENT: Lawful neutral
EQUIPMENT: Crystaline chatkcha, obsidian gythka
BACKGROUND: T'kkyi's excellent Dex (19) accounts for his low AC. He is native to the stony ground of the Tablelands. He was captured and enslaved by men, and then he was forced to work on King Kalak's ziggurat.

658
Glitterback™
6th-level Warrior

RACE: Hyar (mountain dwarf)
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 6
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: Gold plate mail +1, gold shield +1, gold war hammer +1, +2 vs. trolls
BACKGROUND: Glitterback is the popular name for Egan Montanaro. As a young miner in the central Khazist Mountains, he located one of the richest veins of gold in his clan's history. Egan had his share fashioned into the special armor and weapon shown.

Gratillonius™
20th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 1
MOVEMENT: 12
HIT POINTS: 116
ALIGNMENT: Neutral good
EQUIPMENT: Ring mail shirt, splint skirt, footman’s mail, shield
BACKGROUND: Gratillonius has made his living as a mercenary in the Bandit Kingdoms, fighting the unruly crowds. He has had ample opportunity to hone his skills in this area and has settled on the three-headed footman’s mail as his preferred weapon (the satisfying “thunk” of a well-connected hit on a bandit’s skull pleases him immensely).

Chandrasakar™
15th-level Warrior

RACE: Elf
ARMOR CLASS: 3
THACO: 6
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Lawful neutral
EQUIPMENT: Elven chain mail, long sword, shield
BACKGROUND: Chandrasakar received his unusual name while sailing with a crew of Reilgar in the wildspace between the spheres of Toril and Krynn. What he did to so impress the Reilgar, let alone persuade them to take him with them, no one can imagine (and he’s not telling).

Malfeea Magekiller™
3rd-level Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Chaotic neutral
EQUIPMENT: Wand of illusion
BACKGROUND: At the age of 12, Malfeea was apprenticed to Jocop the Groamer, a prominent mage from the Wild Coast. Jocop overlooked Malfeea’s abrasiveness because she displayed tremendous natural talent. But the greedy Malfeea eventually murdered Jocop. Friends of the slain mage uncovered the deed and the desperate apprentice fled to the jungles of the south.

Kramer Haldus™
4th-level Cavalier

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Neutral good
EQUIPMENT: Heavy war horse
BACKGROUND: Kramer is the second son of a wealthy matrilinear family in Perrenland. Both of his parents were cavaliers (his father was the more renowned), and Kramer could think of nothing more honorable than to follow in his parents’ footsteps. Kramer is a serious person, often seeming angry when he isn’t, which makes him all the more intimidating on the battle field.

Jamid abd-Balduro™
4th-level Warrior

RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Dragonscale armor, scimitar of wyrm-slaying
BACKGROUND: Jamid spent her life traveling with the caravan of her father. Balduro, across the desolate areas of the Land of Hate. But when Balduro discovered that she loved a human worker in the caravan, he flew into a rage and killed the man. Fearing for her own safety, Jamid killed her bodyguard and fled the camp, never to return.

Ternen Foxx™
9th-level Illusionist

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral good
EQUIPMENT: Wand of illusion, Nutur’s marvellous pigment
BACKGROUND: Ternen has a studio in Tethry. He showed a great talent for the arcane arts as a child, but remained more interested in artistic forms of expression. Under pressure from family members, he decided to pursue magic, he combined the two arts. Now he paints portraits that depict more than an instant of time and carves statues that move.

Rigolio Margolondex™
9th-level Priest

RACE: Elf
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful evil
EQUIPMENT: Staff of the serpent (adder), amulet of the planes, bracers of defense AC 5
BACKGROUND: The family of Margolondex is politically very powerful in the central kingdoms of the elves. But Rigolio, the second son of a popular senator, disdained the family’s heritage and turned to the study of dark magic. He is still a dominant figure in his family’s affairs, but he is feared by all, including his friends.

Crennol Centime™
12th-level Wizard

RACE: Human
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 2, Bucknard’s everfull purse, wand of metal and mineral detection, eyes of minute seeing
BACKGROUND: Crennol was an Amnish jeweler who only dabbled in magic until he developed what he called “Money Magic”— greed is truth to him. Crennol hopes to develop a fireball-like spell that explodes in a shower of copper.
Viscountess El'abith™
15th-level Wizard

**RACE:** Elf
**ARMOR CLASS:** 4
**THACO:** 16
**MOVEMENT:** 12
**HIT POINTS:** 46
**ALIGNMENT:** Neutral evil
**EQUIPMENT:** Manual of golems, staff of command, bracers of defense AC 4
**BACKGROUND:** El'abith married into her viscountcy at a young age. Her husband was a wicked ruler who gradually twisted the impressionable elf and taught her his dark and sorcerous skills. When he was killed in battle, his title passed to her. She now rules her domain ruthlessly. Her subjects abide this stoically while a band of rebels grows steadily outside her notice.

Elana Darvel™
12th-level Fence

**RACE:** Human
**ARMOR CLASS:** 9
**THACO:** 15
**MOVEMENT:** 12
**HIT POINTS:** 50
**ALIGNMENT:** Chaotic neutral
**EQUIPMENT:** Lens of evocation, potion of perception, brooch of number naming
**BACKGROUND:** Elana has spent many years building a reputation as an art critic and dealer in exotic goods—she has come a long way from her childhood in the streets. A person may find many interesting objects for sale in her shop, including many valuables that were securely locked away in that same person's vault.

Jallin/Teela™
4th-level Rogue

**RACE:** Human
**ARMOR CLASS:** 8
**THACO:** 19
**MOVEMENT:** 12
**HIT POINTS:** 14
**ALIGNMENT:** Lawful neutral
**EQUIPMENT:** Short sword +1
**BACKGROUND:** The man, Jallin, is a thief who specializes in gems, but he is actually not a man at all. "He" is Teela, the daughter of a noble family from the Hold of the Sea Princes. She ran away from home, sailing to Greyhawk aboard one of her father's ships, and joined the thieves' guild. She is posing as a male so that she'll be harder to find. So far, she's been successful.

Barrom Quiverleaf™
7th-level Wizard

**RACE:** Half-elf
**ARMOR CLASS:** 7
**THACO:** 18
**MOVEMENT:** 12, Fl 15(B)
**HIT POINTS:** 19
**ALIGNMENT:** Lawful good
**EQUIPMENT:** Cloak of the bat, ring of sustenance, boots of elvenkind
**BACKGROUND:** Many people attribute Barrom's restlessness to his half-elf heritage, but in fact he is seeking something very real. His magical ring was given to him by a mysterious woman who promised that if he could find her again, she would reward him with knowledge and longevity.
Hamrock™
5th-level Rogue

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Chaotic neutral
EQUIPMENT: Short sword + 1
BACKGROUND: Hamrock, born in the Shaar, was orphaned as a young child. He eventually made his way to Calimport with a trading caravan and learned the rudiments of hiding in shadows and picking pockets from death, earning him a place as a servant of the local thieves’ guildmaster and learned the rest of his skills. Today, he is a spy for the guild.

Boiyung™
11th-level Smuggler

RACE: Elf
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral evil
EQUIPMENT: Bag of vanishing, potion of wraithlike
BACKGROUND: Boiyung (pronounced “Boy-ink”) is known to his associates as the “smiling smuggler.” Indeed, he has a wonderful sense of humor. While other rogues are talented at picking pockets, Boiyung likes use his bags of disappearing to play a contraband on the bodies of customs agents while they are searching his goods. After the search, he steals his goods back.

Vallo Downyheels™
6th-level Scout

RACE: Kender
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 6
HIT POINTS: 27
ALIGNMENT: Chaotic good
EQUIPMENT: Padded armor, hoopak, dagger + 2
BACKGROUND: Vallo’s irresistible urges to “just poke around” got him into quite a bit of trouble, until he met a party of adventurers that appreciated his curiosity. Now, as a scout, he’s encouraged to poke around at every opportunity—as long as he does so outside of camp.

Valluss™
6th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: Various powders and potions of questionable effect
BACKGROUND: Valluss is a priest of the Prolific Church; a small sect that believes procreation is the most holy act because it is the nearest imitation of the gods that mortals can achieve. He also espouses fertility, which ensures healthy offspring. Toward that end, he performs various fertility rituals, often in concert with his life-mate and acolyte, Verdana (card #691).

Alistair Will™
12th-level Troubleshooter

RACE: Human
ARMOR CLASS: 9
THACO: 15
MOVEMENT: 12
HIT POINTS: 55
ALIGNMENT: Lawful neutral
EQUIPMENT: Thief’s tools, key making set, dagger of sounding
BACKGROUND: “Where there’s a Will, there’s a way in” is Alistair’s motto. He is a freelance break-in artist who hires himself out as a security analyst to merchants with important valuables to protect. He never steals while on the job, but he does consider it a challenge to later penetrate his own anti-theft systems.

Babs™
8th-level Thug

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Lawful evil
EQUIPMENT: Bul whip, brass knuckles, feather armor + 1
BACKGROUND: Babs never had any patience for the “namby-pamby lay-dees” who tried to instill a sense of gentility in her. She was 6’3” tall by the time she was 12 years old, and she had punched out her first city guard by the time she was 13. Today, she’s a bouncer in a tough bar, but she’s looking for a rough n’ rude group of adventurers with whom she can “go and kick some orc-butt.”

Rhundas™
4th-level Shaman

RACE: Human
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bear hide armor
BACKGROUND: Rhundas was to kill a bear when he was age 10, but he was so awestruck when he faced with the beast that he dropped his weapon and offered himself as a sacrifice. To his surprise, the bear bowed before him and became his companion. Years later, the bear covered him in a billboard and took to riding a bear during his life. Rhundas made its claws into earrings as a reminder of their friendship and discovered they function as a fur of warmth.

The Hooded Grace™
17th-level Priest

RACE: Human
ARMOR CLASS: 2
THACO: 10
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 2, robe of scintillating colors, talisman of pure Good, flail + 4
BACKGROUND: Born Fellonar, the Hooded Grace adopted his alias years ago, after his face was burned beyond recognition by drown poison. Since then, he has never unmasked himself in public. The Hooded Grace is known far and wide among official and private circles as a dire foe of Evil. How he sees is a mystery, but his deadly aim is proof enough that he indeed can see.

Verdina™
3rd-level Priestess

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Various powders and potions of questionable effect
BACKGROUND: Verdana is an acolyte in the Prolific Church, serving with her life-mate and teacher. Vallo (card #690), in various fertility rites. Her dancing is said to cure impotency and inspire desire in the most barren of couples. Ironically, she has not found a suitable mate of her own yet, but she believes that she will when her holy mission is completed.
**Sabbagh™**

4th-level Priest

**Race:** Human  
**Armor Class:** 3  
**THACO:** 18  
**Movement:** 12  
**Hit Points:** 32  
**Alignment:** Chaotic good  
**Equipment:** Chain mail, bag of tiny hammer, shield +1  
**Background:** Sabbagh grew up in Raven's Bluff. As time wore on, he grew impatient with the Lord Mayor's increasing intervention in Church matters, so he took to the road. Sabbagh has a soft spot in his heart for children. He carries a bag of tiny hammer shaped like his full-sized one and gives them to children he meets.

---

**Bionni-Sh'tah™**

14th-level Savage Priestess

**Race:** Human  
**Armor Class:** 12  
**THACO:** 12  
**Movement:** 12  
**Hit Points:** 51  
**Alignment:** Lawful neutral  
**Equipment:** Wand of earth and stone, amulet of proof against detection and location, bag of bones  
**Background:** Bionni-Sh'tah is a priestess in a lupus clan, a tribe that lives by imitating the lifestyle of wolves—they are nomadic pack hunters who howl at the moon in worship of their gods. Bionni-Sh'tah can communicate with wolves as if she had an innate speak with animals ability, and she is said to have been sired by a wolf pack leader.

---

**Arta Artuu™**

9th-level Warrior

**Race:** Human  
**Armor Class:** 5  
**THACO:** 12  
**Movement:** 12  
**Hit Points:** 77  
**Alignment:** Neutral good  
**Equipment:** Bracers of defense AC 6, Bone chest mail, hunting knife  
**Background:** Arta is a prairie hunter, a stalker in the high grasses. His tribe does not believe in the use of range weapons. To them, a true hunter meets his prey face to face, where they may engage in a "life struggle," a contest of wills to live. Arta's people believe that adorning one's self with the bones and teeth of past kills endows the hunter with that animal's senses.

---

**Qealli™**

9th-level Druid

**Race:** Half-elf  
**Armor Class:** 7  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 42  
**Alignment:** True neutral  
**Equipment:** Globe of serenity  
**Background:** Qealli longs to be a true-strain human because her mixed blood has forever barred her from ascending to hierarchy, and she dreams of living in the elemental plane of Air. Her endless efforts to find a way into that paradise have led her through many adventures. Along the way, she met and befriended a pegasus who sympathizes with her feelings and seeks her dream with her.

---

**Zallara™**

3rd-level Priestess

**Race:** Drow  
**Armor Class:** 10  
**THACO:** 20  
**Movement:** 12  
**Hit Points:** 15  
**Alignment:** Chaotic good  
**Equipment:** Blessed scimitar +2  
**Background:** Zallara is a follower of the goddess Elluistreae, a unique deity among the drow. The faithful of that religion are Good in alignment, and they seek to reestablish the peaceful presence of drow on the surface of the Realms. Zallara and her fellow worshippers participate in a "Circle of Song" and the "High Hunt" in the moonlight.

---

**Maastik™**

10th-level Priestess

**Race:** Drow  
**Armor Class:** 5  
**THACO:** 14  
**Movement:** 12  
**Hit Points:** 49  
**Alignment:** Lawful evil  
**Equipment:** Cloak of protection +3, wand of fear  
**Background:** Maastik is a priestess of Chaugnaldar, who is also called "the Elder Elemental" because it seems to exist on the elemental planes. Maastik exerts control over slimes, slugs, and similar creatures, and she presides over regular live sacrifices to her god in the Underdark.

---

**Daisy Hobock™**

5th-level Rogue

**Race:** Halfling  
**Armor Class:** 4  
**THACO:** 18  
**Movement:** 6  
**Hit Points:** 22  
**Alignment:** Neutral good  
**Equipment:** Dagger, catsting, dust of trail dispersion  
**Background:** Daisy's excellent Dex (18) improves her AC by 4. She and her family are outcasts because they keep the company of elves and humans, and because one of her brothers even aspired to learn magic! As a result, Daisy does not steal jewelry and gems, but eggs and meat from smokehouses. She lives in the woods in harmony with the animals.

---

**Jackkagga Winden™**

2nd-level Druid

**Race:** Half-elf  
**Armor Class:** 7  
**THACO:** 20  
**Movement:** 12  
**Hit Points:** 12  
**Alignment:** True neutral  
**Equipment:** Leather armor, wooden shield, backpack, brooch of shielding  
**Background:** Jack never meant to, but he found himself caught up in a human party's quest to destroy a planar gate. He is little interested in the affairs of humans, but evil they were battling was so powerful and pervasive that Jack felt the balance of Nature was threatened on a cosmic scale. When the gate is closed, he'll retire promptly.

---

**Gnarppatus™**

8th-level Druid

**Race:** Human  
**Armor Class:**  
**THACO:** 16  
**Movement:** 12  
**Hit Points:** 44  
**Alignment:** True neutral  
**Equipment:** Bracers of defence AC 4, ring of mammal control, lucern hammer +1, robe of blending  
**Background:** Gnarppatus might have been a bard, had his life taken a route to suit his voice—he loves to sing in a loud, bass voice as he hikes through the woods. Sometimes he sings in animal languages, and his songs sound like melodious growing or rhythmic clicking that blend with the breeze and provoke a chorus from woodland creatures.
**Amrasis™**

19th-level Illusionist

**RACE:** Human  
**ARMOR CLASS:** -3  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 65  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Cloak of protection +5, ring of protection +5, vampiric regeneration ring, singing skull, bracelet of scaly command, dragon slippers, claw of magic stealing  
**BACKGROUND:** Amrasis is 142 years old. She has used a great many necromantic spells to remain alive, but old age is overtaking her at last. She has resisted the temptation to become a lich up to this point, but her will is fading with her youth.

---

**Giati™**

18th-level Diviner

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 15  
**MOVEMENT:** 6 (due to age)  
**HIT POINTS:** 58  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Collapsing spellbook, staff of the elements, Trinia’s catalogue of outer plane artifacts, elemental compass  
**BACKGROUND:** Giati has spent most of his life learning to control the elements. He is a close friend of several hierophant druids and has learned a great deal from them. Outside of an occasional dimensional shift, Giati rarely leaves his laboratory anymore.

---

**Kinsle™**

7th-level Druid

**RACE:** Half-elf  
**ARMOR CLASS:** 10  
**THACO:** 16  
**MOVEMENT:** 12  
**HIT POINTS:** 43  
**ALIGNMENT:** True neutral  
**EQUIPMENT:** Staff of the woodlands, ring of animal friendship  
**BACKGROUND:** Kinsle has only recently reached the 7th level of experience, and he’s still having a little trouble with his new shapeshifting ability. He’s bound and determined to fly with the eagles, but he’s making the change one body part at a time. His master, a full Druid, worries that he may not be able to change back.

---

**Charlees™**

9th-level Invoker

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 6  
**MOVEMENT:** 12  
**HIT POINTS:** 27  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Robe of eyes, cloak of protection +3, staff of thunder and lightning, ring of wizardry, ring of blinking, candle of everburning  
**BACKGROUND:** Charlees is the scholarly type who would rather spend his day in the laboratory, sponsored by a patron, than in the dungeon, working for himself. There are new spells to be researched and perfected, and all this “Good vs Evil garbage” is useless when all you want is to make a good spell.

---

**Shalat™**

3rd-level Necromancer

**RACE:** Human  
**ARMOR CLASS:** 8  
**THACO:** 20  
**MOVEMENT:** 12  
**HIT POINTS:** 10  
**ALIGNMENT:** Chaotic evil  
**EQUIPMENT:** Cloak of displacement, elixir of madness  
**BACKGROUND:** Shalat has aspirations to immortality, power, and immeasurable wealth. His master likes a solo starter, but Shalat’s impertinence and penchant for stealing spell components is likely to get him squashed like a black beetle. Shalat intends to use his recently acquired insanity potion on his master, but doesn’t know how it will work.

---

**Darkash™**

11th-level Invoker

**RACE:** Human  
**ARMOR CLASS:** 2  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 39  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Bracers of defense AC 4, staff of power, ring of spell turning, medallion of ESP, potion of elasticity  
**BACKGROUND:** Darkash is a natural leader. She often takes the point position when she and her comrades are searching dungeons, though her warrio companions rush past her at the first sign of danger, willing to defend her to the death. Darkash is a daunting personality, even without the use of her magic.

---

**OIanitius Jasus (“O.J.”)™**

7th/8th-level Warrior/Wizard

**RACE:** Half-elf  
**ARMOR CLASS:** 0  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 44  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Bracers of defense AC 2, wand of frost  
**BACKGROUND:** After fighting long and hard for acceptance within the ranks of the Knights of Myth Drannor. O.J. has finally attained the rank of Captain. Unlike most half-elves, he appreciates human culture and is not ashamed of his human half. This unique attitude makes him an excellent diplomat.

---

**Kelki Lightfingers™**

5th/5th-level Warrior/Rogue

**RACE:** Halfling  
**ARMOR CLASS:** 1  
**THACO:** 16  
**MOVEMENT:** 6  
**HIT POINTS:** 27  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Bracers of defense AC 4, ring of protection +2, cloak of protection +1, short sword +2  
**BACKGROUND:** Kelki is young and impetuous. She once stole the necklace of a princess while the princess was wearing it, replacing it with a knotted string. The theft was not planned out in advance; Kelki merely saw the piece and decided that it would look much better around her neck, so she stole it.

---

**Hwesta “Breeze”™**

5th/4th-level Rogue/Wizard

**RACE:** Elf  
**ARMOR CLASS:** 4  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 20  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Lute, cloak of the bat, talisman of memorisation  
**BACKGROUND:** Breeze is from Greyhawk. He and his companions had the misfortune to irritate a powerful evil wizard, who sent them to Toril to be rid of them. Like his fellow exiles, Breeze wants to go home, but he doesn’t mind his new world as long as it has birds in it. Breeze loves the feathered creatures and is generally in touch with Nature.
You hold in your hands the result of an experiment that has gone very well for TSI, Inc. These trading cards have proven themselves highly useful to collectors and game players alike. The cards in this magazine are from the first print run of 1992 and are rare in themselves. Your comments have made them as good as they are, and we thank you for your efforts.

Every year from now on, you can expect a sheet of cards in this magazine. These cards are automatically valuable and will make your magazine more collectable. These cards will also be highly useful in your fantasy campaign. There is nothing like a free deal that’s a great deal, and this deal is both.

Chobin "the Punkster"

Lady Wendolyn of Gaunt

Hm-boye

Jastus

Delynn Rosabell

Phun Ach-mana Phun
Darwell Tectite
1st-level "Box-man" Rogue
RACE: Dwarf
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 6
HIT POINTS: 43
ALIGNMENT: Neutral good
EQUIPMENT: Thieves' tools, chime of opening, bag of holding
BACKGROUND: Darwell is a lock-picking specialist whose talents are available only through his guildmaster. Due to her excellent dexterity (18) and extensive training, she has a 95% chance to pick almost any lock she encounters. Darwell believes in stealing only from the wealthy, and she refuses jobs that would leave anyone financially ruined.

Hm-boye
3rd-level Warrior
RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Neutral good
EQUIPMENT: Ring of jumping
BACKGROUND: Hm-boye's mother reputedly came from Kara-Tur, but Procampur is the only home she's ever known. Hm-boye lives in a rough neighborhood near the wharfs, where he gets plenty of chances to combine his acrobatic martial arts prowess with standard weapon techniques. He's not a criminal, but the city guards usually try to arrest him on sight.

Lady Wendolyn of Gaunt
10th-level Cavalier
RACE: Human
ARMOR CLASS: 3
THACO: 11
MOVEMENT: 12
HIT POINTS: 83
ALIGNMENT: Lawful good
EQUIPMENT: Plate mail of fear, shield +2, horseman's faulds +1
BACKGROUND: Wendolyn began her training in horsemanship at a very early age and became a much better rider than her elder brothers before she was ten years old. She would like to be a paladin like her mother, but she has never heard the call of the gods and she doesn't believe that any of the existing orders are deserving of their faith and talents.

Phun Ach-mana Phun
14th-level Barbarian Priest
RACE: Human
ARMOR CLASS: 9
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Neutral
EQUIPMENT: Portable canoe, fur of warmth, incense of meditation
BACKGROUND: Phun is a medium who communes with the spirits of nature for his tribe. They tell him when to plant and harvest, when to begin and end the hunt, how to appease the gods in times of famine, and so forth. He is capable of assuming the form of a deer at will, and he frequently runs with a herd in order to learn news of the surrouding lands.

Aruthir
9th-level Druid
RACE: Half-elf
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 2, scimitar +3, medallion of adaptation, ring of protection +2, ring of feather falling, staff of Kistsirral
BACKGROUND: Aruthir divides his time between scouting (in hawk-form) with his pet, Lari, and acting as healer for his adventuring party. His staff of Kistsirral allows him to store ten spell charges in it and cast any spell (in his spell spheres) upon demand. Aruthir is handsome and extraordinarily vain about it.

Lady Wendolyn of Gaunt
10th-level Cavalier
RACE: Human
ARMOR CLASS: 3
THACO: 11
MOVEMENT: 12
HIT POINTS: 83
ALIGNMENT: Lawful good
EQUIPMENT: Plate mail of fear, shield +2, horseman's faulds +1
BACKGROUND: Wendolyn began her training in horsemanship at a very early age and became a much better rider than her elder brothers before she was ten years old. She would like to be a paladin like her mother, but she has never heard the call of the gods and she doesn't believe that any of the existing orders are deserving of their faith and talents.

Delynn Rosabell
4th-level Warrior
RACE: Elf
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Chaotic neutral
EQUIPMENT: Elven chain mail shirt
BACKGROUND: Delynn is a mercenary soldier. Orphaned when she was an infant. Delynn was raised by a clan of war-loving humans that slew her people. When she grew old enough to question her identity, she returned to the elves and found that she could not identify with them. Either. All she had was the skill of making war with which she'd been raised, so she set out alone, seeking for the battle.

Jastus
5th-level Barbarian Warrior
RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Chaotic good
EQUIPMENT: Stone knife, boots of the north
BACKGROUND: Jastus's superior strength (18/98) improves his THAC0 by 2. Metalurgy is unknown to Jastus's tribe, so he believes that his stone knife is the deadliest weapon ever constructed, and he uses it very well. Jastus has heard tales of warmer lands far to the north of his home, but he believes that they are inhabited by fire creatures and he has no part of them.
Foleas
13th-level Warrior

**RACE:** Half-elf  
**ARMOR CLASS:** 2  
**THACO:** 5  
**MOVEMENT:** 6  
**HIT POINTS:** 81  
**ALIGNMENT:** Chaotic evil  
**EQUIPMENT:** Field plate armor, two-handed sword of wounding, gauntlets of ogre strength

**BACKGROUND:** Foleas remembers the War of the Lance as the happiest days of his life. He enjoyed sacking towns, getting drunk with draconians, and even throt- ting one or two passed-out baaz, just to watch them turn to stone. Now he leads a band of thieves outside of Sanction, and he talks incessantly of the "good old days."

**RARE CARD**

---

Alvestar Jankins
6th-level Cat Burglar

**RACE:** Half-elf  
**ARMOR CLASS:** 6  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 26  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Thieves' tools, slippers of spider climbing, falbox

**BACKGROUND:** Alvestar's dexterity (18) provides him with an AC bonus. He has never been able to resist opening things and looking inside. His father tried in vain to use more and more locks around the house, and Alvestar felt obliged to open them all. He doesn't really care about wealth; he simply loves getting away with what he steals.

**RARE CARD**

---

Reptilla Half-elven
12th-level Wizard

**RACE:** Half-elf  
**ARMOR CLASS:** -1  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 35  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Bracers of defense AC 4, cloak of displacement, cursed death

**BACKGROUND:** Reptilla's high dexterity (17) provides her with a bonus to her AC in addition to her magical protection. She and her familiar, Thstt, inhabit a cave on the sunny side of one of the Dragonspine Mountains, where they waylay lone animals and travelers for Reptilla's experiments in the making of poisons.

**RARE CARD**

---

Aurora
9th-level Wizard

**RACE:** Human  
**ARMOR CLASS:** -1  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 47  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Bracers of defense AC 2, ring of air elemental command, wand of light- ning, ring of invisibility, boots of Elvenkind, dagger +1

**BACKGROUND:** Aurora's dexterity (17) gives her an AC bonus. She is a genius (Int 19) who loves research and views the world as one huge laboratory for learning. One of her goals in her adventuring career is to amass a huge library. Her familiar, a great horned owl, is her constant companion.

**RARE CARD**

---

Guido del Confuso
8th-level Priest

**RACE:** Human  
**ARMOR CLASS:** 7  
**THACO:** 18  
**MOVEMENT:** 12  
**HIT POINTS:** 42  
**ALIGNMENT:** Neutral good  
**EQUIPMENT:** Cloak of protection +3, robe of blending, mace of disruption

**BACKGROUND:** Guido's preoccupation with wine, women, and gambling barely leaves him enough time to pray for his spells; sometimes they fail him. However, he is so good of heart that his god has not forsaken him. He is not interested in wealth or glory, but adventures purely "for the sport of it." Of course, a captured wine keg always helps!

**RARE CARD**

---

Mellenea
14th-level Psionicist

**RACE:** Human  
**ARMOR CLASS:** 10  
**THACO:** 14  
**MOVEMENT:** 12  
**HIT POINTS:** 41  
**ALIGNMENT:** Neutral evil  
**EQUIPMENT:** Robe of scintillating colors, silver sword, elemental compass

**BACKGROUND:** Melenea is adept in the psychopomptic deviations and spends a great deal of time probability traveling on the Astral plane, looking for wanderers to rob or enslave. She has the silver sword of a defeated githyanki and often casts graft weapon upon it to sever the silver cords of those who refuse to serve her.

**RARE CARD**

---

Zinnabar Albee
17th-level Wizard

**RACE:** Human  
**ARMOR CLASS:** -3  
**THACO:** 15  
**MOVEMENT:** 12  
**HIT POINTS:** 38  
**ALIGNMENT:** Lawful good  
**EQUIPMENT:** Ring of wizardry, ring of protection +6, necklace of adaptation, robe of the archmagi, well of many worlds

**BACKGROUND:** Zinnabar reminds you of your grandmother, and she loves to grant childish wishes. She has been wandering through wildspace "on an extended retirement" so long that she doesn't quite recall her home world.

**RARE CARD**

---

"Slipper" Kindric
4th-level Rogue

**RACE:** Human  
**ARMOR CLASS:** 9  
**THACO:** 19  
**MOVEMENT:** 12  
**HIT POINTS:** 18  
**ALIGNMENT:** Lawful evil  
**EQUIPMENT:** Thieves' tools, manual of stealthy pilling

**BACKGROUND:** Slipper, so named because she has been caught at the scene of the crime several times but never apprehended, enjoys a bonus to her AC because of her dexterity (16). Her main goal is to please her guildmaster because she wants to work her way through the ranks and become a guildmaster herself. Hence, she frequently volunteers for jobs that are beyond her capabilities.

**RARE CARD**

---

"Thalios" (Maltus Vindir)
7th-level Spy

**RACE:** Half-elf  
**ARMOR CLASS:** 5  
**THACO:** 17  
**MOVEMENT:** 12  
**HIT POINTS:** 30  
**ALIGNMENT:** Lawful neutral  
**EQUIPMENT:** Elven chain mail, cloak of elvenkind, ring of mind shielding

**BACKGROUND:** Maltus has been a mole in the Valley Militia, helping to guard the Valley of the Mage for six months. His mission is to wait until a band of humans enters the valley at midnight and calls out, "The Black One awaits the dawn," at which time he will kill his watch companion and secret the party past the guard.

**RARE CARD**
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<th>Character</th>
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<tbody>
<tr>
<td>Feyr</td>
<td>Human/Chaotic evil</td>
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<td>5</td>
<td>12</td>
<td>4</td>
<td>Any</td>
<td>S (2' tall)</td>
<td>Low (5)</td>
<td>Fat 1</td>
<td>Dmg 1-4</td>
<td>Special attacks: fearful. Feyrs (&quot;feyrs&quot;) are created from the remnants of ordinary nightmares, mixed with residual magical energies and unknowingly brought to life by the strong emotions of a large group of people. They attack with horizontal jaws located on their bellies. Anyone bitten by a feyr must successfully save vs. spell or be affected by fear.</td>
</tr>
<tr>
<td>Horned Saurial</td>
<td>Human/Balanced</td>
<td>4</td>
<td>17</td>
<td>10</td>
<td>Fl 24(C)</td>
<td>Any</td>
<td>L (10' tall)</td>
<td>Very (11-12)</td>
<td>Fat 1 or 3</td>
<td>Dmg 2-12 or 1-4/1-4/2-8, or weapon</td>
<td>Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs, who can be of any class (warrior, priest, etc.). They fight with weapons that reflect their class, as humans do. If unarmed or severely pressed, saurials resort to ancient attack forms: hornheads either claw twice and swing their tails or charge with their horns.</td>
</tr>
<tr>
<td>Peryton</td>
<td>Human/Chaotic evil</td>
<td>7</td>
<td>17</td>
<td>12</td>
<td>Fl 21(C)</td>
<td>Any</td>
<td>M (5' tall)</td>
<td>Average (10)</td>
<td>Fat 1</td>
<td>Dmg 4-16</td>
<td>Special attacks: +2 to sweeping attack rolls</td>
</tr>
<tr>
<td>Abbot Nebathra</td>
<td>Human/Neutral</td>
<td>5</td>
<td>12</td>
<td>12</td>
<td>6</td>
<td>Chaotic good</td>
<td>69</td>
<td>18/27</td>
<td>Low AC by 1. He is a snow barbarian who claims no home but the sea. He and his shipmates are notorious raiders along the northern coast of the Solner Ocean. They are treated as honored guests wherever they land, in the hope that hospitality is all they’ll take.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maligor the Red Wizard</td>
<td>Human/Natural</td>
<td>4</td>
<td>14</td>
<td>12</td>
<td>42</td>
<td>Neutral evil</td>
<td>42</td>
<td>4/4</td>
<td>Bracers of defense AC 0, cloak of protection +4, robe of the archmage, staff of the magi, ring of flying magic</td>
<td>Maligor is the wizard in charge of Thay’s magical school of Alteration. He is called the Zulkir of Alteration. He desires power and wealth in great quantities. His schemes are well thought out and devious. Maligor often uses others to fulfill his plans.</td>
<td></td>
</tr>
<tr>
<td>Warrior, Skeleton</td>
<td>Human/Chaotic evil</td>
<td>2</td>
<td>11</td>
<td>6</td>
<td>9 + 2 to 9 + 12</td>
<td>Neutral evil</td>
<td>M (6-7' tall)</td>
<td>Exceptional (15-16)</td>
<td>Fat 1</td>
<td>Dmg by weapon (+3 to attack roll)</td>
<td>Skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods. Their souls are trapped in circlets which they forever hunt for, to destroy and release them from their bondage. Anyone possessing a circlet can control its warrior’s actions by wearing the circlet and making an initial Wis check.</td>
</tr>
<tr>
<td>Mikor</td>
<td>Human/Neutral</td>
<td>6</td>
<td>8</td>
<td>12</td>
<td>74</td>
<td>Chaotic neutral</td>
<td>74</td>
<td>67</td>
<td>Spiked club</td>
<td>As a young boy, Mikor was sold into slavery after he tried to take water from one of King Kalak’s fountains without paying the water tax. He was put to work as a rock hauler in a granite quarry, where he developed into an exceptionally strong man. Eventually, his master sold him to Lord Almos of Tyr, and he was trained primarily as a bestiary.</td>
<td></td>
</tr>
<tr>
<td>Wijon</td>
<td>Human/Neutral</td>
<td>6</td>
<td>12</td>
<td>12</td>
<td>67</td>
<td>Chaotic neutral</td>
<td>67</td>
<td>101</td>
<td>Spiked club</td>
<td>A young boy, Wijon was sold into slavery after he tried to take water from one of King Kalak’s fountains without paying the water tax. He was put to work as a rock hauler in a granite quarry, where he developed into an exceptionally strong man. Eventually, his master sold him to Lord Almos of Tyr, and he was trained primarily as a bestiary.</td>
<td></td>
</tr>
<tr>
<td>Rikus, Champion of Tyr</td>
<td>Mul/Neutral</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>101</td>
<td>Neutral good</td>
<td>101</td>
<td>101</td>
<td>Spiked club</td>
<td>Rikus is a mul, a dwarf, and trained for arena combat. He helped to overthrow the sorcerer-king Kalak of Tyr. He wields the caraulaks and wears the magical Belt of Rank, which protects him against missile attacks. Not pictured is his magical sword, the Scourge of Rikyard.</td>
<td></td>
</tr>
</tbody>
</table>
Hasar Al-Yasan
Noble Genie

**ARMOR CLASS:** 4  
**THACO:** 11  
**MOVEMENT:** 9, Fl 24(A)  
**HIT DICE:** 10  
**ALIGNMENT:** Neutral  
**SIZE:** L (10' tall)  
**INTELLIGENCE:** High (13)  
**COMBAT:** #AT 1; Dmg 3-18  

**DESCRIPTION:** Al-Yasan is a noble genie who has pledged to defend the city of Suj from invaders. The city fell to a plague over a century ago, yet Al-Yasan remains true to his pledge. Al-Yasan will first attack invaders with his whirlwinds, wading into the fray only if his opponent makes it to the gates.

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Lamp of the Genies

**XP VALUE:** 3,000  
**DESCRIPTION:** This brass lamp is a form of a genie prison—a device that entraps and binds a genie to servitude. The captured creature may only be released from the lamp under specific circumstances or to perform particular tasks, as defined by the maker of the lamp. Such genie prisons may be used to entrap djinni, dao, efreet, or marids, and some lamps are even used among genies, themselves, to punish their opponents. The lamp pictured on this card was used by a rival genie to entrap the djinni Jamaliyah (card #747), with the condition that she may be released only to serve the holder of the lamp, and then for 1,001 days.

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Jamaliyah
Djinni of the Lamp

**ARMOR CLASS:** 4  
**THACO:** 13  
**MOVEMENT:** 9, Fl 24(A)  
**HIT DICE:** 7 + 3  
**ALIGNMENT:** Chaotic good  
**SIZE:** L (10'1" tall)  
**INTELLIGENCE:** High (14)  
**COMBAT:** #AT 1; Dmg 2-16  

**DESCRIPTION:** Jamaliyah is a "common" djinni, commanded to serve the holder of her lamp. Willy, intelligent, and adventurous, Jamaliyah has been owned by a number of merchants, mendicants, and viziers (although who owned whom is a matter for debate). Currently, her lamp is held by a courtier in the City of Delights.

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Abu bin Sujah
9th-level Desert Rider

**RACE:** Human  
**ARMOR CLASS:** 6  
**THACO:** 12  
**MOVEMENT:** 12  
**HIT POINTS:** 73  
**ALIGNMENT:** Chaotic good  
**EQUIPMENT:** Long sword +1, +2 vs. genie-kind, medium horse "Hisan" (charger-quality) with bridle of speed (functions as horseshoes of speed)  
**BACKGROUND:** Sujah is the best horseman among his people, and he has led them in raids against rival tribes. Of late, he has sought the rare seals of the princes, in the fabled city of Suj, where knowledge is said to be kept far from prying eyes.