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2nd Edition

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FORGOTTEN REALMS

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Alias



Bruenor





Bruenor Battlehammer

9th-level dwarf fighter

ARMOR CLASS: -3

MOVEMENT: 6

HIT POINTS: 112

ALIGNMENT: Neutral good

S: 17 D: 15 C: 19

I: 12 W: 15 Ch: 15

MAGICAL ITEMS: *Field plate +2, shield +1, axe +3*

BACKGROUND: Bruenor swore to find his long-lost homeland of Mithril Hall. With the help of several companions, he was not only able to find it but to defeat the evil forces within it. He is now the king of Mithril Hall.

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Alias

6th-level human fighter

ARMOR CLASS: 4

MOVEMENT: 12

HIT POINTS: 48

ALIGNMENT: Neutral good

S: 17 D: 17 C: 17

I: 17 W: 17 Ch: 17

MAGICAL ITEMS: None

BACKGROUND: A powerful group of magical beings created Alias as their servant, but she became independent of them. With her former masters' destruction, she now wanders as an adventuress. Her constant companion is a reptile-man, Dragonbait.

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Raistlin



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Caramon



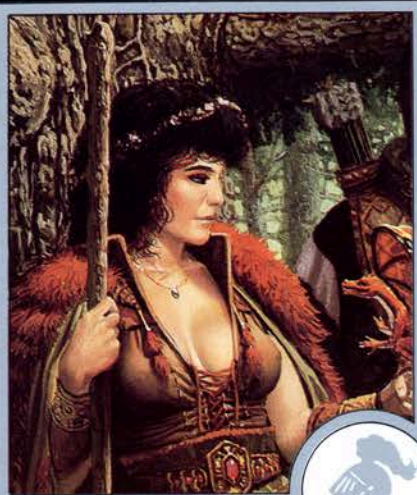
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Tika



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Robyn



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Shandril



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Olive



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Dragonbait



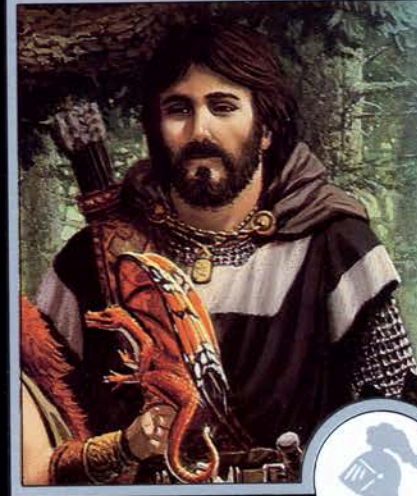
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Midnight



FORGOTTEN REALMS™ Trading Cards



Tristan





Tika Waylan Majere

10th-level human fighter

ARMOR CLASS: 0

MOVEMENT: 6

HIT POINTS: 60

ALIGNMENT: Neutral good

S: 14 D: 16 C: 13

I: 9 W: 12 Ch: 14

MAGICAL ITEMS: *Shield +2, short sword +2*

BACKGROUND: Independent and strong willed, Tika was a barmaid before the War of the Lance, becoming a celebrated warrior during the fighting and gaining great fame and respect. She and her husband Caramon operate an inn.

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Caramon Majere

12th-level human fighter

ARMOR CLASS: -1

MOVEMENT: 9

HIT POINTS: 95

ALIGNMENT: Lawful good

S: 18/63 D: 11 C: 17

I: 12 W: 10 Ch: 15

MAGICAL ITEMS: *Plate mail +1, shield +2, long sword +1*

BACKGROUND: A hero of the War of the Lance, Caramon fought his brother Raistlin after the war, as Raistlin would have destroyed the world. Caramon is married to Tika Waylan Majere, and they operate an inn.

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Raistlin Majere

20th-level human wizard

ARMOR CLASS: -2

MOVEMENT: 12

HIT POINTS: 44

ALIGNMENT: Chaotic evil

S: 10 D: 16 C: 10

I: 17 W: 14 Ch: 15

MAGICAL ITEMS: *Staff of Magius, dagger of Magius*

BACKGROUND: Once a hero of the War of the Lance, Raistlin was a wizard of the Black Robes who wished to become a god. One of the most powerful wizards in Krynn's history, Raistlin forever left his mark on his world and its people.

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Olive Ruskettle

6th-level halfling thief

ARMOR CLASS: 6

MOVEMENT: 12

HIT POINTS: 29

ALIGNMENT: Chaotic neutral

S: 11 D: 18 C: 15

I: 12 W: 7 Ch: 13/17 to

halflings

MAGICAL ITEMS: None

BACKGROUND: Though she claims to be a bard (and can sing and play instruments well), Olive is actually a thief who enjoys a carefree life of tale-telling and music-making. Olive is very outgoing and is always finding new adventures.

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Shandril Shessair

1st-level human thief,
5th-level *spellfire* wielder

ARMOR CLASS: 10

MOVEMENT: 12

HIT POINTS: 6

ALIGNMENT: Chaotic good

S: 11 D: 15 C: 14

I: 10 W: 14 Ch: 9

MAGICAL ITEMS: None

BACKGROUND: The sole recipient of *spellfire*, the ability to absorb raw magical energy, Shandril and her husband Narm (an apprentice wizard) are being hunted by the dark forces of the Forgotten Realms because of her powers.

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Robyn

7th-level human druid

ARMOR CLASS: 2

MOVEMENT: 12

HIT POINTS: 76

ALIGNMENT: Neutral good

S: 14 D: 16 C: 16

I: 16 W: 18 Ch: 17

MAGICAL ITEMS: *Torque of the Goddess, Staff of the White Well*

BACKGROUND: Robyn was raised with Prince Tristan from childhood, but she quickly gained experience as a druid in the battles she fought. She is the last of the druids of her land and is married to Tristan.

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Prince Tristan Kendrick

12th-level human ranger

ARMOR CLASS: -1

MOVEMENT: 12

HIT POINTS: 95

ALIGNMENT: Neutral good

S: 17 D: 18 C: 17

I: 16 W: 14 Ch: 18

MAGICAL ITEMS: *Long sword +4 (special purpose)*

BACKGROUND: Once prince of Corwell, Tristan and his allies fought Kazgaroth and many other foes of the Moonshaes. Now the High King of the Moonshaes, he leads his people in the turbulent post-war era.

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Midnight

7th-level human wizard

ARMOR CLASS: 10

MOVEMENT: 12

HIT POINTS: 19

ALIGNMENT: Lawful neutral

S: 6 D: 11 C: 10

I: 16 W: 10 Ch: 17

MAGICAL ITEMS: None

BACKGROUND: The daughter of a merchant, Midnight became fascinated with magic and devoted her early years to learning all she could of it. Favored by the goddess, Mystra, Midnight took part in the great crisis of the gods that befell the Forgotten Realms.

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Dragonbait

7th-level saurial paladin

ARMOR CLASS: 5

MOVEMENT: 12

HIT POINTS: 50

ALIGNMENT: Lawful good

S: 15 D: 13 C: 17

I: 14 W: 16 Ch: 4/18 to reptilians

MAGICAL ITEMS: *Sword +5 holy avenger*
BACKGROUND: One of a race of intelligent reptiles, Dragonbait is a holy warrior who crusades for good. He is the companion of a heroine, Alias. Dragonbait does not speak, but he understands the Common tongue and has keen senses.

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Aldarr



Imp



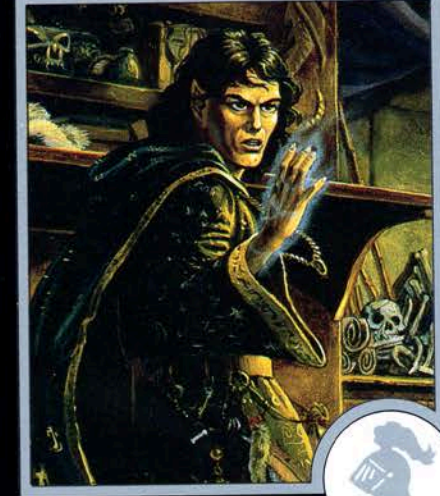
Elkoremarr



Laurana



Kitiara



Dalamar



Tasslehoff



Tanis



Goldmoon



Elkoremarr

16th-level Necromancer

RACE: Human
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Chaotic evil
EQUIPMENT: *cloak of protection +4, ring of protection +2, boots of speed, wand of lightning, rod of smiting, gem of seeing*
BACKGROUND: Elkoremarr is a demented, evil wizard who takes delight in bizarre experimentation. He spends long hours in his laboratories concocting magical potions, items, and new necromantic spells. His tower is guarded by scores of hideous undead creatures. No visitors to his tower have ever returned.

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Imp

ARMOR CLASS: 2

THACO: 19

MOVEMENT: 6, Fl 18 (A)

HIT DICE: 2+2

ALIGNMENT: Lawful evil

SIZE: T (2' tall)

INTELLIGENCE: Average (9)

COMBAT: #AT 1; Dmg 1-4: poisonous tail sting—save vs. poison or die

DESCRIPTION: Imps are typically the familiars of evil wizards. An imp can polymorph into two other animal forms and can *detect magic, detect good*, and become invisible at will. Imps are immune to cold, fire, and electrical attacks and are struck only by silver or magical weapons. They can regenerate one hit point per melee round.

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Aldarr

13th-level Wizard

RACE: Human

ARMOR CLASS: 5

THACO: 16

MOVEMENT: 12

HIT POINTS: 34

ALIGNMENT: Chaotic neutral

EQUIPMENT: *dagger, assorted gems and currency from many societies, amulet of the planes, cloak of protection +5*

BACKGROUND: Aldarr is an unpredictable wizard who can be found on almost any plane of existence. He is a seasoned traveler. It is rumored that he has a tower in a desert on Oerth where he rests and recuperates after his many travels. There, he studies his many foreign tomes and enjoys linguistics as a hobby.

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Dalamar

13th-level elven wizard

ARMOR CLASS: 0

MOVEMENT: 12

HIT POINTS: 41

ALIGNMENT: Chaotic evil

S: 16 D: 16 C: 12
I: 17 W: 16 Ch: 14

MAGICAL ITEMS: *Ring of healing, wand of lightning*

BACKGROUND: A handsome and skilled young wizard, Dalamar was cast out of his elven homeland for following the ways of evil in order to learn more of his beloved magic. He is attracted to Kitiara, and he admires and fears Raistlin, his master.

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Kitiara Uth Matar

15th-level human fighter

ARMOR CLASS: -3

MOVEMENT: 12

HIT POINTS: 68

ALIGNMENT: Lawful evil

S: 14 D: 18 C: 14
I: 13 W: 7 Ch: 14

MAGICAL ITEMS: *Dragon armor plate mail +1, short sword +2, spear +3, dagger +1*

BACKGROUND: The older half-sister of Caramon and Raistlin, Kitiara joined the evil forces of Queen of Darkness. After the War of the Lance, she continued to try to conquer the world with her companion, Dalamar.

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Laurana

5th-level elf fighter

ARMOR CLASS: -4

MOVEMENT: 9

HIT POINTS: 30

ALIGNMENT: Chaotic good

S: 13 D: 17 C: 14
I: 15 W: 12 Ch: 16

MAGICAL ITEMS: *Plate mail +2, short sword +3, dagger +1*

BACKGROUND: Once a spoiled elven princess, Laurana became a powerful commander in the War of the Lance. She married Tanis Half-Elven after the war and became a diplomat for the Knights of Solamnia.

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Goldmoon

11th-level human cleric

ARMOR CLASS: -3

MOVEMENT: 6

HIT POINTS: 46

ALIGNMENT: Lawful good

S: 12 D: 14 C: 12
I: 12 W: 16 Ch: 17

MAGICAL ITEMS: *Cloak of protection +3, staff of striking/curing, shield +2*

BACKGROUND: Goldmoon was the daughter of a tribal chieftain. When she and her beloved Riverwind found their tribe had been destroyed, they joined the War of the Lance and helped defeat the Queen of Darkness.

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Tanis Half-Elven

12th-level half-elf fighter

ARMOR CLASS: -3

MOVEMENT: 9

HIT POINTS: 79

ALIGNMENT: Neutral good

S: 16 D: 16 C: 12
I: 12 W: 13 Ch: 15

MAGICAL ITEMS: *Plate mail +2, shield +2, long sword +2*

BACKGROUND: A leader in the War of the Lance, Tanis became an advisor, guide, and bodyguard to his wife Laurana. They travel extensively across Krynns, healing the wounds of the war.

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Tasslehoff Burrfoot

12th-level kender thief

ARMOR CLASS: 1

MOVEMENT: 12

HIT POINTS: 44

ALIGNMENT: Neutral

S: 13 D: 16 C: 14
I: 9 W: 12 Ch: 11

MAGICAL ITEMS: *Leather armor +2, ring of protection +3, hoopak +2, dagger +4*

BACKGROUND: Like all kender, Tasslehoff is intensely curious, carefree, and excited by danger. He acquires many odds and ends from his travels, some items being magical and many being taken from his friends.

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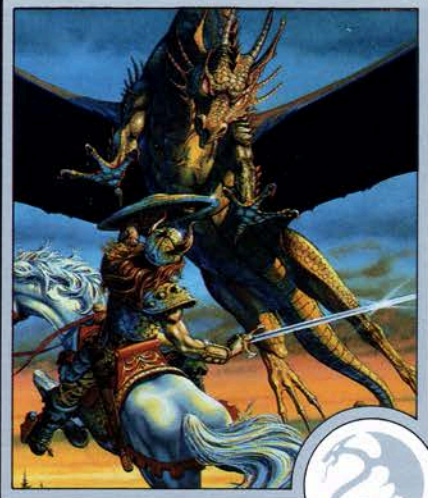
Renwood



Crystal Ball



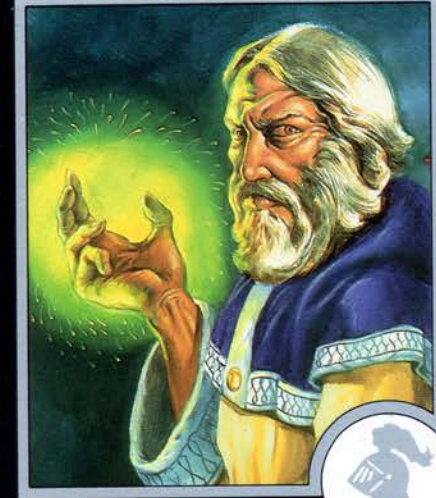
Gem of Insight



Chlormordia



Dagaronzie



Ar-Kane



Firbolg



Hill Giant



Pyrosternia



Gem of Insight

XP VALUE: 3,000

USABLE BY: All classes

DESCRIPTION: This jewel is a finely-cut stone of no less than 5000 gp value. If magic is detected, the gem radiates a faint aura of enchantment. A character who possesses the item will begin to feel its power after keeping the gem for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. Possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three month period, the additional Wisdom is lost. The gem functions once every 50 years.

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Crystal Ball

XP VALUE: 1,000

USABLE BY: Wizards

DESCRIPTION: This is the most common form of scrying device: a crystal sphere of about 6" diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of the *crystal ball* must know his subject.

Certain spells (*comprehend languages, read magic, infravision, tongues*) cast upon the user improve his chances of scrying successfully. *Detect magic* and *detect good/evil* can be cast through a *crystal ball*. The chance of success is 5%/level of the wizard.

Dispel magic causes the device to cease functioning for one day.

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Renwood 9th-level Druid

RACE: Human

ARMOR CLASS: 4

THACO: 16

MOVEMENT: 12

HIT POINTS: 44

ALIGNMENT: Neutral

EQUIPMENT: *bracers of defense AC4, spear +2, boots of elvenkind, ring of invisibility*

BACKGROUND: Renwood has devoted his life to caring for the plants and creatures of the forest. He is typically quiet, but is a fierce fighter when protecting the forest. Renwood has no mercy for those who defile woodlands. He has a small cottage hidden deep in an ancient oak forest where he enjoys the company of animals. He has an intense fear of fire.

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Ar-Kane 9th-level Wizard

RACE: Human

ARMOR CLASS: 6

THACO: 18

MOVEMENT: 12

HIT POINTS: 30

ALIGNMENT: Chaotic good

EQUIPMENT: *ring of protection +4, wand of frost, gem of seeing, boots of levitation*

BACKGROUND: Ar-Kane is an intense, serious wizard who enjoys adventuring as much as research. He has a passion for books of any kind and has assembled a large personal library. One of his main reasons for adventuring is the acquisition of books. His favorite spells are those that yield dramatic light effects. He has an owl familiar that is his constant companion.

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Dagaronzie, Green Dragon

ARMOR CLASS: -5

THACO: 2

MOVEMENT: 9, Fl 30 (C), Sw 9

HIT DICE: 18

ALIGNMENT: Lawful evil

SIZE: G (85'-body)

INTELLIGENCE: Very (12)

COMBAT: #AT 3+special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (18d6+9) and wizard spells (four 1st-level, two 2nd-level)

DESCRIPTION: Dagaronzie is 730 years old (Very Old). His cave is at the center of a mountain; the cave is reached through a miles-long maze of twisting passages. He delights in traps and tricks; his caves are deadly. Magical items are his passion; he has a huge collection "borrowed" from his victims.

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Chlormordia, Green Dragon

ARMOR CLASS: -2

THACO: 5

MOVEMENT: 9, Fl 30 (C), Sw 9

HIT DICE: 15

ALIGNMENT: Lawful evil

SIZE: G (58'-body)

INTELLIGENCE: Very (11)

COMBAT: #AT 3+special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (12d6+6), three 1st-level wizard spells

DESCRIPTION: Chlormordia is 158 years old (Adult) and considers herself incredibly beautiful. She is currently seeking a mate. She succumbs to flattery and is outraged when suitors fail to remark on her beauty. She has killed at least two suitors. She is ruthless, cunning, and enjoys showing off by casting spells.

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Pyrostermia, Red Dragon

ARMOR CLASS: -4

THACO: 7

MOVEMENT: 9, Fl 30 (C), Jp 3

HIT DICE: 14

ALIGNMENT: Chaotic evil

SIZE: G (75'-body)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (10d10+5) and spells (two 1st-level wizard spells)

DESCRIPTION: Pyrostermia is 92 years old (Young Adult). He recently left his parents and is now establishing a lair of his own, terrorizing local villages and farms. His behavior is careless and rash, and it is only a matter of time before adventurers hear of him and come in search of his fortune.

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Hill Giant

ARMOR CLASS: 3

THACO: 9

MOVEMENT: 12

HIT DICE: 12 (+1-2 hp)

ALIGNMENT: Chaotic evil

SIZE: H (16' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1-6; club (2-12+7); hurl rocks (2-16)

DESCRIPTION: The average hill giant weighs 4,500 pounds. Hill giants live in families of 9-16 individuals and make their living by hunting and raiding nearby communities. They are selfish and barbaric, but are cunning fighters, preferring to attack opponents from high ground. A favorite attack is to hurl boulders; they can also catch boulders (30% chance).

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Firbolg

ARMOR CLASS: 2

THACO: 9

MOVEMENT: 15

HIT DICE: 13+7

ALIGNMENT: Neutral good

SIZE: L (10 1/2')

INTELLIGENCE: 8-18

COMBAT: #AT 1; Dmg 1-10 (halberd) +7 (Str bonus); if one hand is free, a firbolg can bat away up to two missiles per round

DESCRIPTION: Firbolgs are the most powerful of the giant-kin, due to their intelligence and magical ability. Once per day, they can use *detect magic, diminution, fool's gold, forget, alter self*. Firbolgs distrust humans and avoid combat; if forced to fight, they use great strategy and organization.

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DragonLance™

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Dwyam Marz

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Shonorr

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Candle of Invocation

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Mara Korvin

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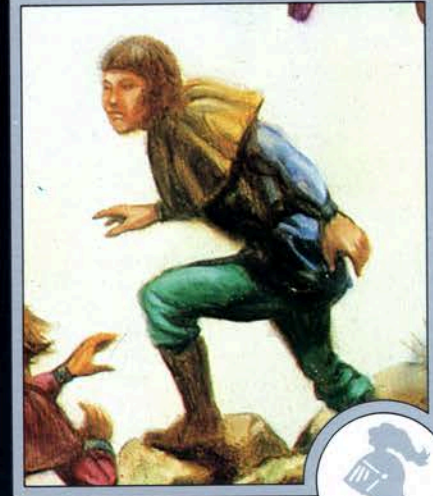
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Nastorrian

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Jalen Lang

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Talar Thraydin

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Sorvani

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Boris Nahal

Candle of Invocation

XP VALUE: 1,000

USABLE BY: Priests

DESCRIPTION: These blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The candle is not remarkable, but it radiates magic if detected and radiates good or evil as appropriate.

Burning the candle generates a favorable aura for the individual if the candle's alignment matches that of the character. If burned by a priest of the same alignment, the candle temporarily increases the priest's level by 2, enabling him to cast additional spells, even those inaccessible to him. Burning allows the casting of a *gate* spell, consuming the candle in the process. A candle burns for four hours and can be extinguished normally.

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Shonorr, Bronze Dragon

ARMOR CLASS: -5

THACO: 1

MOVEMENT: 9, Fl 30 (C), Sw 12

HIT DICE: 17

ALIGNMENT: Lawful good

SIZE: G (70' body)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 3 + special; Dmg 1-8/1-8/4-24; special attacks are breath weapon (14d8 + 7) and wizard spells (two 1st-level, two 2nd-level)

DESCRIPTION: Shonorr is 340 years old (Mature Adult). She has no patience for evil or selfish creatures; those who she cannot persuade toward good usually die. She will sometimes lend magical items to adventurers on a mission of good, but monitors them closely.

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Dwyam Marz

9th-level Warrior

RACE: Human

ARMOR CLASS: 7

THACO: 12

MOVEMENT: 12

HIT POINTS: 70

ALIGNMENT: Neutral good

EQUIPMENT: *leather armor +1, girdle of hill giant strength, gauntlets of swimming and climbing*

BACKGROUND: Dwyam prefers to adventure alone, rather than with a group. She has trouble taking orders from anyone, and prefers to make her own decisions. Her only ally is a bronze dragon, who forced Dwyam to either work with her or be killed. Dwyam has become less selfish through the dragon's influence and now works for good.

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Jalen Lang

4th-level Thief

RACE: Human

ARMOR CLASS: 10

THACO: 19

MOVEMENT: 12

HIT POINTS: 16

ALIGNMENT: Chaotic neutral

EQUIPMENT: *boots of elvenkind, dagger*

BACKGROUND: Jalen is a young thief who has an idealistic view of adventuring life. He does not fully understand the dangers of adventuring, but is lured by its potential riches. Jalen is cautious, however, and is constantly practicing his thieving skills to improve them. When Jalen needs to earn money quickly, he finds a city and performs sleight-of-hand tricks in taverns in exchange for donations.

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Nastorrian

18th-level Wizard

RACE: Human

ARMOR CLASS: 8

THACO: 15

MOVEMENT: 12

HIT POINTS: 57

ALIGNMENT: Chaotic evil

EQUIPMENT: *cloak of protection +2, broom of flying, hat of disguise, staff of withering*

BACKGROUND: Nastorrian hates all creatures. He views humans, elves, and other intelligent races as parasites in the world. For this reason, he spends most of his time in his tower, inventing devices of evil that cause death and sickness. When he ventures from his tower, it is to test his devices. Nastorrian is lonely, bitter, and will likely become a lich when he dies.

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Mara Korvin

8th-level Ranger

RACE: Human

ARMOR CLASS: 5

THACO: 13

MOVEMENT: 12

HIT POINTS: 64

ALIGNMENT: Neutral good

EQUIPMENT: *cloak of protection +2, boots of varied tracks, long sword +2, dagger +1*

BACKGROUND: Mara grew up in an isolated forest. As a result, she developed a deep love for the wilderness and has devoted her life to protection of the woods and its wildlife. Mara is uncomfortable in large cities and avoids them. She is cautious when meeting new people, and is content having a few close friends. Mara's Dexterity (17) gives her an AC bonus.

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Boris Nahal

8th-level Thief

RACE: Human

ARMOR CLASS: 3

THACO: 17

MOVEMENT: 12

HIT POINTS: 36

ALIGNMENT: Chaotic good

EQUIPMENT: *bracers of defense AC 6, long sword +1, boots of striding and springing*

BACKGROUND: Boris is a naive but loyal adventurer. He is always willing to try something new, often at the risk of safety. He rarely considers the potential consequences of his actions. He will do anything for his companions, however, making him a valuable ally and friend. Boris's Dexterity (17) gives him bonuses to Armor Class and to his thieving abilities.

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Sorvani

16th-level Wizard

RACE: Human

ARMOR CLASS: 2

THACO: 15

MOVEMENT: 12

HIT POINTS: 54

ALIGNMENT: Chaotic good

EQUIPMENT: *staff of striking, bracers of defense AC 2, ring of spell turning, pearl of power*

BACKGROUND: Sorvani is a somewhat reluctant adventurer. He prefers to stay in his tower, reading, researching, and experimenting. He feels that the only value in adventuring is perhaps finding new magical items or meeting new wizards with whom he can exchange information and techniques. Although he does not enjoy adventuring, his power makes him a valuable ally.

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Talamar Thraydin

15th-level Paladin

RACE: Human

ARMOR CLASS: -1

THACO: 6

MOVEMENT: 12

HIT POINTS: 132

ALIGNMENT: Lawful good

EQUIPMENT: *full plate armor +2, sword +2 dragon slayer*

BACKGROUND: Talamar has committed his life to protecting the innocent, weak, and oppressed. He travels where ever he is needed, slaying dragons and monsters and eliminating evil in any way he can. He accepts no rewards, dedicating his service to his god. Although he is a fierce and courageous fighter, Talamar is shy around women. Talamar enjoys teaching children about fighting for good.

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DragonLance™
Trading Cards



Alyssa



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Snakes, Giant




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Kagon




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Zollrendar



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Santis



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Tarninia



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Ring of Fire Resistance



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Water Weird



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Hawk



Kagon

8th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 75
ALIGNMENT: Lawful neutral
EQUIPMENT: knife

BACKGROUND: Kagon has high Dexterity (18), giving him a bonus to his Armor Class. He was raised in the jungle by his missionary parents, and when he became an adult, he decided to remain in the jungle. He has never been in a community larger than a small, primitive village. He is an excellent hand-to-hand fighter and is proficient with spear, blowgun, and knife. His constant companion is a telepathic monkey named Umoror.

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Snakes, Giant

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 15
HIT DICE: 4+2
ALIGNMENT: Neutral
SIZE: M (12' long)
INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg 1-3; poison 3-18
DESCRIPTION: Giant poisonous snakes are found in all climates except arctic and sub-arctic. They swallow prey whole and sleep for days after eating. When a victim is bitten, he must save vs. poison or die within 1 round. The victim suffers 3-18 points of damage even if the save is successful.

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Alyssa

3rd-level Priest

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: dagger, *pearl of wisdom*, *ring of protection +1*

BACKGROUND: Alyssa is young but devout priestess. She has an optimistic view of the world and is often too trusting of those she meets. She tries to see the good in all people and always helps others in need. With her devotion, she will someday be a leader in her church. She first needs to learn more about the world and more about the nature of humans and other beings.

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Tarninia, Black Dragon

ARMOR CLASS: -4
THACO: 0
MOVEMENT: 12, Fl 30 (C), Sw 12
HIT DICE: 18
ALIGNMENT: Chaotic evil
SIZE: G (82' body)
INTELLIGENCE: Average (9)

COMBAT: #AT 3+special; Dmg 1-6/1-6/3-18; special attacks are breath weapon (10d4+10) and wizard spells (seven 1st-level)

DESCRIPTION: Tarninia is a vain, greedy dragon. Even at her extreme age of 870 years (Venerable), she is seeking a mate. However, she desires a mate for riches rather than companionship. She loves to torment intruders to her swamp lair before killing them.

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Santis

3rd-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Lawful good
EQUIPMENT: dagger, *boots of elvenkind*, *ring of warmth*

BACKGROUND: Santis is a young but serious wizard. He exhibited magical talent at an early age, and his peasant parents apprenticed him to an elderly wizard. His mentor, who was killed by a rival wizard, was the only friend Santis ever knew. Now an orphan, Santis travels in search of magical knowledge, waiting until he will have sufficient power to hunt the killer of his mentor.

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Zollrendar, Red Dragon

ARMOR CLASS: -13
THACO: -4
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 20
ALIGNMENT: Chaotic evil
SIZE: G (170' body)
INTELLIGENCE: Exceptional (15)

COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (22d10+11), wizard spells (two 1st, two 2nd, two 3rd, two 4th), priest spells (two 1st)

DESCRIPTION: Zollrendar is 1,158 years old (Wyrm). He is exceptionally greedy and rules a large territory, driving away other dragons who would share his lands (and its treasures). His lair is full of traps; no one who has gone in search of it has returned.

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Hawk

ARMOR CLASS: 6
THACO: 19
MOVEMENT: Fl 33 (B)
HIT DICE: 1
ALIGNMENT: Neutral
SIZE: S (3-4')
INTELLIGENCE: Animal (1)

COMBAT: #AT 3; Dmg 1-2/1-2/1
DESCRIPTION: Hawks are common in all worlds. They are smaller than eagles and are typically a reddish-brown color. Hawks rarely attack demihumans.

Hawks are commonly encountered as the familiars of wizards. Their speed and superior vision makes them excellent spies. They do not cause a great deal of damage, but can distract and confuse enemies of their masters. When attacking, hawks target the opponent's eyes, with a 25% chance of striking.

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Water Weird

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT DICE: 3+3
ALIGNMENT: Chaotic evil
SIZE: L (10' long)
INTELLIGENCE: Very (11)

COMBAT: #AT 0; Dmg Nil
DESCRIPTION: Water weirds appear as normal bodies of water in a fountain, well, or basin. Upon detecting a creature, the water weird takes on a serpentine form in two rounds. It hits as a 6-HD monster. Creatures who are hit save vs. paralyzation; failure indicates the victim is dragged into the water and may drown. Water weirds are never slain, but are disrupted, reforming in 2 rounds. Only a *purify water* spell slays a water weird.

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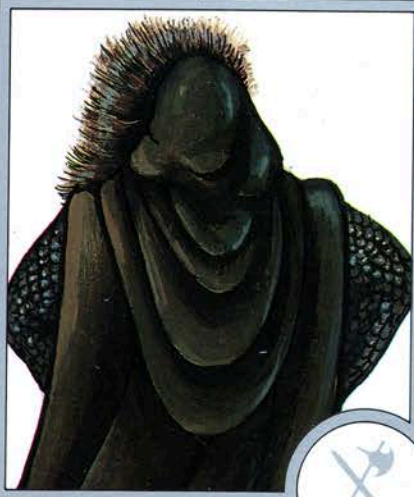
Ring of Fire Resistance

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: The wearer of this ring is totally immune to the effects of normal fires. Very large and hot fires, molten lava, hell-hound breath, or *wall of fire* spells cause 10 hit points of damage per round if the wearer is within the conflagration.

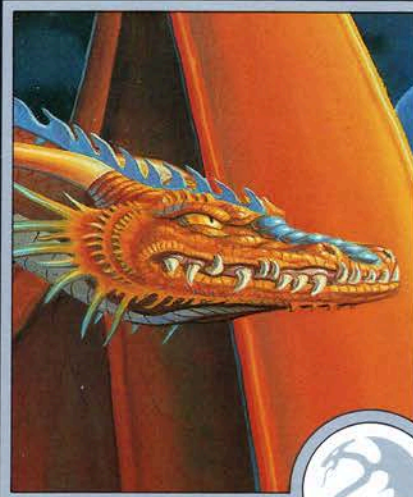
Exceptionally hot fires such as red-dragon breath, pyrohydra breath, *fireballs*, *flame strike*, *fire storm* etc., are saved against with a +4 bonus, and all damage dice are at -2 per die, but never less than 1 per die. Very hot fires are considered to be those that have a maximum initial exposure of up to 24 hit points; exceptional heat is considered to cause 25 or more hit points.

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Cloak of Elvenkind



Vandrillon



Baron Rykoffe



Wand of Frost



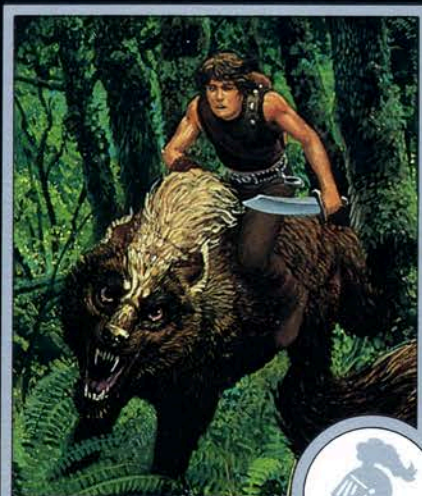
Gauntlets of Dexterity



Sword +2, Giant Slayer



Randoer



Drent



Bylquore



Baron Rykoffe

15th-level Warrior

RACE: Human
ARMOR CLASS: -4
THACO: 6
MOVEMENT: 12
HIT POINTS: 136
ALIGNMENT: Lawful good
EQUIPMENT: lance, shield, *full plate armor +3, long sword +4 defender, rod of lordly might*
BACKGROUND: Baron Rykoffe rules a large coastal barony where he is loved by his subjects. He surveys his lands from the back of his gold dragon, ensuring that his subjects are happy and healthy. Rykoffe has a large army, although no wars have disturbed his lands for generations. He is unmarried and considered an eligible bachelor.

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Vandrillon, Red Dragon

ARMOR CLASS: -7
THACO: -3
MOVEMENT: 9, Fl 30 (C), Jp (3)
HIT DICE: 17
ALIGNMENT: Chaotic evil
SIZE: G (124' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (16d10+8) and wizard spells (two 1st, two 2nd, one 3rd)
DESCRIPTION: Vandrillon is 522 years old (Old). He lives in an inactive volcano, although local residents believe it to be active. Vandrillon simulates "eruptions" with his breath to prevent humans from living too close. A local legend states that offerings of treasure keep the volcano quiet.

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Cloak of Elvenkind

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: When this ordinary, neutral colored cloak is worn with the hood drawn up, it enables the wearer to blend with surroundings, becoming nearly invisible. Invisibility bestowed is:

heavy growth	100%
light growth	99%
open fields	95%
rocky terrain	98%
near buildings	90%
brightly lit room	50%
torch/lantern light	95%
infravision	90%
light/continual light	50%

The wearer is easily seen if violently or hastily moving. Fully 90% of these cloaks are human/elven size and the other 10% are smaller.

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Sword +2, Giant Slayer

XP VALUE: 900
USABLE BY: Warrior, Thief
DESCRIPTION: This sword provides a +2 bonus against all creatures. It provides a +3 bonus versus any giant, giant kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (i.e., 2d12+3).

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Gauntlets of Dexterity

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: These gloves appear to be nothing more than lightweight leather handwear. They radiate magic if detected. They size themselves magically to fit any hand, from a huge human to a small halfling. *Gauntlets of dexterity* increase overall dexterity by 4 points if the wearer's dexterity is 6 or less, by 2 points if 7-13, and by 1 point if dexterity is 14 or higher. Wearing these gloves enables a non-Thief character to pick pockets (95% chance) or open locks (37% chance) as if he were a 4th-level Thief. If worn by a Thief, they increase these two abilities by 10%.

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Wand of Frost

XP VALUE: 6,000
USABLE BY: Wizards
DESCRIPTION: A *wand of frost* can perform three functions:

1. Ice Storm: A silvery ray springs forth, causing an ice storm up to 60' away. This costs one charge.
2. Wall of Ice: The silvery ray forms a wall of ice, six inches thick, covering a 600-square-foot area. Its initiative modifier is +2, and it requires one charge.
3. Cone of cold: Icy crystals spray out in a cone 60' long with a 20' terminal diameter. The effect lasts only one second. The temperature is -100° F. Damage is 6d6, counting 1s as 2s. It requires two charges and a saving throw vs. wands is allowed.

This wand is rechargeable.

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Bylquore

9th-level Warrior

RACE: Human (wererat)
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Lawful evil
EQUIPMENT: *chain mail +2, sword +1 luck blade, ring of mind shielding*
BACKGROUND: Bylquore is a cunning human who encountered a pack of wererats while adventuring. In the battle that followed, he was afflicted with lycanthropy and found the disease to be advantageous. He has organized and influenced many groups of underworld creatures, and now has a loosely formed but strong army. He revels in the power he holds over these creatures.

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Drent

4th-level Thief

RACE: Human
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Chaotic good
EQUIPMENT: scimitar, dagger, *leather armor +1*
BACKGROUND: Drent's best friend is a warrior named Randoer. Together with the enchanted wolves that they raised from cubs, they travel the forest that is their home, protecting it from evil attackers. Drent's thieving skills allow him to move silently in the wilderness and surprise intruders. He donates treasure from attackers to the poor of his village. Drent's Dex (17) gives him an Armor Class bonus.

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Randoer

5th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Chaotic good
EQUIPMENT: spear, dagger, *long sword +1, bracers of defense AC 5*
BACKGROUND: Randoer has high Dexterity (16), giving him a bonus to Armor Class. His closest companion is a thief named Drent. Together, they raised a pair of enchanted wolf cubs, who serve as mounts, protectors, and friends. They protect the vast forest in which their village lies, ranging far and wide in search of attackers and evil influences.

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Dagger of Venom



Quiver of Ehlonna,
Bow +1



Bledorwn



Lich



Death Knight



Heucuva



Pandallor



Smilodon



Lizard Man King



Bledorwn
20th-level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful evil
EQUIPMENT: *cloak of protection +3, brooch of shielding, wand of enemy detection, staff of power, ring of sustenance*
BACKGROUND: Bledorwn's Dexterity (15) gives him an Armor Class bonus. He is cunning and highly intelligent, spending many hours in his laboratory. He has given up adventuring, and instead he spends his days creating magical items for the advancement of evil. His work is famous; he is never at a loss for customers or income.

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Quiver of Ehlonna & Bow + 1

XP VALUE: 1,500, 500
USABLE BY: Warrior, Rogue
DESCRIPTION: This appears to be a normal quiver with a capacity of 20 arrows. If magic is detected, the quiver radiates alteration magic. Examination reveals that the quiver has three distinct compartments:

1. holds up to 60 long bow arrows;
2. holds up to 18 javelins; and
3. holds up to 6 spears or staves.

Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

The bow +1 gives the wielder a +1 bonus to both attack and damage rolls.

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Dagger of Venom

XP VALUE: 350
USABLE BY: Any
DESCRIPTION: This dagger appears to be a standard *dagger +1*, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw versus poison is successful. The dagger of venom holds up to six doses of poison. When the hilt contains fewer than six doses, the owner can add more doses, up to the maximum. (Use of this weapon by good—particularly lawful good—characters must be carefully monitored for its effects on alignment.)

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Heucuva

ARMOR CLASS: 3
THACO: 16
MOVEMENT: 9
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: M (5-7' tall)
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 1; Dmg 1-6
DESCRIPTION: A heucuva appears to be a skeleton, but is more dangerous and more difficult to dispell. It fights by swiping with one of its hands. The sharp fingerbones are capable of tearing into wood. A victim must succeed at a saving throw vs. poison or be afflicted with disease. The victim suffers a daily loss of 1 point each of Strength and Constitution; *cure disease* will prevent death and restore the lost points.

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Death Knight

ARMOR CLASS: 0
THACO: 11
MOVEMENT: 12
HIT DICE: 9 (d10)
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (18)
COMBAT: #AT 1 with +3 bonus; Dmg by weapon
DESCRIPTION: A death knight is the horrifying corruption of a Solamnic Knight, cursed by the gods as punishment for betraying their code of honor. A death knight has a blackened skull with two orange, glowing pinpoints of light as eyes. Its armor is scorched as if by fire. A death knight retains the fighting skills it had in life, with little regard for its own safety.

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Lich

ARMOR CLASS: 0
THACO: 10
MOVEMENT: 6
HIT DICE: 11 +
ALIGNMENT: Any
SIZE: M (6' tall)
INTELLIGENCE: Supra-genius (20)
COMBAT: #AT 1; Dmg 1-10 or by spells
DESCRIPTION: A lich was originally a wizard or priest of at least 18th level. The creatures are so powerful they continue to live after death. They are gaunt, skeletal creatures whose black, empty eyesockets contain pinpoints of light that serve the creatures as eyes. A lich can exist for centuries; its will drives it to master new magics. It avoids combat but is powerful in battle.

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Lizard Man King

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 9, Sw 15
HIT DICE: 8
ALIGNMENT: Chaotic evil
SIZE: L (8' tall)
INTELLIGENCE: Average (9)
COMBAT: #AT 1; Dmg 5-20 (trident)
DESCRIPTION: The lizard man king leads several loosely organized tribes of lizard men. He can be recognized by the great trident that he wields. He is ferocious in combat; if the attack roll is 5 or more than the score needed to hit, the lizard king inflicts double damage, with a minimum of 15 points. A lizard king demands two humans each week; he will eat two bodyguards instead if no humans are available.

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Smilodon

ARMOR CLASS: 6
THACO: 11
MOVEMENT: 12
HIT DICE: 7+2
ALIGNMENT: Neutral
SIZE: L (8-12' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 3; Dmg 2-5/2-5/2-12
DESCRIPTION: Although not truly a member of the cat family, the so-called sabretoothed tiger is similar to them in many ways. Smilodons are known for their 6"-long fangs, which are capable of inflicting terrible wounds. Their powerful jaws and large teeth give them a +2 on attack rolls. They are similar to normal tigers but are found only during the pleistocene epoch.

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Panndallor, Gold Dragon

ARMOR CLASS: -7
THACO: -2
MOVEMENT: 12, Fl 40 (C), Jp 3, Sw 12
HIT DICE: 19
ALIGNMENT: Lawful good
SIZE: G (90' body)
INTELLIGENCE: Genius (18)
COMBAT: #AT 3+special; Dmg 1-10/1-10/6-36; special attacks are breath weapon (14d12+7) and wizard spells (two 1st, two 2nd, two 3rd)
DESCRIPTION: Panndallor is 225 years old (Mature Adult) and a long-time friend of Baron Rykoffe. He serves the Baron of his own free will, knowing that he could leave his service at any time. Panndallor enjoys life in the barony and is overprotective of it.

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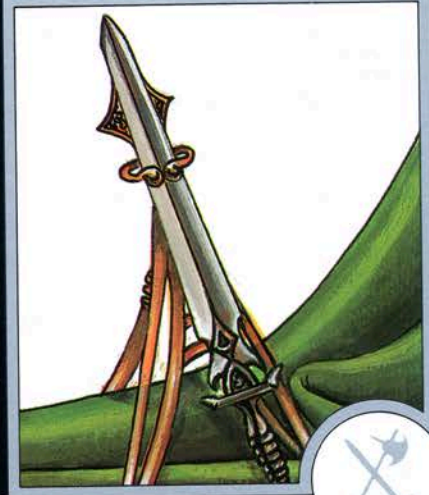
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Frost Giant



Cloak of Protection +2



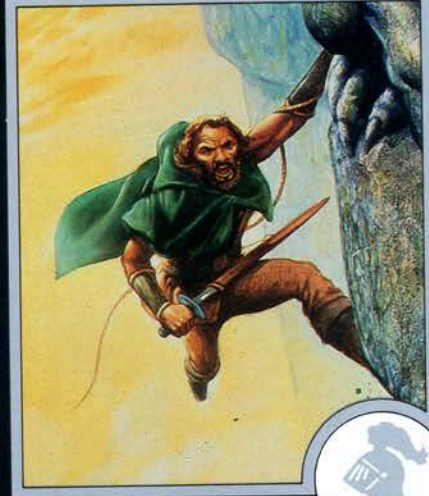
Sword +3, Frost Brand



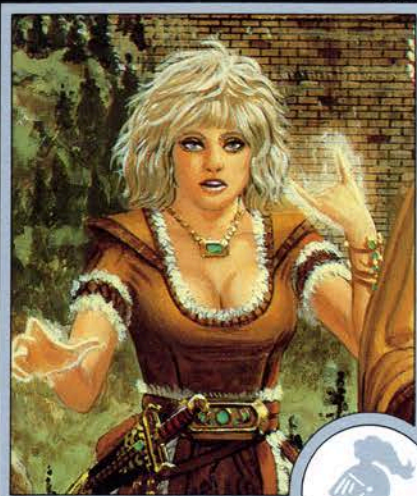
Anatoly Crarr



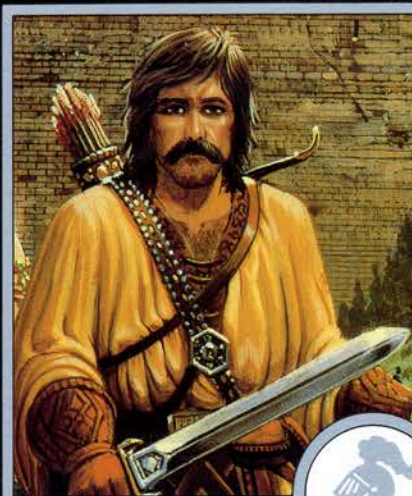
Gargoyle



Max Rinnen



Liliornin



Morrandar



Amberstar



Sword +3, Frost Brand

XP VALUE: 1,600

USABLE BY: Warriors

DESCRIPTION: This sword always provides a +3 bonus to attacks and damage. A +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when air temperature is below 0° F. It gives special benefits against fire; its wielder is protected as if wearing a *ring of fire resistance* (Card 39).

The frost brand sword has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10' radius, including a *wall of fire* but excluding *fireball*, *meteor swarm*, *flame strike*.

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Cloak of Protection +2

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each "plus" of a *cloak of protection* improves Armor Class by 1 and adds a bonus of 1 to saving throw die rolls.

The protection of this device can be combined with other items or with leather armor. It cannot function with any sort of magical armor, normal armor not made of leather, or shield of any sort.

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Frost Giant

ARMOR CLASS: 0

THACO: 7 (weapon), 5 (rocks)

MOVEMENT: 12

HIT DICE: 14+1-4 hp

ALIGNMENT: Chaotic evil

SIZE: H (21')

INTELLIGENCE: Average (10)

COMBAT: #AT 1; Dmg 1-8, 2-16+9 (weapon), 2-20 (rocks)

DESCRIPTION: Frost giants have a reputation for crudeness and stupidity, but they are crafty fighters. They are found in cold climates where often they live in harmony with winter wolves, yeti, and white dragons. They are immune to all forms of cold, including magical cold. Frost giants favor battle axes as weapons, but also hurl rocks if they have the high ground in battle. They are encountered in bands of 9-16 giants.

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Max Rinnen

12th-level Thief

RACE: Human

ARMOR CLASS: 8

THACO: 15

MOVEMENT: 12

HIT POINTS: 61

ALIGNMENT: Neutral evil

EQUIPMENT: short sword, *boots of striding and springing*, *cloak of elvenkind*

BACKGROUND: Max is a mercenary thief who will do anything for money. When hired, he usually finds a way to cheat his employer out of money or treasure. He will undertake almost any danger, but always looks out for himself first, treasure second, and companions last. Max is wealthy and has built a small keep. He will not stop adventuring until the keep overflows with riches.

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Gargoyle

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 9, Fl 15 (C)

HIT DICE: 4+4

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

INTELLIGENCE: Low (5)

COMBAT: #AT 4; Dmg 1-3/1-3/1-6/1-4

DESCRIPTION: Gargoyles will attack any creature they detect, whether good or evil. They love to torture prey when it is helpless. Gargoyles prefer surprise and swooping attacks. Their strikes are claw/claw/bite/horn. Their tough hides protect them from attack, and they can be hit only by +1 or better weapons. Gargoyles live in small groups, spending their time hunting humans and other intelligent creatures.

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Anatoly Crarr, Vampire

ARMOR CLASS: 1

THACO: 13

MOVEMENT: 12, Fl 18 (C)

HIT DICE: 8+3

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 1; Dmg 5-10

DESCRIPTION: Anatoly is a typical vampire, evil and twisted. He is over 350 years old. Over the centuries, he has become bitter and hateful. He has no respect for life of any kind and he desires to destroy as many lives as he can. He lives in a tower in a deep, mist-shrouded forest where even animals are afraid to walk. He feeds late at night and is especially fond of hunting during foggy or snowy weather. Anatoly is afraid of nothing.

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Amberstar

5th-level Warrior

RACE: Kender

ARMOR CLASS: 9

THACO: 16

MOVEMENT: 6

HIT POINTS: 30

ALIGNMENT: Chaotic neutral

EQUIPMENT: hoopak, knife, *ring of feather falling*

BACKGROUND: Like most kender, Amberstar is carefree and fearless. She is fond of taking care of objects for people who "misplaced" them and carries a pouch filled with numerous trinkets. She is extremely loyal to her friends and will never desert them in time of need. Amberstar loves adventuring but plans to settle down one day in her home village.

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Morrandar

9th-level Ranger

RACE: Human

ARMOR CLASS: 6

THACO: 12

MOVEMENT: 12

HIT POINTS: 76

ALIGNMENT: Lawful good

EQUIPMENT: arrows, bow +1, short sword of quickness

BACKGROUND: Morrandar travels with a female elf named Liliornin. Together, they seek to destroy evil on Krynn. Morrandar is consumed with bringing peace to the world and especially to the forests and their creatures. He always puts the safety of others ahead of his own safety. He is a loyal companion and friend to both humans and animals.

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Liliornin

8th-level Wizard

RACE: Elf

ARMOR CLASS: 6

THACO: 18

MOVEMENT: 12

HIT POINTS: 25

ALIGNMENT: Lawful good

EQUIPMENT: *boots of varied tracks*, dagger +2, gem of brightness, *ring of water walking*

BACKGROUND: Liliornin's Dexterity (18) gives her an Armor Class bonus. She is a talented and cautious wizard who is dedicated to eliminating evil on Krynn. Her travels have taken her to many parts of the world, and she has seen her share of battles with dragons. Together with the Ranger Morrandar, she strives for peace and law at all times.

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FORGOTTEN REALMS

Trading Cards



Chhe Phou



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2nd Edition

Trading Cards

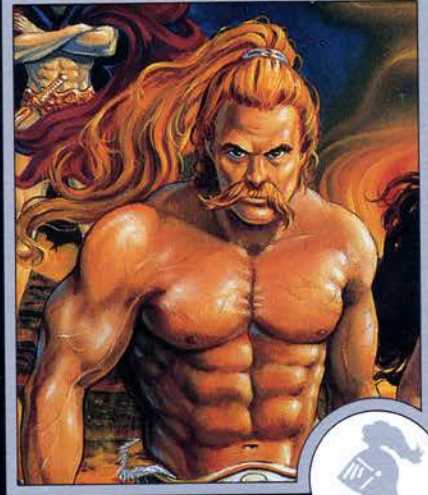


Krazzora



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Lakkonon



GREYHAWK
ADVENTURES

Trading Cards

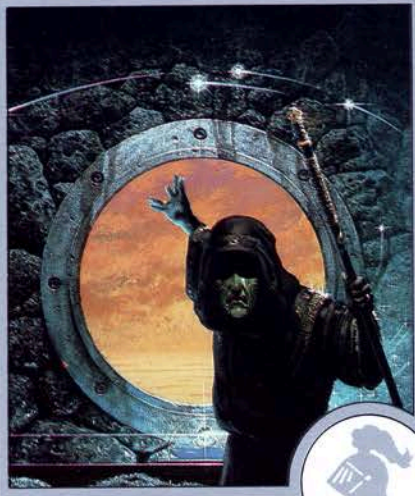


Drendar



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2nd Edition

Trading Cards



Norsinnow



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Hell Hound



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Trading Cards



Helm of Opposite Alignment



Advanced Dungeons & Dragons™
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Trading Cards



Helm of Underwater Action



GREYHAWK
ADVENTURES

Trading Cards



Seragrimm



13th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 8
MOVEMENT: 12
HIT POINTS: 110
ALIGNMENT: Chaotic neutral
EQUIPMENT: *ring of protection +4, girdle of storm giant strength, sword of sharpness*
BACKGROUND: Lakkonon's Dexterity (18) gives him an Armor Class bonus. He has a fascination with the elemental planes, and although these territories are hostile, he enjoys traveling in them. Lakkonon is a powerful warrior and does his best to protect the companions who travel with him. He has learned many secrets about the planes and is familiar with these regions.

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7th-level Priest/Warrior

RACE: Drow
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic evil
EQUIPMENT: *bracers of defense AC 6, dagger of venom, amulet of the planes*
BACKGROUND: Although Krazzora is a drow, she has left her people and adventures with a group of powerful warriors. They spend most of their time in the elemental planes, helping others who have become lost in the planes. She and her party have become experts in information about the planes, and will sometimes serve as guides or escorts to others who have business there.

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Chhe Phou
8th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral good
EQUIPMENT: *dagger, leather armor, scimitar of speed, helm of telepathy*
BACKGROUND: Chhe's Dexterity (18) gives him an Armor Class bonus. His home is in Kara-Tur, but he adventures anywhere his services are needed. His parents died when he was young, and Chhe has always traveled to seek out and destroy evil. He sometimes joins a group of adventurers if needed, but he normally travels alone.

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Hell Hound Trading Cards

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT DICE: 7
ALIGNMENT: Lawful evil
SIZE: M
INTELLIGENCE: Low (6)
COMBAT: #AT 1; Dmg 1-10 + special (breathes fire for 7 points)
DESCRIPTION: Hell hounds are fire-breathing canines from another plane summoned in the service of evil beings. They stand 2-3' high at the shoulder and have the odor of smoke and sulfur. Hell hounds are clever hunters that operate in packs. They move with great stealth, imposing a -5 penalty to opponents' surprise roll. They are immune to fire and can see hidden or invisible creatures 50% of the time.

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Norsinnow Trading Cards

10th-level Necromancer

RACE: Human
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Lawful evil
EQUIPMENT: *cloak of the bat, staff of withering, ring of shocking grasp*
BACKGROUND: Norsinnow has devoted his life to studying and manipulating things of evil. He spends most of his time in his tower, experimenting and reading old tomes. He ventures out to collect materials needed for spells and to locate new books and scrolls. He sometimes kidnaps animals or villagers for his experiments. His tower is feared by local natives.

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Drendar
11th-level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Lawful good
EQUIPMENT: *bracers of defense AC 4, cloak of displacement, pouch of accessibility*
BACKGROUND: Drendar is an official emissary of Seragrimm (Card 77). He provides information to Seragrimm regarding matters of state. He also carries messages to neighboring officials in order to carry out Seragrimm's wishes. Drendar is loyal to his king, but evil parties have recently tried to gain control of Drendar in order to take over his lands.

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Seragrimm
20th-level Wizard (Lich)

RACE: Human
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 6
HIT POINTS: 72
ALIGNMENT: Lawful good
EQUIPMENT: *staff of the magi, medallion of thought projection, robe of eyes*
BACKGROUND: Seragrimm's main goal in life was to maintain control as ruler of his lands. He desired to keep his land peaceful and safe from evil. This desire was so strong that upon his death, he did not die completely. Instead, he lives on, safeguarding his castle and watching over those who rule his lands. Through his magic, he directs the actions of his officials.

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Helm of Underwater Action Trading Cards

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: This looks like a typical helmet and radiates magic if detected. When worn, the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Weeds, obstructions, and the like block vision normally.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

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Helm of Opposite Alignment Trading Cards

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This looks like a typical helmet and radiates magic if detected. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is radically altered—good to evil, neutral to some absolute commitment (LE, LG, CE, CG), whatever is as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.
 Only a *wish* or alter reality can restore former alignment; the affected individual will not make any attempt to return to the former alignment. If this helm is worn, all magical properties are lost.

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Azurem



Kapak Draconian



Bozak Draconian



Helm of Teleportation



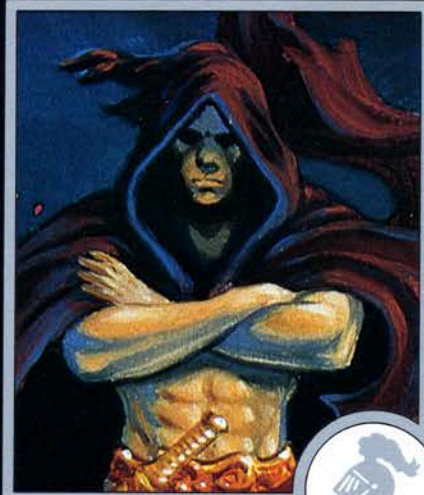
Brazier Commanding Fire Elementals



Neerga



Zendhora



Gorsomm



Short Sword of Quickness





Bozak Draconian

ARMOR CLASS: 2
THACO: 17
MOVEMENT: 6, Run 15, Glide 18, Fl 6 (E)
HIT DICE: 4
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: High (13)
COMBAT: #AT 2 or 1; Dmg 1-4/1-4 or by weapon
DESCRIPTION: Bozak draconians derive from bronze dragons. They are quick-witted, ruthless, and cast spells as 4th-level wizards. Favorite weapons are short swords, daggers, or weapons they can carry in their mouths while running. At 0 hit points, they crumble to dust; next round, the bones explode causing 1d6 points of damage.

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Kapak Draconian

ARMOR CLASS: 2
THACO: 17
MOVEMENT: 6, Run 15, Glide 18
HIT DICE: 3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Average (8)
COMBAT: #AT 1; Dmg 1-4; poison (victims must save vs. poison or become paralyzed for 2d6 turns)
DESCRIPTION: Kapak draconians are known for their stealth. They are derived from copper dragon eggs. Their scales are dull copper tinged with green. Their eyes are orange to dark brown. Kapaks are superb fighters and make excellent assassins. They are carnivorous and must devour at least 20 pounds of meat per day.

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Azurem, Blue Dragon

ARMOR CLASS: -6
THACO: -2
MOVEMENT: 9, Fl 30 (C), Br 4
HIT DICE: 20
ALIGNMENT: Lawful evil
SIZE: G (121' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (20d8 + 10), wizard spells (three 1st, three 2nd, one 3rd), priest spells (one 1st)
DESCRIPTION: Azurem is 904 years old (Venerable). His home is in a deep cave at the top of a snow-capped mountain. He is the oldest dragon within a 300-mile radius. He spends much of his time reminiscing about past victories and admiring his trophies.

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Neerga, Green Dragon

ARMOR CLASS: -1
THACO: 2
MOVEMENT: 9, Fl 30 (C), Sw 9
HIT DICE: 14
ALIGNMENT: Lawful evil
SIZE: G (49' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (10d6 + 5) and wizard spells (two 1st-level)
DESCRIPTION: Neerga is 62 years old (Young Adult). She is bad-tempered and rude. She lives in an underground cave in the middle of a dense forest. As a hatching, she could communicate with any intelligent creature; she retains this ability. Neerga is a bully who starts fights with no provocation.

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Brazier Commanding Fire Elementals

XP VALUE: 4,000
USABLE BY: Wizards
DESCRIPTION: This device appears to be a normal container for burning coals. It radiates magic if detected. It enables a mage to summon an elemental of 12-Hit-Dice strength from the elemental plane of Fire. A fire must be lit in the brazier—one round is required to do so. If sulfur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered.

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Helm of Teleportation

XP VALUE: 2,500
USABLE BY: All classes
DESCRIPTION: This looks like a typical helmet and radiates magic if detected. Any character wearing this device may teleport once per day, exactly as if he were a wizard. The destination must be known. If the wearer is a wizard, he can memorize a teleportation spell once and use the helm to refresh his memory so he can repeat the spell up to three times upon objects or characters. He can still personally teleport by means of the helm. As long as the wizard does not cast the teleportation spell, he can personally teleport up to six times before the memory of the spell is lost.

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Short Sword of Quickness

XP VALUE: 1,000
USABLE BY: Rogue, Warrior
DESCRIPTION: This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a scimitar of speed), both strike simultaneously.
 These swords are always of the finest quality and are often inlaid with valuable gems.

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Gorsomm 12th-level Wizard

RACE: Human
ARMOR CLASS:
THACO: 17
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: *cloak of displacement, rod of terror, ring of elemental command (fire), potions of water breathing (10 doses)*
BACKGROUND: Gorsomm is a highly intelligent wizard who specializes in magic dealing with fire. Although the elemental planes are dangerous, he finds them fascinating. Gorsomm is always on the lookout for new magic dealing with the elemental planes. He is presently searching for a new item he has heard rumor of, the *elemental compass*.

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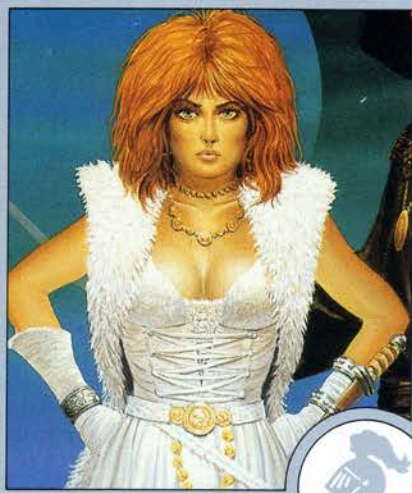


Zendhora

10th/9th-level Wizard/Warrior
RACE: Human
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Chaotic good
EQUIPMENT: *bracers of defense AC 4, necklace of adaptation, sword of dancing*
BACKGROUND: Zendhora's Dexterity (15) gives her a bonus to Armor Class. She was lost in the elemental plane of fire when she was discovered by a powerful trio of adventurers. After her rescue, she remained with them and they continue adventuring in the planes. The party now searches for treasure and magical items. They have rescued many travelers stranded in the planes.

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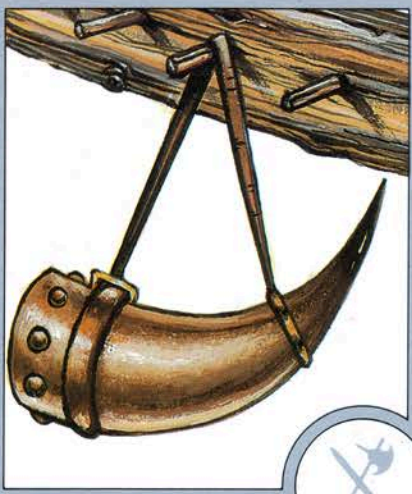
Persephone



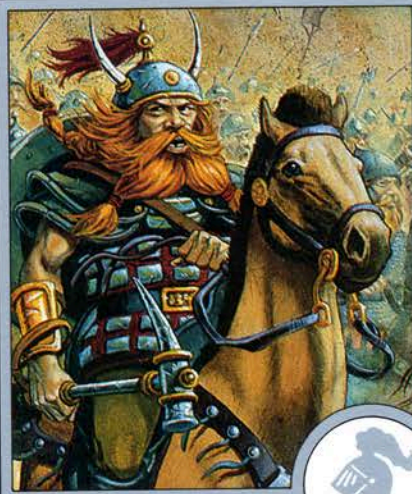
Gimballon



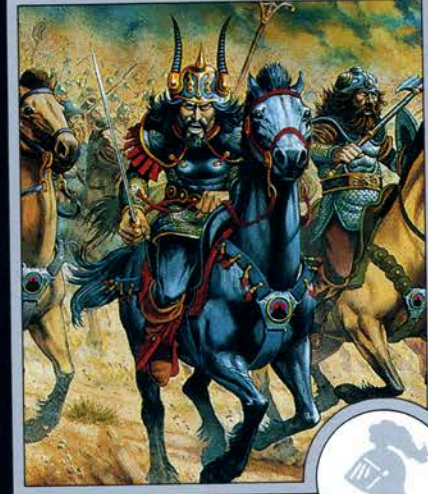
Garth



Horn of Fog



Gunthar Ironbeard



Thraygar Blackbeard



Glaze



Magma



Amulet of Inescapable Location



Garth

10th-level Ranger

RACE: Human
ARMOR CLASS: 5
THACO: 11
MOVEMENT: 12
HIT POINTS: 80
ALIGNMENT: Neutral good
EQUIPMENT: leather armor, knife, *mace +2*, *ring of warmth*
BACKGROUND: Garth's Dexterity (17) gives him an Armor Class bonus. He is a native of a cold climate, and survives well in the cold and in the wild. He is an excellent tracker and knows the ways of arctic creatures. He once survived alone in the frozen wastes for seven months. He can use priest spells (two 1st, one 2nd). He travels with a polar bear that he befriended when it was a cub.

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Gimballon

9th-level Thief

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful evil
EQUIPMENT: *ring of mind-shielding*, *scimitar +3*, *medallion of ESP*
BACKGROUND: Gimballon's Dexterity (17) gives him a bonus to Armor Class. He is a successful gambler, and looks for any opportunity to wager. He is a smooth talker and is extremely persuasive. With his medallion, he is able to avoid trouble and improve his odds at betting. He is also able to select his targets, choosing the wealthiest victims.

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Persephone

7th/8th-level Warrior/Thief

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Chaotic neutral
EQUIPMENT: *long sword +2*, *bracers of defense AC 6*, *gauntlets of dexterity*
BACKGROUND: Persephone was an orphan. She became a beggar and pickpocket as a child, and was eventually taken in by the local thieves' guild. As her skills improved, she also realized that she often needed strength as a fighter, and so studied the ways of the warriors. She dresses in white so she appears innocent and non-threatening.

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Thraygar Blackbeard

8th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 62
ALIGNMENT: Lawful neutral
EQUIPMENT: lance, shield, *plate mail +2*, *helm of brilliance*, *long sword +2*
BACKGROUND: Thraygar is human, but spends much of his time living among the dwarves. He has been a cavalry commander in his human king's army for over two decades. His king is allied with a neighboring clan of dwarves and the two nations often fight side by side. Thraygar is well known among both armies as an excellent fighter and commander.

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Gunthar Ironbeard

10th-level Warrior

RACE: Dwarf
ARMOR CLASS: 3
THACO: 11
MOVEMENT: 6
HIT POINTS: 79
ALIGNMENT: Lawful good
EQUIPMENT: studded leather armor, great helm, *shield +3*, *warhammer +2*
BACKGROUND: Gunthar comes from a long line of warriors. He grew up hearing stories of great battles and glorious victories. He is a leader in his clan's army. Gunthar is strong and a skilled fighter. His men are loyal and respectful of his age and wisdom. He has led many successful battles and has received many honors.

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Horn of Fog

XP VALUE: 400

USABLE BY: All classes

DESCRIPTION: This instrument allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10-cubic-foot cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Should it stop being sounded for a round and then sounded again, a new *fog cloud* will have begun and the old cloud will drift away. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

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Amulet of Inescapable Location

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (crystal ball viewing and the like), detection, or influence by ESP or telepathy. Actually, this cursed amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including *detect magic*, will not reveal its true nature.

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Magma, Red Dragon

ARMOR CLASS: -7

THACO: -1

MOVEMENT: 9, Fl 30 (C), Jp 3

HIT DICE: 17

ALIGNMENT: Chaotic evil

SIZE: G (132' body)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (16d10 + 8) and wizard spells (two 1st, two 2nd, one 3rd)

DESCRIPTION: Magma is 545 years old (Old). He has lived in a large cave in a mountain range on the border of a desert for 300 years. He does not associate with other dragons or creatures. He is vain and prefers his own company.

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Glaze, White Dragon

ARMOR CLASS: -6

THACO: -2

MOVEMENT: 12, Fl 40 (C), Br 6, Sw 12

HIT DICE: 18

ALIGNMENT: Chaotic evil

SIZE: G (87' body)

INTELLIGENCE: Low (5)

COMBAT: #AT 3 + special; Dmg 1-6/1-6/2-16; special attacks are breath weapon (11d6 + 11) and wizard spells (three 1st-level)

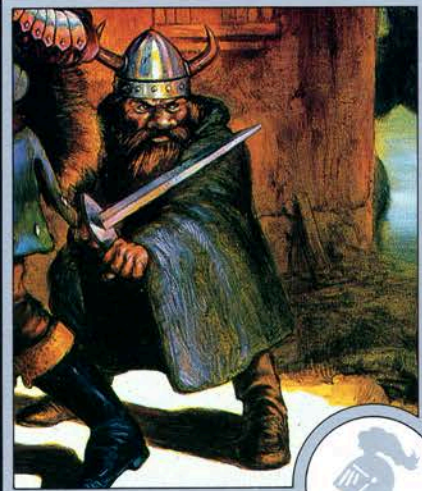
DESCRIPTION: Glaze is 1,102 years old (Wyrmling). Her lair is an ice cave deep in a crevasse of a massive glacier; a tunnel leads to an underwater opening into the sea. She can create a freezing fog three times per day. She eats only food that has been frozen.

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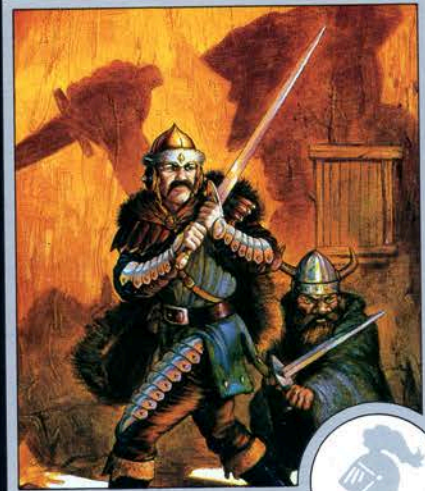
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Talamius



Salem Ironring



Bartolus Menk



Drakkimor



Elianna



Owlbear



Uthrac



Staff of Curing



Bracers of Archery





Trading Cards

Bartolus Menk

11th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 10
MOVEMENT: 12
HIT POINTS: 91
ALIGNMENT: Chaotic good
EQUIPMENT: banded mail, dagger, *long sword +3, boots of speed*
BACKGROUND: Bartolus grew up in a violent section of a large city. At an early age, he learned to fight in order to survive. He now uses his skills to earn a living, hiring out when he finds jobs with attractive rewards. He served as a city guard for a time, but found the work too boring and the pay too small. He resumed his adventuring career and has become quite wealthy.

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Trading Cards

Salem Ironring

10th-level Thief

RACE: Dwarf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 6
HIT POINTS: 49
ALIGNMENT: Neutral good
EQUIPMENT: *cloak of elvenkind, helm of teleportation, short sword +1*
BACKGROUND: Salem's Dexterity (17) gives him an Armor Class bonus. His parents moved to a large city when Salem was a baby. He grew up among humans, and his nature is more human than dwarven. Salem is a thief at heart, and he enjoys the challenge and danger of a mission as much as the treasure he gains. No job is too difficult for Salem, even though he nearly lost his life more than once.

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Trading Cards

Talamius

16th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 5
MOVEMENT: 12
HIT POINTS: 143
ALIGNMENT: Chaotic evil
EQUIPMENT: full plate armor, shield, lance, long sword, *helm of telepathy*
BACKGROUND: Talamius is an evil warrior who joins a battle for the sake of the fight. He enjoys killing and causing pain. He likes to intimidate his enemy in any way possible; the fear in his victims' eyes thrills him. He wears a magically modified helm that gives the appearance of red, glowing eyes. His horse is outfitted with a similar helm. He is hunted and hated by all good creatures.

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Trading Cards

Owlbear

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT DICE: 5+2
ALIGNMENT: Neutral
SIZE: L (8' tall)
INTELLIGENCE: Low (6)
COMBAT: #AT 3; Dmg 1-6/1-6/2-12
DESCRIPTION: Owlbears are vicious, aggressive, and evil-tempered. They inhabit deep, tangled forests and underground caves. They are probably the result of cross-breeding by an evil wizard. They are covered with a thick coat of feathers and fur, and weigh between 1,300 and 1,500 pounds.

Owlbears attack on sight and fight to the death. They attack with their claws and snapping beak.

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Trading Cards

Elianna

9th-level Ranger

RACE: Human
ARMOR CLASS: 5
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: two daggers, *cloak of the bat, boots of elvenkind, long sword +2*
BACKGROUND: Elianna was raised by her grandfather in a cottage in a deep forest. From him, she learned the ways of nature, including hunting, tracking, and foraging. Most important, he taught her to respect nature and to protect it. She learned not to exploit the gifts of nature but to use resources carefully and wisely. Elianna has a fondness for the forest creatures.

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Trading Cards

Drakkimor

14th-level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Lawful neutral
EQUIPMENT: dagger, *bracers of protection AC 4, scarab of protection, staff of striking, cloak of elvenkind*
BACKGROUND: Drakkimor is a powerful wizard who makes his home in an ancient oak forest. He has set up many magical traps and wards around the woods to protect it against intruders and safeguard the flora and fauna. The animals of the forest alert him to impending danger and intruders so he can best protect them.

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Trading Cards

Bracers of Archery

XP VALUE: 1,000
USABLE BY: Warriors
DESCRIPTION: When these magical wrist bands are worn by a character or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its use. If the wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, but excluding a bonus due to weapon specialization.

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Trading Cards

Staff of Curing

XP VALUE: 6,000
USABLE BY: Priests
DESCRIPTION: This device can *cure disease, cure blindness, cure wounds* (3d6+3 hit points), or *cure insanity*. Each function drains one charge. The device can be used once per day on any person (dwarf, elf, gnome, half-elf, halfling included), and no function may be employed more than twice per day (i.e., the staff can function only eight times during a 24-hour period). It can be recharged.

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Trading Cards

Uthrac

12th-level Warrior

RACE: Human
ARMOR CLASS: -1
THACO: 9
MOVEMENT: 12
HIT POINTS: 101
ALIGNMENT: Neutral good
EQUIPMENT: battle axe, *studded leather armor +1, great shield +4, potion of extra healing (4 doses)*
BACKGROUND: Uthrac's Dexterity (16) gives him an Armor Class bonus. He has traveled the northern reaches with his companion Garth for many years. Together, they explore and survey the uncharted regions for their baron. They also choose the best locations for new settlements and eliminate any monsters they can.

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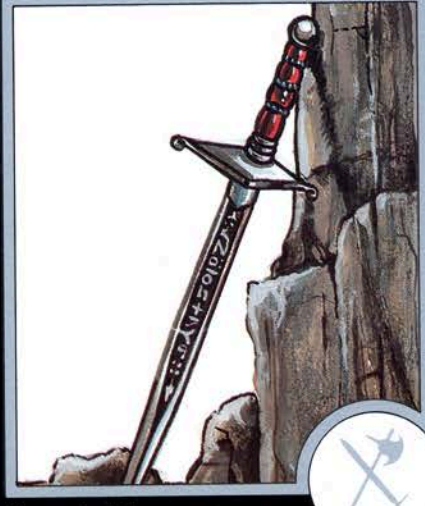
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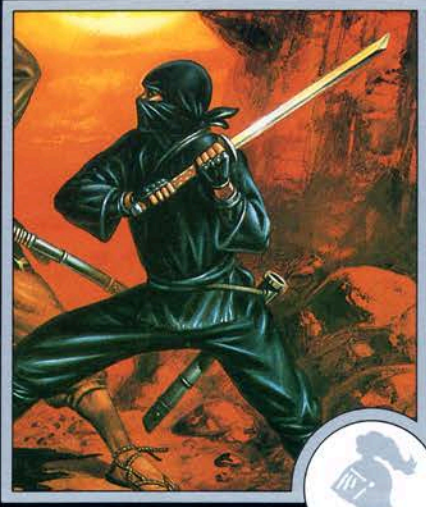
Gem of Seeing



Libram of Gainful Conjunction



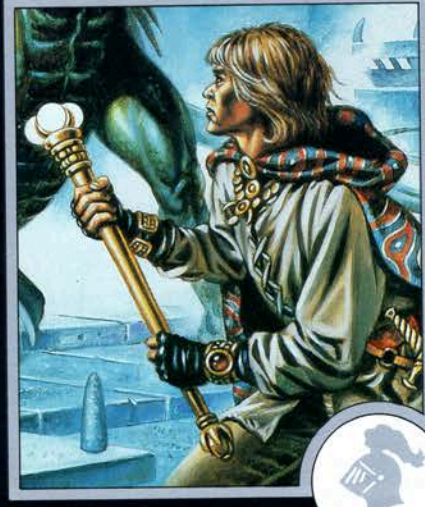
Sword +2,
Nine Lives Stealer



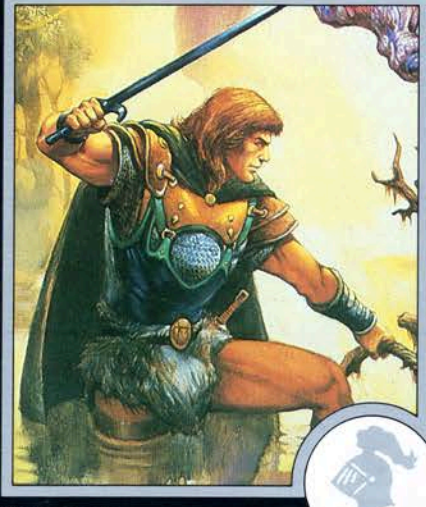
Takako



Randron



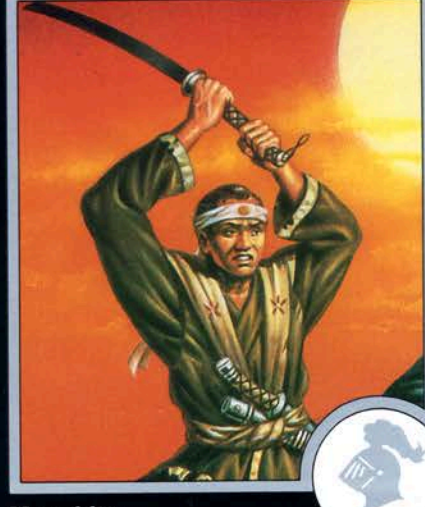
Talthoron



Donorow



Borak



Masakito



Sword + 2, Nine Lives Stealer

XP VALUE: 1,600

USABLE BY: Warrior, Thief

DESCRIPTION: This sword always performs as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

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Libram of Gainful Conjunction

XP VALUE: 8,000

USABLE BY: Wizards

DESCRIPTION: This book contains arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignments. If such a wizard studies this book for a full week, he gains experience points sufficient to place him exactly at mid-point of the next higher level; the libram then disappears and that character can never again benefit from such a work. Non-neutral wizards reading it suffer 5d4 points of damage, fall unconscious for that many turns, and must atone to a priest to gain further experience. Non-wizards must save vs. spell or go insane; this is cured by a *remove curse* and 1 month of rest or a *heal*.

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Gem of Seeing

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: These finely cut and polished jewels radiate magic if detected. When gazed through, the gem enables the user to detect all hidden, illusionary, invisible, astral, out-of-phase, or ethereal things within viewing range. Peering through the crystal is time-consuming. The viewing range of the gem is 300 feet for a quick scan if only large objects are being sought or 100' if small details are to be seen. One round is required to scan a 200-square-foot area quickly; two rounds are required to view a 100-square-foot area carefully. There is a 5% chance each time the gem is used that the viewer will see a hallucination or view a real thing as if it were an illusion.

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Talthoron

14th-level Wizard

RACE: Human

ARMOR CLASS: 5

THACO: 16

MOVEMENT: 12

HIT POINTS: 41

ALIGNMENT: Lawful good

EQUIPMENT: dagger, darts, wand of frost, robe of scintillating colors, bracers of defense AC 5

BACKGROUND: Talthoron grew up in the region of an evil wizard named Randron. Ever since he was young, his goal was to grow to be a powerful mage and end to Randron's rule. Talthoron wishes to see his people free of the wizard's cruelty. Although Talthoron is young, he is a talented mage with great energy and drive. He will wage a valiant fight against Randron.

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Randron

15th-level Wizard

RACE: Drow

ARMOR CLASS: 2

THACO: 16

MOVEMENT: 12

HIT POINTS: 44

ALIGNMENT: Lawful evil

EQUIPMENT: bracers of defense AC 4, dagger of venom, staff of power, cloak of the bat

BACKGROUND: Randron is an evil mage who desires only one thing in life: power. He will do anything and step on anyone to gain more power, whether by collecting magical items, eliminating persons in his way, or gaining property. He has built a keep and is constantly looking for ways to expand it and the lands around it. Randron views the inhabitants of his lands as vermin.

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Takako

14th-level Warrior

RACE: Human

ARMOR CLASS: 6

THACO: 7

MOVEMENT: 12

HIT POINTS: 126

ALIGNMENT: Lawful good

EQUIPMENT: katana

BACKGROUND: Takako is a talented fighter, but she hides her identity as a female. She has masqueraded as a male ever since she was a teenager and was accepted by a tutor to learn the ways of the ninja. She fights as well as any male, but she continues the charade in fear that she will no longer be hired for exciting missions. She loves danger of any kind. Her Dexterity (19) gives her an Armor Class bonus.

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Masakito

11th-level Warrior

RACE: Human

ARMOR CLASS: 6

THACO: 10

MOVEMENT: 12

HIT POINTS: 87

ALIGNMENT: Lawful good

EQUIPMENT: katana

BACKGROUND: Masakito is the youngest of five brothers. He has always felt the need to prove himself in light of his older brothers. He would like to get out from under their shadows, and has taken on many quests and missions in order to achieve fame and fortune. Many of these quests are too dangerous for his abilities, but Masakito is convinced that no job is too risky. His Dexterity (18) gives him an Armor Class bonus.

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Borak

7th-level Warrior

RACE: Dwarf

ARMOR CLASS: 7

THACO: 14

MOVEMENT: 6

HIT POINTS: 60

ALIGNMENT: Lawful good

EQUIPMENT: great helm, cloak of protection +3, battleaxe +3

BACKGROUND: Borak is 138 years old. In his youth, he was rather shy, but as he grew to adulthood, he became more adventurous as he heard the stories of his friends who adventured far and wide. He now travels with a human companion, Donorow. They have journeyed many miles together and have fought many villains. They sometimes join other adventurers in pursuit of a worthy cause.

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Donorow

6th-level Warrior

RACE: Human

ARMOR CLASS: 5

THACO: 15

MOVEMENT: 12

HIT POINTS: 41

ALIGNMENT: Lawful good

EQUIPMENT: bracers of defense AC 5, long sword +2

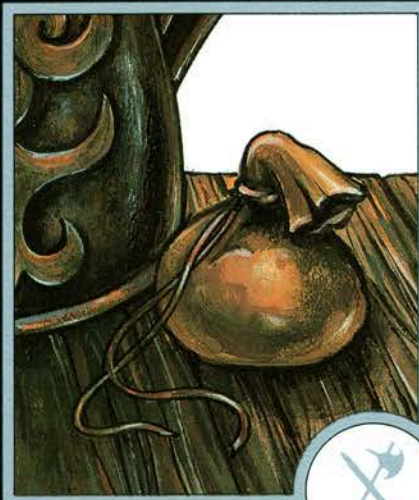
BACKGROUND: Donorow is a young fighter with great potential. Although he still has much to learn, he is a skilled fighter. He is quick and agile and exhibits excellent fighting technique. Donorow is often impatient, however, and is fortunate to have a dwarven companion, Borak, who tempers his impetuosity. The pair travels far and wide in search of adventure and wrongs to be righted.

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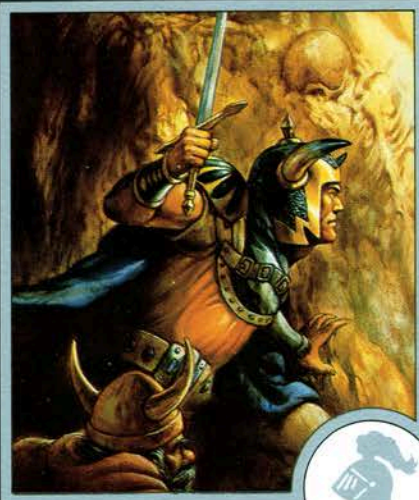
Staff of Power



Pouch of Accessibility



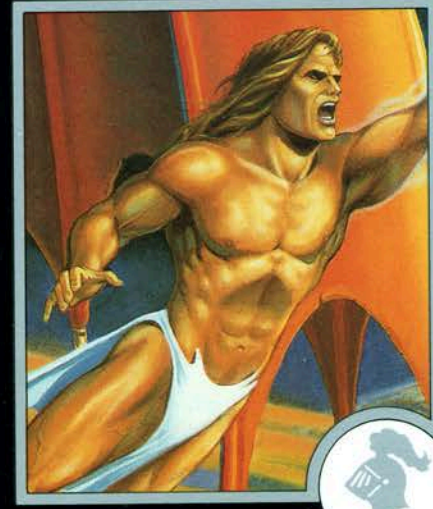
Axe of Hurling +4



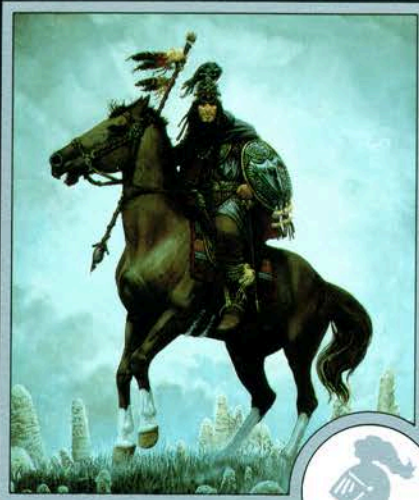
Nobilius



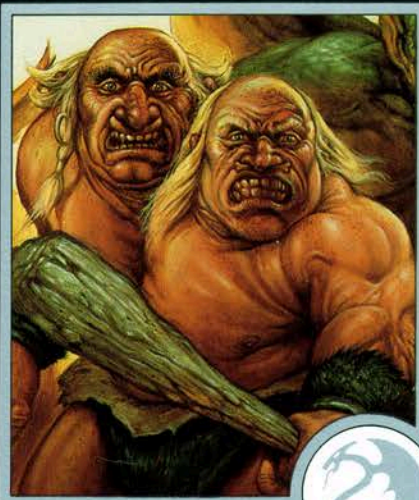
Oni



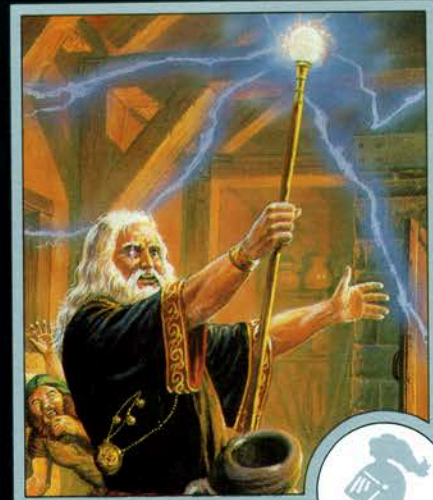
Orsos



Thunderstorm



Ettin



Klarenden



Axe of Hurling +4

XP VALUE: 6,000

USABLE BY: Warriors

DESCRIPTION: This appears to be a fancy hand axe. After the possessor practices with it for eight weeks, he will understand its full powers. The axe can be hurled up to 180 feet, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6+4 vs. S or M, 2d4+4 vs. L). The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon.

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Pouch of Accessibility

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This pouch is a magical item that can hold up to 300 pounds in 30 specially constructed pockets. Each pocket, in turn, holds a maximum of 10 pounds, or 1 cubic foot of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. The pouch weighs 1 pound empty and 4 pounds when filled.

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Staff of Power

XP VALUE: 12,000

USABLE BY: Wizards

DESCRIPTION: This staff has many offensive and defensive abilities. It has *continual light*, *lightning bolt*, *magic missile*, *darkness 5' radius*, *ray of enfeeblement*, *levitation*, *cone of cold*, and *fireball*. Each of these uses 1 charge. The following powers use 2 charges: *shield 5' radius*, *paralyzation* (a ray 40' long and 20' wide at the end), and *globe of invulnerability*.

The wielder gains a +2 bonus to Armor Class and saving throws. If striking opponents, the staff strikes as a +2 magical weapon and inflicts 1d6+2 points of damage. If 1 charge is used, the staff causes double damage; 2 charges do not cause triple damage.

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Orsos

12th-level Priest

RACE: Human

ARMOR CLASS: 4

THACO: 14

MOVEMENT: 12

HIT POINTS: 77

ALIGNMENT: Lawful good

EQUIPMENT: *ring of protection +3*, *ring of elemental command (air)*

BACKGROUND: Orsos is a cleric who spends his time researching the elemental planes. He has been sent to the planes by his deity many times to rescue priests and others who have become lost or trapped there. Orsos is an authority on the geography of the planes and often accompanies adventurers who need assistance. His Dexterity (17) gives him an Armor Class bonus.

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Oni

Trading Cards

ARMOR CLASS: 4

THACO: 13

MOVEMENT: 9

HIT DICE: 8

ALIGNMENT: Lawful evil

SIZE: L (8' tall)

INTELLIGENCE: Average (10)

COMBAT: #AT 2; Dmg 3-10/3-10

DESCRIPTION: Oni are ferocious lesser spirits who use their strength and magic to dominate and terrorize the regions they inhabit. Most oni are bloodthirsty and cruel. They usually fight with two swords, but can also make slashing attacks with their powerful claws. Oni bands are capable of subtle and deadly strategy. They can polymorph three times per day, allowing them to trick their victims.

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Nobilius

13th-level Paladin

RACE: Human

ARMOR CLASS: 4

THACO: 8

MOVEMENT: 12

HIT POINTS: 120

ALIGNMENT: Lawful good

EQUIPMENT: *helm, sword +5 defender, bracers of defense AC 4*

BACKGROUND: Nobilius was the only son of a wealthy couple. He was raised in a large city and was saddened by the poverty and suffering he saw in the streets. He joined a monastery as a teen, but found the life too confining. He then opted to become a paladin, allowing him to combine his good and holy intentions with a method for action. He will undertake almost any quest for a worthy cause.

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Klarenden

15th-level Wizard

RACE: Human

ARMOR CLASS: 10

THACO: 16

MOVEMENT: 12

HIT POINTS: 50

ALIGNMENT: Chaotic good

EQUIPMENT: *dagger, darts, gem of seeing, staff of power, robe of useful items*

BACKGROUND: Klarenden is an aging wizard who spent his youth adventuring. He fought many battles and witnessed many amazing sights. He lost his eye in one battle, and later replaced it with a *gem of seeing*. Through magical alteration, he now has limited vision through the gem. Klarenden now spends his time in research and study.

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Ettin

ARMOR CLASS: 3

THACO: 10

MOVEMENT: 12

HIT DICE: 10

ALIGNMENT: Chaotic evil

SIZE: H (13' tall)

INTELLIGENCE: Low (5)

COMBAT: #AT 2; Dmg 1-10/2-12 + weapon

DESCRIPTION: Having two heads is an advantage for an ettin; one is always alert, watching for danger. Ettins are surprised only on a roll of 1 on a d10. They have infravision to 90 feet, allowing them to fight in the dark. Ettins are of low intelligence, but are cunning fighters. Ettins prefer to ambush their prey and rarely retreat from battle. Their favorite weapon is a large (often spiked) club.

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Thunderstorm

Trading Cards

15th-level Warrior

RACE: Human

ARMOR CLASS: 6

THACO: 6

MOVEMENT: 12

HIT POINTS: 131

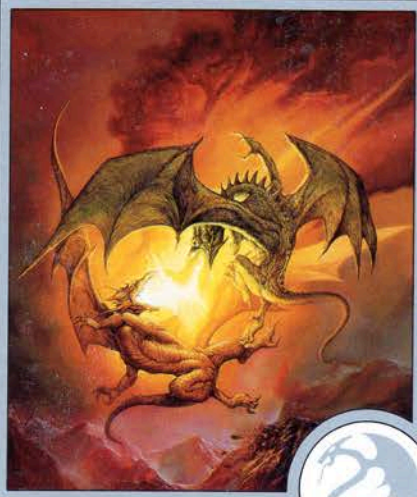
ALIGNMENT: Chaotic neutral

EQUIPMENT: *shield, girdle of stone giant strength, javelin of lightning, long sword +3*

BACKGROUND: Thunderstorm's Dexterity (17) gives him an Armor Class bonus. He is a nomad mercenary who wanders the Forgotten Realms in search of battles to be waged and rewards to be reaped. He is a successful warrior, and has seen many battles. He was orphaned as a young boy and has been on his own since he was a teen.

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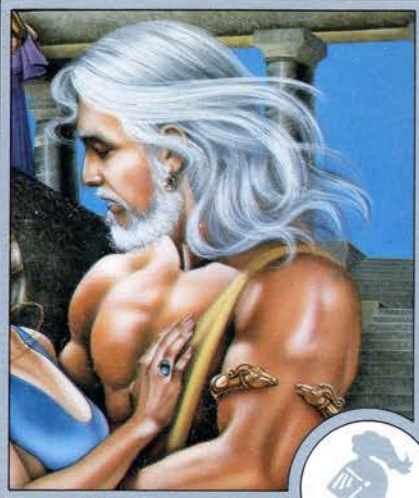
Checklist



Checklist



Checklist



Heronimus



Oriana



Mardus



Helm of Comprehending Languages & Reading Magic



Cloak of Displacement



Mirror of Opposition

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- Cards 1-17 are found in DRAGON® Magazine Issue #160.

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| <input type="checkbox"/> 98 Thraygar Blackbeard | <input type="checkbox"/> 127 Pouch of Accessibility |
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Mardus

13th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 8
MOVEMENT: 12
HIT POINTS: 99
ALIGNMENT: Chaotic good
EQUIPMENT: chain mail, long sword +3, cloak of protection +2
BACKGROUND: Mardus has wanted to be an adventurer since he was a small boy. He learned to fight from his brother and was later accepted at a famous school for warriors. He is intelligent and makes decisions carefully. He never rushes into combat without evaluating the situation first. Mardus is loyal to his friends and family and places their safety above his own.

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Oriana

17th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 118
ALIGNMENT: Lawful good
EQUIPMENT: scarab of protection, ring of regeneration
BACKGROUND: Oriana is somewhat vain, but she is a devout priest. She is a director of her temple and a favorite of her deity. Her time is spent administering the matters of the church. When she was younger, she adventured for a time, but grew tired of the uncertainty of life. She prefers the calm, peaceful surroundings of the temple and spends her spare time in its magnificent gardens.

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Heronimus

18th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 112
ALIGNMENT: Lawful good
EQUIPMENT: pearl of wisdom, ring of the ram
BACKGROUND: Heronimus is a high-level priest who is one of the directors of the temple where he lives. He is devout, but he is attracted to women and has a difficult time avoiding them. He fancies himself as a lady's man. Although he has committed some indiscretions, he is a powerful and wise priest who is a valuable asset to his church. He puts the good of the church above all else.

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Mirror of Opposition

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This item resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon defeat or destruction of either, the duplicate and his items disappear completely.

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Cloak of Displacement

XP VALUE: 3,000
USABLE BY: All classes
DESCRIPTION: This normal-looking cloak, when worn, has the ability to distort and warp light waves. The displacement of light waves causes the wearer to appear to be 1 to 2 feet from his actual position. All initial attacks on the wearer are misses, and afterward, the cloak affords a +2 bonus to protection and a +2 bonus to saving throws vs. attacks directed at the wearer (such as spells, gaze, and breath attacks).

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Helm of Comprehending Languages and Reading Magic

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: Appearing to be a normal helmet, a helm of this kind enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 5.

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Bebilith



Boccob's Blessed Book



Boots of Levitation



Ember, Red Dragon



Vaporighu



Maelephant



Skie, Blue Dragon



Fewmaster Toade



Lord Verminaard



Boots of Levitation

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: These soft boots expand or contract to fit giant- to halfling-size feet. They enable the wearer to ascend or descend at 20 feet per round, with no limitation on duration. The amount of weight the boots can levitate is randomly determined in 14 lb. increments by rolling 1d20 and adding the result to a base of 280 lbs. (i.e., a pair of boots can levitate 294 to 560 lbs.). Thus, an ogre could wear such boots, but its weight would be too great to allow it to levitate.

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Boccob's Blessed Book

XP VALUE: 4,500

USABLE BY: Wizards

DESCRIPTION: These books are durable and waterproof. They are bound in iron and silver, and are equipped with locks. The books gain a +3 on their saving throws (as "leather or book"). They are prized by wizards as traveling spell books. The books can contain up to 45 spells of any level. It is unlikely that such a book will be discovered with spells already inscribed.

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Bebilith

ARMOR CLASS: -5

THACO: 9

MOVEMENT: 9, Wb 18

HIT DICE: 12

ALIGNMENT: Chaotic evil

SIZE: H (15' long)

INTELLIGENCE: Very (11)

COMBAT: #AT 3; Dmg 2-8/2-8/2-12

DESCRIPTION: Bebiliths are foul arachnids that roam the Abyss. They are cruel, unwavering harbingers of death and torture without pity or remorse for their victims. Their primary attack is with their sharp forelegs, which are capable of slashing armor. Their bite injects poison (victims must save vs. poison with a -2 penalty or die). They shoot a powerful web 4 times/day.

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Maelephant

ARMOR CLASS: 0

THACO: 13

MOVEMENT: 12

HIT DICE: 8+2

ALIGNMENT: Lawful neutral

SIZE: L (9' tall)

INTELLIGENCE: High (14)

COMBAT: #AT 3; Dmg 1-6/1-6/2-12

DESCRIPTION: These are frightening beasts that act as guardians in the lower planes. Three times per day they can breathe a noxious cloud of vapor 10' wide and 30' long. Anyone who fails a save vs. poison suffers complete memory loss which can be cured only by *neutralize poison*. They have many spell-like abilities.

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Vaporighu

ARMOR CLASS: 0

THACO: 11

MOVEMENT: 9

HIT DICE: 10

ALIGNMENT: Neutral evil

SIZE: L (8' tall)

INTELLIGENCE: High (14)

COMBAT: #AT 2; Dmg 1-6/1-6

DESCRIPTION: Vaporighu are evil creatures that lurk in the foul furnaces of Gehenna. Persons of fewer than 7 HD who view a vaporighu must make a saving throw vs. spell with a -4 penalty or be stricken with fear and flee for 1-6 rounds. The vaporighu emits a 10' cloud of gas that acts as a *cloudkill* spell. The slime on the creature's skin can disintegrate armor.

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Ember, Red Dragon

ARMOR CLASS: -10

THACO: -4

MOVEMENT: 9, Fl 30 (C), Jp3

HIT DICE: 20

ALIGNMENT: Chaotic evil

SIZE: G (172' body)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (22d10+11)

DESCRIPTION: Ember is also known as Pyros. He is 1,100 years old (Wyrmling). He was given to Lord Verminaard by the Dark Queen. He had a special, secret mission from the Dark Queen to search Ansalon for Berem Everman.

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Lord Verminaard

15th-level Priest

RACE: Human

ARMOR CLASS: -1

THACO: 12

MOVEMENT: 12

HIT POINTS: 74

ALIGNMENT: Lawful evil

EQUIPMENT: great helm, dragonarmor, ring of protection +3, mace +3 night-bringer

BACKGROUND: Verminaard's Dexterity (16) gives him an Armor Class bonus. He is imposing, tall, and powerfully built, yet is remarkably graceful for a man of his size. He has a strange, paranoid fear regarding the discovery of the true gods.

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Fewmaster Toade

Hobgoblin Chief

RACE: Hobgoblin

ARMOR CLASS: -2

THACO: 17

MOVEMENT: 9

HIT POINTS: 22

ALIGNMENT: Lawful evil

EQUIPMENT: cloak of protection +4, short sword +2

BACKGROUND: Fewmaster Toade is crafty and cunning. He began his career as the leader of a goblin army. Through manipulation and creating his own opportunities, he eventually became a Dragon Highlord. Toade shows no mercy and has no compassion for anyone, even those who aided him in the past.

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Skie, Blue Dragon

ARMOR CLASS: -3

THACO: 1

MOVEMENT: 9, Fl30 (C), Br4

HIT DICE: 17

ALIGNMENT: Lawful evil

SIZE: G (94' body)

INTELLIGENCE: Very (12)

COMBAT: #AT 3+special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (14d8+7) and wizard spells (three 1st, one 2nd)

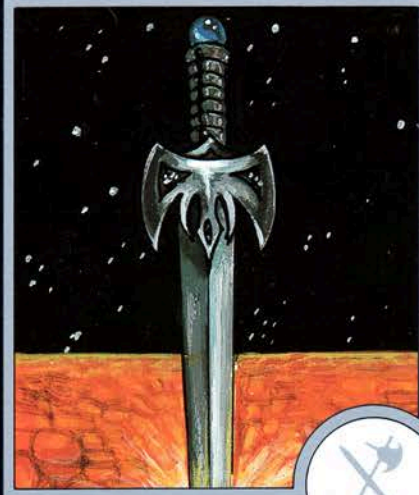
DESCRIPTION: Skie is the favorite mount of Kitiara, the Dragon Highlord. Skie is ruthless in battle and a skilled fighter. He is 253 years old (Mature Adult). Skie is renowned among his kind for his loyalty to his mistress.

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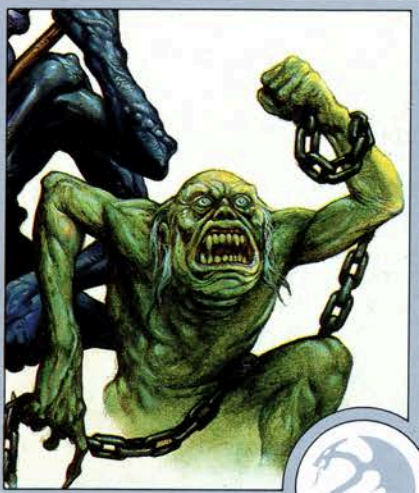
Oceana, Blue Dragon



Sword of the Planes



Wand of Illusion



Meazel



Orc



Prince Torvil



Boots of Speed



Cloaker



Thri-kreen



Wand of Illusion

XP VALUE: 3,000

USABLE BY: Wizards

DESCRIPTION: This wand creates audible and visual illusions (similar to *audible glamor* and *phantasmal force*). The wand emits an invisible ray with a 140' maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it—he may move normally but cannot melee during this time. Each portion of the illusion (audible and visual) costs 1 charge to effect and 1 charge per round to continue. The wand may be recharged.

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Sword of the Planes

XP VALUE: 2,000

USABLE BY: Warriors

DESCRIPTION: This magical weapon has a base bonus of +1 on the Prime Material plane, but on any inner plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material plane when the weapon is used against opponents from the inner planes.) Similarly, when used on an outer plane or against creatures from the outer planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal plane or when used against opponents from either of those planes.

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Oceana, Blue Dragon

ARMOR CLASS: -1

THACO: 3

MOVEMENT: 9, Fl 30 (C), Br4

HIT DICE: 15

ALIGNMENT: Lawful evil

SIZE: G (52' body)

INTELLIGENCE: Very (12)

COMBAT: #AT 3+special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (10d8+5), wizard spells (two 1st)

DESCRIPTION: Oceana is 55 years old (Young Adult). While she was in the egg, she was stolen from her mother and raised by humans. As a hatchling, she was purchased by a wizard and has lived with him all her life. She obeys his orders, but in time, her true nature will take over and she will escape to the wilds.

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Prince Torvil

4th-level Warrior

RACE: Human

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 12

HIT POINTS: 26

ALIGNMENT: Lawful good

EQUIPMENT: two-handed sword +2, cloak of protection +3, boots of elvenkind

BACKGROUND: Torvil's Dexterity (16) gives him an Armor Class bonus. He is eager to prove himself worthy of his station in life. He will rule his country one day, and is eager to be a fair and just king. He takes on any adventure that is important to his lands. His sword is a family heirloom.

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Orc

ARMOR CLASS: 6

THACO: 19

MOVEMENT: 9

HIT DICE: 1

ALIGNMENT: Lawful evil

SIZE: M (6' tall)

INTELLIGENCE: Average (8)

COMBAT: #AT 1; Dmg 1-8

DESCRIPTION: Orcs are a species of mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs are constantly in battle and use almost any types of weapons, especially polearms. They hate direct sunlight and fight with a -1 penalty when in sunlight. They apply sniping and ambush tactics in the wild and do not obey the rules of war.

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Meazel

ARMOR CLASS: 8

THACO: 15

MOVEMENT: 12

HIT DICE: 4

ALIGNMENT: Chaotic evil

SIZE: M (4-5' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 2; Dmg 1-4/1-4

DESCRIPTION: The meazel is a vicious, malevolent creature that preys on other subterranean dwellers. They are rarely encountered away from their lairs. They may use a cord or chain to strangle victims. They have natural thieving abilities. They are greedy and strip corpses of all valuables but do not recognize the value of magical items.

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Thri-kreen (Mantis Warrior)

ARMOR CLASS: 5

THACO: 13

MOVEMENT: 18

HIT DICE: 6+3

ALIGNMENT: Chaotic neutral

SIZE: M (5-7' tall)

INTELLIGENCE: High (14)

COMBAT: #AT 5 or 3; Dmg 1-4×4/2-5 or by weapon

DESCRIPTION: Thri-kreen are agile, carnivorous insect-men that roam deserts. The typical thri-kreen adult resembles a human-size praying mantis. They can leap 20' upward or 50' forward. Their favorite weapons are double-bladed polearms and throwing wedges.

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Cloaker

ARMOR CLASS: 3 (1)

THACO: 13

MOVEMENT: 1, Fl 15 (D)

HIT DICE: 6

ALIGNMENT: Chaotic neutral

SIZE: L (8' long)

INTELLIGENCE: High (13)

COMBAT: #AT 2+special; Dmg 1-6/1-6; special attack is moan (4 effects are penalties to attack and damage, fear, nausea and weakness, and *hold person*)

DESCRIPTION: A cloaker is a fiendish horror that dwells below the surface of the earth. It is almost impossible to distinguish from an ordinary cloak. Its shadow shifting ability improves its AC to 1.

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Boots of Speed

XP VALUE: 2,500

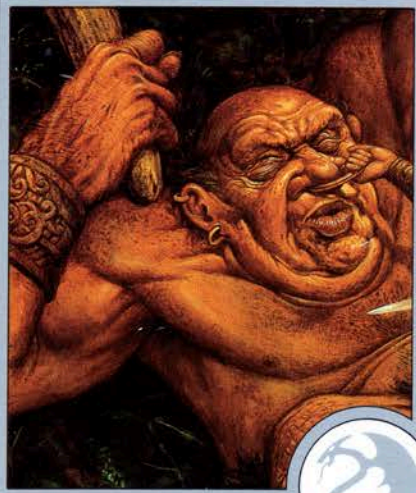
USABLE BY: All classes

DESCRIPTION: These boots enable the wearer to run at the speed of a fast horse—base movement speed of 24. For every 10 lbs. of weight over 200 lbs., the wearer is slowed by 1 in movement, so a 180 lb. human with 60 lbs. of gear would move at a base movement rate of 20.

For every hour of continuous fast movement, the wearer must rest 1 hour. No more than 8 hours of continuous fast movement are possible before the wearer must rest. *Boots of speed* give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible.

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Ogre



Gully Dwarf



Martin



Puccalli



Beholder



Fejyelsae



Flask of Curses



Gloves of Missile Snaring



Crysania



Martin

5th-level Priest

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Lawful good
EQUIPMENT: chain mail, helmet, *amulet vs. undead, robe of scintillating colors*
BACKGROUND: Martin has dedicated his life to defeating undead creatures. He seeks reports of skeletons and zombies and ventures forth to battle them. As he gains experience and becomes more skilled, he plans to attack the more dangerous types of undead. He is looking for companions to aid him in this mission.

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Gully Dwarf

ARMOR CLASS: 7

THACO: 19
MOVEMENT: 6
HIT DICE: 1
ALIGNMENT: Chaotic neutral
SIZE: S (4' tall)
INTELLIGENCE: Varies (3-9)
COMBAT: #AT 1 or 2; Dmg 1- 4/1-4 (fist/bite) or weapon (1-4)
DESCRIPTION: Gully dwarves, known as Aghar, are stupid, filthy, and obnoxious. In spite of their dull minds, gully dwarves take themselves quite seriously. They have inflated ideas of their importance; puncturing their egos is almost impossible. Cowardice is regarded as a virtue; groveling is an art form.

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Ogre

ARMOR CLASS: 5

THACO: 17
MOVEMENT: 9
HIT DICE: 4+1
ALIGNMENT: Chaotic evil
SIZE: L (9'+)
INTELLIGENCE: Low (7)
COMBAT: #AT 1; Dmg 1-10 or by weapon
DESCRIPTION: Ogres are big, ugly, greedy humanoid who live by ambushes, raids, and theft. Adults weigh roughly 350 pounds. They live in tribes of 20-40 individuals.

Ogres wielding weapons gain a +2 strength bonus to attack rolls. Groups of 11 or more have a leader (7 HD); groups of 16 or more have two leaders and a chieftain (7 HD).

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Fejyelsae

9th-level Warrior

RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Chaotic good
EQUIPMENT: *ring of protection +3, boots of speed, sword of sharpness*
BACKGROUND: Fejyelsae's Dexterity (18) gives her an Armor Class bonus. She often travels alone, since she is fully capable of defending herself, but joins an adventuring party if the mission sounds like fun. She takes her craft seriously and does not allow a day to pass without practicing.

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Beholder

ARMOR CLASS: 0/2/7

THACO: 5
MOVEMENT: Fl 3 (B)
HIT DICE: 71 hit points
ALIGNMENT: Lawful evil
SIZE: M (6' diameter)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 1; Dmg 2-8 or magic
DESCRIPTION: Beholders are frequently found underground. They have a main body with a central eye and a large mouth filled with sharp teeth. They have 10 eye-stalks. Each eye has a separate power: *charm person, charm monster, sleep, flesh to stone, telekinesis, disintegrate, fear, slow, cause serious wounds, death ray, anti-magic ray.*

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Puccalli

10th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Chaotic good
EQUIPMENT: *dagger +1, staff of striking, bracers of defense AC5, medallion of ESP*
BACKGROUND: Puccalli is an unusual, unpredictable wizard (he prefers to be called eccentric). He loves to experiment with spells and unusual effects. He never casts the same spell the same way. He loves illusions with bizarre effects. He lives with many creatures that he has altered from their natural forms.

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Crysanía

14th-level Priest

RACE: Human
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: *pearl of wisdom, scarab of protection*
BACKGROUND: Crysanía is a Revered Daughter of Paladine and a dedicated cleric. Her first and only love is the church. The daughter of an ancient, noble family of Palanthas, Crysanía is cultured and extremely well educated. She could have had her choice of husbands but chose to follow her calling.

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Gloves of Missile Snaring

XP VALUE: 1,500

USABLE BY: All classes
DESCRIPTION: When worn, these gloves meld with the hand and become almost invisible (detectable only by creatures within 5' of the wearer). They radiate magic if detected. All forms of small, hand-hurled or weapon-propelled missiles can be caught and returned to the sender as an attack in a subsequent round. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

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Flask of Curses

XP VALUE: None

USABLE BY: All classes
DESCRIPTION: This item looks like an ordinary flask but radiates magic if it is detected. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a curse of some sort is placed upon the person or persons nearby. The flask only places a curse once; after the curse has been released, the flask is harmless.

The type of curse is up to the DM. Suggestions include the reverse of the priest's *bless* spell or typical curses that are found on scrolls. Alternatively, monsters could appear and attack all creatures in sight.

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Izz'terl



Tessen Leder



Grazaria, Green Dragon



Censer of Summoning
Hostile Air Elementals



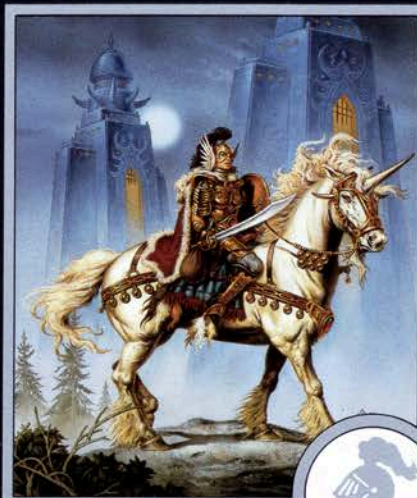
Warrior, Skeleton



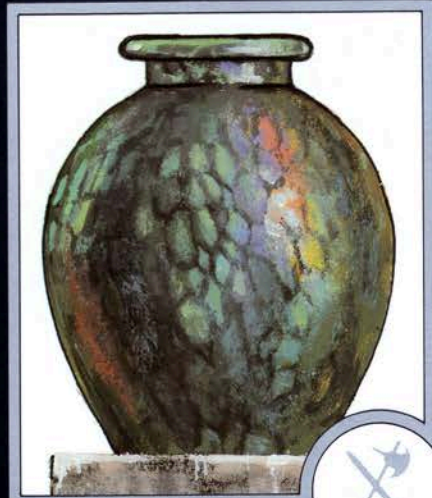
Dergard, Red Dragon



Krazen



Allisa of the Mists



Bowl Commanding
Water Elementals



Grazaria, Green Dragon

ARMOR CLASS: 0
THACO: 3
MOVEMENT: 9, Fl30 (C), Sw9
HIT DICE: 13
ALIGNMENT: Lawful evil
SIZE: G (38' body)
INTELLIGENCE: Very (11)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (8d6 + 4) and one 1st-level wizard spell
DESCRIPTION: Grazaria is 28 years old (Juvenile). He is sly, cruel, and callous. He loves practical jokes as long as they are played on someone else. He will taunt and provoke others for sport, but if he is threatened in any way, he will run for cover or a large ally.

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Tessen Leder

12th-level Thief

RACE: Halfling
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6
HIT POINTS: 47
ALIGNMENT: Chaotic good
EQUIPMENT: dagger +3, brooch of shielding
BACKGROUND: Tessen is a talented thief, due in part to his small size. He can squeeze through the smallest spaces and can hide almost anywhere. He is quick and agile and gains an Armor Class bonus from his Dexterity (17). Tessen loves gems more than money. He accepts adventures based on the excitement they offer rather than rewards.

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Izz'terl

15th-level Priest

RACE: Drow
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Lawful evil
EQUIPMENT: dagger, cloak of protection +4, staff of the serpent, scarab of protection
BACKGROUND: Izz'terl is the high priest of his clan. He is powerful, cunning, and ruthless. His people follow him out of fear, not respect, and in time, his people will rebel. He pretends to make decisions for the good of his priests, but he is actually seeking to enhance his personal power.

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Dergard, Red Dragon

ARMOR CLASS: -5
THACO: 1
MOVEMENT: 9, Fl 30 (C), Jp3
HIT DICE: 15
ALIGNMENT: Chaotic evil
SIZE: G (86' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (12d10 + 6) and wizard spells (two 1st, one 2nd)
DESCRIPTION: Dergard is 140 years old (Adult). She is overly greedy, and has found that one way of gaining treasure is having many husbands. Her six previous husbands all died mysteriously.

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Warrior, Skeleton

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 6
HIT DICE: 9+2 to 9+12
ALIGNMENT: Neutral evil
SIZE: M (6' tall)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 1 (+3 to attack roll); Dmg by weapon
DESCRIPTION: Once powerful fighters, these undead lords were forced into nightmarish states by wizards or evil demigods who trapped their souls in golden circlets. Their time is spent seeking the circlets; anyone who possesses the circlet has power over the warrior.

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Censer of Summoning Hostile Air Elementals

XP VALUE: None
USABLE BY: Wizards
DESCRIPTION: This thurible is indistinguishable from other magical and ordinary censers. It is cursed, so that any incense burned within it causes 1d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and will burn until either the summoner or the elementals have been killed.
These censers are always of high quality and are usually inlaid with gems.

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Bowl Commanding Water Elementals

XP VALUE: 4,000
USABLE BY: Wizards
DESCRIPTION: This large container is fashioned from semi-precious stone (malachite or jade). When the bowl is filled with fresh or salt water and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require 1 round to speak.
If salt water is used, the elemental will be stronger (+2 per Hit Die, maximum of 8 hit points per die).

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Allisa of the Mists

17th-level Paladin

RACE: Human
ARMOR CLASS: -3
THACO: 4
MOVEMENT: 12
HIT POINTS: 142
ALIGNMENT: Lawful good
EQUIPMENT: plate mail +2, shield +3, scimitar of speed, helm of telepathy
BACKGROUND: Allisa is a powerful and talented fighter. She is dedicated to her faith and will do anything to defend its members. Despite her strength, she is a gentle and caring woman. Her unicorn, Cissl, found her several years ago and they have been constant companions since then.

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Krazen

12th/13th-level Warrior/Priest

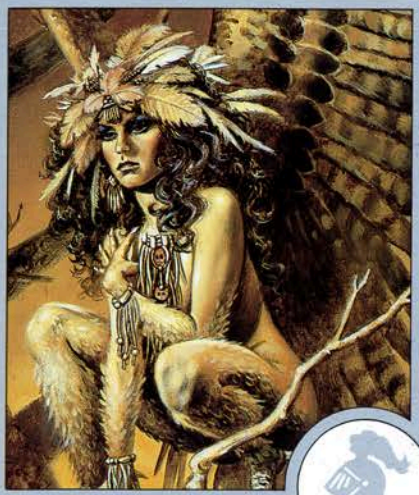
RACE: Human
ARMOR CLASS: -3
THACO: 9
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: Chaotic evil
EQUIPMENT: plate mail +2, shield +3, broadsword +4, helm of opposite alignment, rod of terror, dagger of venom
BACKGROUND: Krazen was a valued cleric in a lawful good church. Following an adventure, he accepted a magical helm as a reward. The helm of opposite alignment changed him to chaotic evil. He has never recovered.

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GREYHAWK
ADVENTURES

Trading Cards

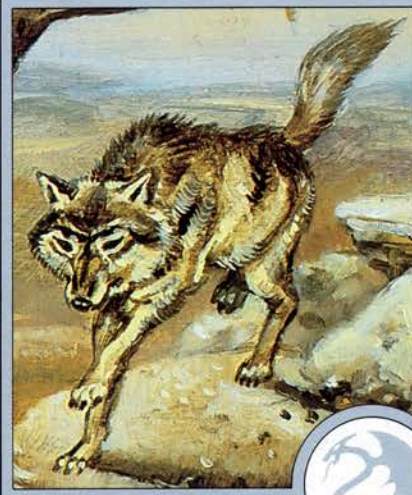


Sysania



Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Wolf



DRAGONLANCE

Trading Cards



Marshana, Green Dragon



GREYHAWK
ADVENTURES

Trading Cards



Princess Linea



GREYHAWK
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Hettman Dorbin Tsurin



GREYHAWK
ADVENTURES

Trading Cards

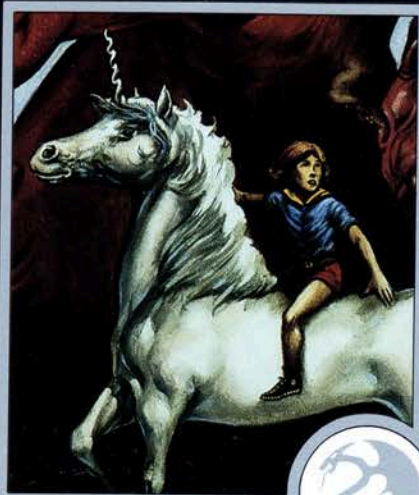


Mika



Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Unicorn



DRAGONLANCE

Trading Cards

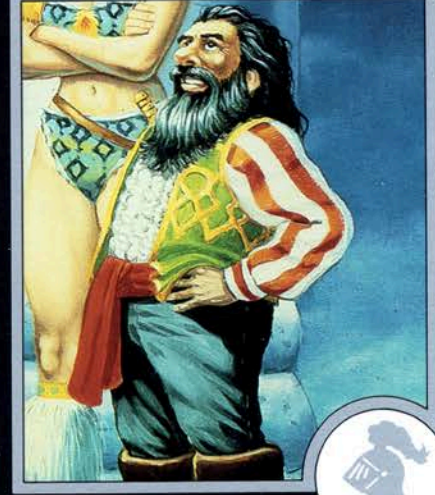


Palin Majere



DRAGONLANCE

Trading Cards



Dougan Redhammer





Marshana, Green Dragon

ARMOR CLASS: -3
THACO: 4
MOVEMENT: 9, Fl 30 (C), Sw9
HIT DICE: 16
ALIGNMENT: Lawful evil
SIZE: G (62' body)
INTELLIGENCE: Very (11)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (14d6 + 7) and four 1st-level wizard spells
DESCRIPTION: Marshana is 372 years old (Mature Adult). She rules a woodland where she has lived for a century. Her mate was killed in a war; her two offspring have left the nest. She expects her children to fight for her territory one day.

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Wolf

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 18
HIT DICE: 2 + 2
ALIGNMENT: Neutral
SIZE: S (2-4')
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 1; Dmg 2-5
DESCRIPTION: Wolves are active and cunning carnivores, capable of surviving in nearly any climate. They usually hunt in packs during the winter, although they hunt alone when prey is more abundant. Wolves howl to mark their territory. This is 50% likely to panic other animals. Wolves maintain strict social order within the pack, with each wolf knowing its place.

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Sysania

11th-level Priest

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Chaotic good
EQUIPMENT: dagger, *amulet of life protection*
BACKGROUND: Sysania is a priest of an unusual tribe of animal-worshippers. Her people have developed abilities to communicate with animals, especially birds. They have also discovered magical means of altering their bodies to resemble birds. They are docile people but are fierce fighters when provoked.

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Mika

14th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 7
MOVEMENT: 12
HIT POINTS: 92
ALIGNMENT: Chaotic good
EQUIPMENT: dagger, *sword + 4 defender, ring of animal friendship*
BACKGROUND: Mika is a hero in the lands of Greyhawk. He is a wolf nomad shaman and travels with a wolf, TamTur. He has had many missions and has traveled most of Greyhawk. He often travels with a friend named Hornsbuck. Together, they have seen their share of danger.

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Hettman Dorbin Tsurin

9th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Chaotic good
EQUIPMENT: *bracers of defense AC 2, ring of human influence, medallion of ESP*
BACKGROUND: The Hettman was ruler of his lands until he lost his throne and fortune in a game of chance. His only daughter, Linea, was left without resources. Mika, the wolf nomad, stumbled into Tsurin's lands and proved to be the only hope for restoration of the throne.

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Princess Linea

5th-level Priest

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Chaotic good
EQUIPMENT: dagger, *bracers of defense AC 5, staff of curing*
BACKGROUND: Linea is the daughter of King Hettman Dorbin Tsurin. Her father lost his kingdom in a game of chance. Since that time, Linea has sought a career and the reinstatement of her father's throne. She has a pet aurumvorax that was raised with her since she was an infant.

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Dougan Redhammer

Emissary of Reorx

RACE: Dwarf
ARMOR CLASS: 10
THACO: Unknown
MOVEMENT: 6
HIT POINTS: Unknown
ALIGNMENT: Chaotic good
EQUIPMENT: none
BACKGROUND: Dougan is exceptionally amiable and outgoing for a dwarf. He dresses more flamboyantly than others of his race. Dougan is an emissary of Reorx, the god worshiped by dwarves and gnomes. He was sent to Krynn to find the Greycem, a magical stone of unknown but legendary power. Dougan is persuasive and cunning.

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Palin Majere

8th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Lawful good
EQUIPMENT: dagger, *Staff of Magius*
BACKGROUND: Palin is the son of Caramon and Tika Majere. He has two older brothers, Sturm and Tanin. Palin's uncle, Raistlin, was a wizard of legendary power and gave Palin the *Staff of Magius*. Despite this gift, Palin has always sought the approval and acceptance of his older brothers.

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Unicorn

ARMOR CLASS: 2
THACO: 15
MOVEMENT: 24
HIT DICE: 4 + 4
ALIGNMENT: Chaotic good
SIZE: L
INTELLIGENCE: Average (9)
COMBAT: #AT 3; Dmg 1-6/1-6/1-12; charge causes 3-36 points of damage due to horn
DESCRIPTION: Unicorns dwell only in temperate woodlands, away from human habitation. There, they etch glyphs on trees, recognizable to sylvan creatures as a sign that the forest is under the protection of a unicorn. Once a woodland has a unicorn protector, no other unicorn will enter the forest.

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Torrance



Sakornia



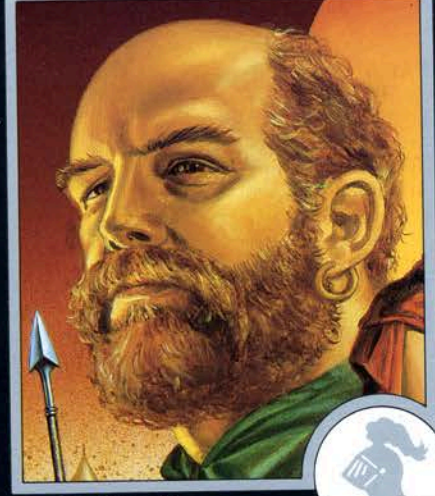
Alazar



Orkondon



Michaela



Geoff of Easlon



Pryessant



Chandalar



Mind Flyer



Alazar

7th-level Warrior

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Chaotic evil
EQUIPMENT: dagger of venom, gauntlets of swimming and climbing, cloak of the bat
BACKGROUND: Alazar is an evil warrior who will do anything for money. He has taken a variety of jobs, serving as everything from bodyguard to spy to assassin. He has made many enemies in his career. He is wanted by authorities in many lands. It is only a matter of time before he is brought to justice.

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Sakornia

12th-level Warrior

RACE: Human
ARMOR CLASS: 8
THACO: 9
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Chaotic neutral
EQUIPMENT: dagger +1, spear +2, necklace of missiles
BACKGROUND: Sakornia belongs to a wild tribe of dark-skinned humans. Her people are intelligent and cunning, and are experts in surviving a harsh climate. She was sent to recover a lost artifact belonging to her tribe. She now joins adventuring parties when possible to search for the artifact.

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Torrince

11th-level Ranger

RACE: Human
ARMOR CLASS: 8
THACO: 10
MOVEMENT: 12
HIT POINTS: 81
ALIGNMENT: Neutral
EQUIPMENT: dagger, quiver of Ehlonna, bow +1
BACKGROUND: Torrince was raised in a dirty, noisy city. As a teenager, he ran away and discovered the solitude of the woodlands. Not knowing how to survive in the wilds, he nearly starved to death, but was rescued by an elderly ranger. Torrince stayed with the ranger and learned his way of life. He now makes his home on a forested mountain.

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Geoff of Easlon

10th-level Thief

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Chaotic good
EQUIPMENT: cloak of Elvenkind, gauntlets of swimming and climbing, ring of jumping
BACKGROUND: Geoff's Dexterity (17) gives him an Armor Class bonus. He is quiet and mild mannered, but has many close friends. He is often hired by the wealthy to examine their homes and suggest safeguarding methods. His thieving skills are exceptional, but he rarely steals. His stealth makes him an excellent spy.

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Michaela

7th-level Ranger

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 57
ALIGNMENT: Neutral good
EQUIPMENT: long bow, arrows, short sword +2, cloak of elvenkind, ring of protection +2
BACKGROUND: Michaela's Dexterity (17) gives her an Armor Class bonus. Ever since she was young, she has loved animals. She learned about herbs and healing techniques from some of the women in her village, and she now travels the forests aiding the animals. She despises adventures that take her underground, and is most comfortable in the woods.

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Orkondon

13th-level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 12
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Neutral good
EQUIPMENT: leather armor, cloak of the bat
BACKGROUND: Orkondon's Dexterity (16) gives him an Armor Class bonus. He has had a love of animals ever since he was a small boy, when he would bring home wounded creatures and nurse them back to health. He eventually discovered the ways of the druids and has exhibited considerable talent as protector and healer of the woodlands.

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Mind Flayer

ARMOR CLASS: 5
THACO: 11
MOVEMENT: 12
HIT DICE: 8+4
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (18)
COMBAT: #AT 4 (tentacles) or mind blast (stuns victims for 3-12 rounds); Dmg if a tentacle hits, it reaches the victim's brain in 1-4 rounds and proceeds to draw forth the brain
DESCRIPTION: Spacefaring mind flayers are as evil and twisted as planetbound mind flayers. They seek to conquer intelligent races and view themselves as a superior race.

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Chandalar

18th-level Paladin

RACE: Human
ARMOR CLASS: 3
THACO: 3
MOVEMENT: 12
HIT POINTS: 99
ALIGNMENT: Lawful good
EQUIPMENT: helm, chain mail +2, long sword +3
BACKGROUND: Chandalar is a Knight of Solamnia. He was raised on Krynn, but a mission from his god took him from Krynn into the stars. Since leaving his home, he has discovered other evils to fight. He plans to return home one day, but continually encounters new challenges in space.

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Pryessant

12th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 9
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Chaotic good
EQUIPMENT: hand crossbow +2, gloves of missile snaring
BACKGROUND: Pryessant's Dexterity (17) gives her an Armor Class bonus. She is a native of deep space and has spent her entire life adventuring among the stars. She has met many alien races and has adopted some of their philosophies and ways of life. She craves adventure and discovering the unknown.

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Boots of the North



Wand of Fear



Scroll, Protection from Magic



Staff of Withering



Bag of Holding



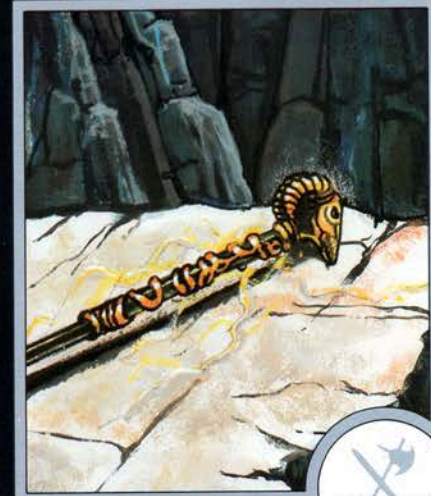
Bucknard's Everfull Purse



Eriadne



Sword +1, Cursed



Rod of Terror



Scroll, Protection From Magic

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This scroll invokes a very powerful, invisible globe of anti-magic in a 5' radius around the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of anti-magic moves with its invoker. The protection lasts for 5d6 rounds. (Reading time—8)

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Wand of Fear

XP VALUE: 3,000

USABLE BY: Priest, Wizard

DESCRIPTION: When this wand is activated, a pale amber ray springs from the tip of the wand in a cone 60' long and 20' in diameter, which flashes and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the fear spell; creatures affected by the wand turn and move at fastest possible speed away from the wielder for 6 rounds. Each use costs 1 charge. It can be used only once per round. The wand can be recharged.

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Boots of the North

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This footwear grants the wearer the following powers:

- Can travel across snow at normal rate of movement, leaving no tracks;
- Can travel at half normal movement rate across horizontal surfaces of slippery ice without falling;
- The boots warm the wearer, so that even in temperatures as low as -50°F, he is comfortable with only scant clothing—a loin cloth and cloak, for instance; and
- If the wearer is dressed in cold-weather gear, he can withstand temperatures of -100°F.

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Bucknard's Everfull Purse

XP VALUE: 1,500/2,500/4,000

USABLE BY: All classes

DESCRIPTION: This item appears to be a small purse. Each morning, it duplicates certain coins and gems. When found, the purse will be full of coins. If any one coin is kept inside, the next morning, many coins will be found inside. The table indicates the type of bag.

D100	CP	SP	EP	GP	PP	Gems*
01-50	—	26	26	26	—	—
51-90	26	—	26	—	26	—
91-00	26	—	26	—	—	26

*Base 10 gp gems which may increase to a maximum of 100 gp only.

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Bag of Holding

XP VALUE: 5,000

USABLE BY: All classes

DESCRIPTION: This plain sack opens into a nondimensional space. Its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit, and its volume limit are determined by making a roll on the table below:

D100	Weight	Weight Limit	Volume (cubic ft.)
01-30	15 lbs.	250 lbs.	30
31-70	15 lbs.	500 lbs.	70
71-90	35 lbs.	1,000 lbs.	150
91-00	60 lbs.	1,500 lbs.	250

If overloaded or pierced, the bag ruptures and the contents are lost forever.

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Staff of Withering

XP VALUE: 8,000

USABLE BY: All classes

DESCRIPTION: The staff is a +1 magical weapon. A hit from it causes 1d4 + 1 points of damage. If 2 charges are expended when a hit is scored, the victim also ages 10 years. If 3 charges are expended when a hit is made, one of the victim's limbs can be made to shrivel and become useless unless it successfully saves vs. spell. Ageless creatures cannot be aged or withered. Each effect of the staff is cumulative, so that 3 charges score damage, aging, and withering. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

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Rod of Terror

XP VALUE: 3,000

USABLE BY: All classes

DESCRIPTION: This rod is a +2 magical weapon capable of inflicting 1d6 + 3 points of damage per hit. The wielder can also expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed their saves suffer a -1 penalty to morale and must make immediate morale checks. Each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point of Charisma.

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Sword +1, Cursed

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This sword performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to its owner's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can release but never rid himself of the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by a *remove curse* spell.

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Eriadne

10th-level Warrior

RACE: Human

ARMOR CLASS: 6

THACO: 11

MOVEMENT: 12

HIT POINTS: 74

ALIGNMENT: Chaotic neutral

EQUIPMENT: dagger, long sword +2, bracers of defense AC6, slippers of spider climbing

BACKGROUND: Eriadne is of royal heritage, although her ancestors lost their throne and fortune. Her family retained only a portion of its wealth. Eriadne now adventures in search of lost family heirlooms and wealth to supplement her family. She attacks only evil targets or locations.

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Jiki-ketsu-gaki



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Rod of Smiting



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Cloak of the Bat



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Tome of Clear Thought



FORGOTTEN REALMS

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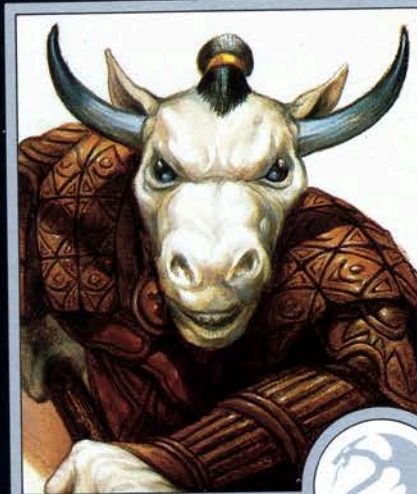


Sikkin Wu,
Shen Lung Dragon



FORGOTTEN REALMS

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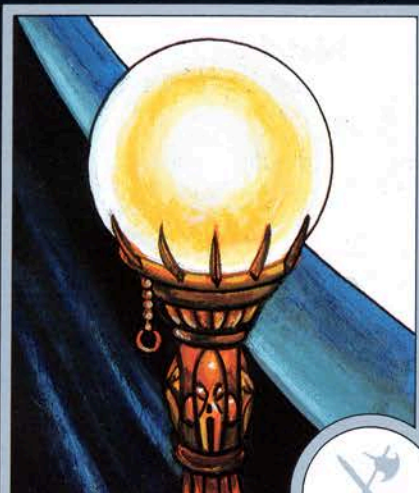


Go-Zu-Oni



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Wand of
Enemy Detection



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Broom of Flying



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Decanter of Endless Water



Cloak of the Bat

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This black cloak radiates magic when detected, but is not noticeably unusual. The cloak bestows a 90% chance of invisibility when the wearer stands still in a shadowy or dark place. The wearer may also hang upside-down like a bat.

When the wearer holds the edges of the cloak, he is able to fly at a speed of 15. The wearer may transform into a bat and fly accordingly. Flying in either mode can be done only in darkness. The flight can last 1 hour, but afterward, the cloak's power of flight will be unusable for the same duration. The cloak gives a +2 bonus to AC at all times.

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Rod of Smiting

XP VALUE: 4,000

USABLE BY: Priest, Wizard

DESCRIPTION: This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains 1 charge.

The rod causes normal damage (1d8+3) vs. creatures of the outer planes. Any score of 20 or better draws 1 charge and causes triple damage. The rod cannot be recharged.

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Jiki-ketsu-gaki

ARMOR CLASS: 2

THACO: 13

MOVEMENT: 12, Fl 6 (C)

HIT DICE: 8

ALIGNMENT: Chaotic evil

SIZE: M (5' tall)

INTELLIGENCE: Very (12)

COMBAT: #AT 3; Dmg 1-3/1-3/1-8

DESCRIPTION: Gaki are lesser spirits derived from the wicked who have returned to the Prime Material plane in the form of horrible monsters as punishment for their sins. Jiki-ketsu-gaki are vampiric, compelled to drain the blood of living human victims. A successful bite drains 1-10 hit points per round.

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Go-Zu-Oni

ARMOR CLASS: 0

THACO: 9

MOVEMENT: 9

HIT DICE: 12+8

ALIGNMENT: Lawful neutral

SIZE: L (9' tall)

INTELLIGENCE: High (13)

COMBAT: #AT 3; Dmg 6-16/6-16/1-10

DESCRIPTION: Go-zu-oni are the most powerful type of oni. They are faithful and loyal soldiers of the Celestial Bureaucracy. They fight with two-handed swords, spears, naginata, halberds, and tridents. In combat, they can attack with two weapons, both hands, or make a goring attempt with their horns.

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Sikkin Wu, Shen Lung or Spirit Dragon

ARMOR CLASS: -7

THACO: -3

MOVEMENT: 12, Fl 18 (E), Sw 9

HIT DICE: 20

ALIGNMENT: Chaotic neutral

SIZE: G (120' body)

INTELLIGENCE: High (14)

COMBAT: #AT 4 or tail slap or special; Dmg 1-8/1-8/2-24/1-10; tail slap (2-16); special attacks *bless*, *curse*, *ice storm*, *control weather* spells

DESCRIPTION: Sikkin Wu is 946 years old (Venerable). Like all shen lung, he is able to fly through the power of a magical pearl imbedded in his brain. Humans view these dragons as bringers of good fortune.

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Tome of Clear Thought

XP VALUE: 8,000

USABLE BY: All classes

DESCRIPTION: A work of this nature is indistinguishable from any normal book. Any character who reads this book will be able to practice mental exercises that will increase his intelligence by 1 point. Reading a work of this nature takes 48 hours over 6 days, and immediately thereafter, the book disappears. The reader must begin a program of concentration and mental disciplines within 1 week of reading the tome. After a month of such exercise, intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal is of no benefit to the character.

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Decanter of Endless Water

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This stoppered flask looks ordinary but radiates magic. If the stopper is removed and command words are spoken, a stream of fresh or salt water pours out. There are separate command words for the amount and type of water:

- Stream: pours 1 gallon/round
- Fountain: 5'-long stream at 5 gallons per round
- Geyser: 20'-long stream at 30 gallons per round

The geyser causes considerable pressure and the holder must be braced or be knocked over. The force of the geyser will kill small animals. The command word must be given to cease the flow.

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Broom of Flying

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 lbs. at this rate, but every additional 14 lbs. slows movement by 1. The device can climb or dive at an angle of 30 degrees. A command word must be used. The broom will travel alone to any destination named. If it is within 300 yards of its owner when he speaks the command word, it will fly to his side.

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Wand of Enemy Detection

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60' sphere. The function requires 1 charge to operate for 1 turn. The wand can be recharged.

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DragonLance™

Trading Cards



Blaze



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

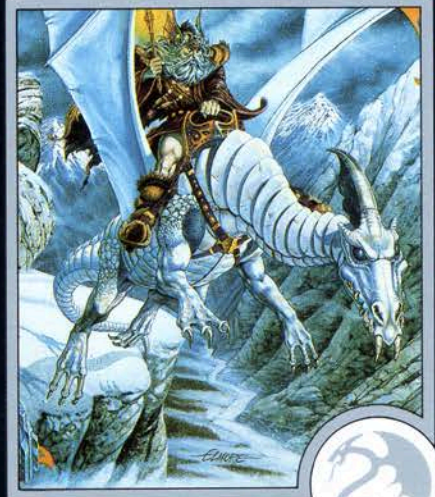


Korumundu



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Blizzard



DragonLance™

Trading Cards



Jarak-Sinn



GREYHAWK
ADVENTURES

Trading Cards

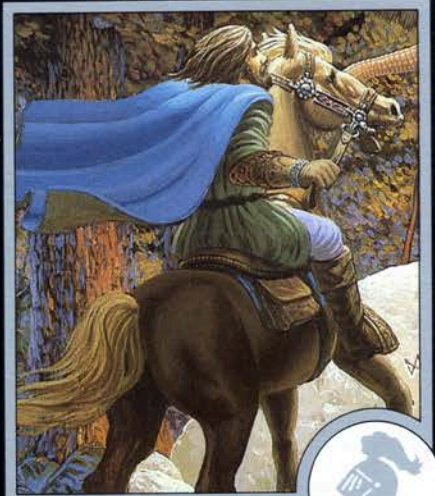


Griffon



GREYHAWK
ADVENTURES

Trading Cards



Waldo



DragonLance™

Trading Cards



Cyan Bloodbane



DragonLance™

Trading Cards



King Lorac Caladon



DragonLance™

Trading Cards



Riverwind



Blizzard, White Dragon

ARMOR CLASS: -2
THACO: 2
MOVEMENT: 12, Fl 40 (C), Br 6, Sw 12
HIT DICE: 14
ALIGNMENT: Chaotic evil
SIZE: G (56' body)
INTELLIGENCE: Low (7)
COMBAT: #AT 3+special; Dmg 1-6/1-6/2-16; special attacks are breath weapon (7d6+7) and wizard spell (one 1st)
DESCRIPTION: Blizzard is 252 years old (Mature Adult). He was subdued by a frost giant witch doctor named Korumundu and now serves as his mount. Blizzard is lazy and enjoys the company of the giants who provide for him.

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Korumundu

ARMOR CLASS: 5
THACO: 5
MOVEMENT: 15
HIT DICE: 14+1-4
ALIGNMENT: Chaotic evil
SIZE: H (21' tall)
INTELLIGENCE: Average (10)
COMBAT: #AT 1; Dmg 1-8 or by weapon (2d8+9)
DESCRIPTION: Korumundu is a witch doctor frost giant. He has powers as 7th-level priest and a 3rd-level wizard. He is the most powerful giant in his band, second to his chieftain. He has subdued a white dragon named Blizzard, who now serves as his mount and companion. He often uses a *wand of frost* and a *ring of fire resistance*.

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Blaze, Red Dragon

ARMOR CLASS: -10
THACO: -4
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 20
ALIGNMENT: Chaotic evil
SIZE: G (172' body)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (22d10+11), wizard spells (two 1st, two 2nd, two 3rd, two 4th), priest spells (two 1st)
DESCRIPTION: Blaze is 1,010 years old (Wyrms). He is paid by an evil lord to fly over battles. He never enters battle; he breathes on opponents twice and exits.

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Waldo

5th-level Ranger

RACE: Human
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Lawful neutral
EQUIPMENT: *chain mail +1*, *five arrows +3*, *arrow of direction*, *sword +2*
BACKGROUND: Waldo prefers the company of animals to the company of people. He has spent most of his life in the wilderness. He has developed a talent for herb lore and caring for animals. He sometimes educates children about wild animals and respect for nature.

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Griffon

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 12, Fl 30 (C)
HIT DICE: 7
ALIGNMENT: Neutral
SIZE: L (9' long)
INTELLIGENCE: Semi (3)
COMBAT: #AT 3; Dmg 1-4/1-4/2-16
DESCRIPTION: Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin. This often brings griffons into conflict with humans. Griffons prefer rocky habitats near open plains. If trained from an early age, griffons will serve as mounts. They make fierce and loyal steeds.

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Jarak-Sinn

ARMOR CLASS: 5
THACO: 19
MOVEMENT: 6, Sw 12
HIT DICE: 2+1
ALIGNMENT: Neutral (evil)
SIZE: L (7' tall)
INTELLIGENCE: Low (6)
COMBAT: #AT 3 or 1; Dmg 1-2/1-2/1-6 or by weapon
DESCRIPTION: Jarak-sinn are a vile race of lizard men. Civilized races avoid associating with them. They are bloodthirsty and love combat, but are not sophisticated fighters. In addition to claw and bite attacks, they may use short swords, long swords, javelins, daggers, and studded clubs.

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Riverwind

11th-level Ranger

RACE: Human
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT POINTS: 62
ALIGNMENT: Lawful good
EQUIPMENT: *short bow*, *long sword +2*, *dagger +2*, *pipes of sounding*, *bracers of defense AC2*, *spear +2*
BACKGROUND: Riverwind's Dexterity (16) gives him an Armor Class bonus. He is the most powerful warrior of the Que-shu tribe, although he is quiet and humble. He is married to Goldmoon, the daughter of his chieftain.

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King Lorac Caladon

17th-level Priest

RACE: Silvanesti elf
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Lawful good
EQUIPMENT: *dragon orb*, *bracers of defense AC2*
BACKGROUND: Lorac's Dexterity (16) gives him an Armor Class bonus. Under his rule, Silvanesti flourished. Following the Cataclysm, his nation withdrew from the world. When the dragon armies attacked Silvanesti, Lorac attempted to use the *dragon orb* to save his lands, but failed.

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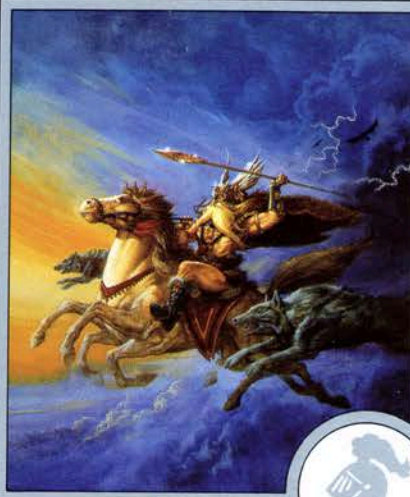


Cyan Bloodbane, Green Dragon

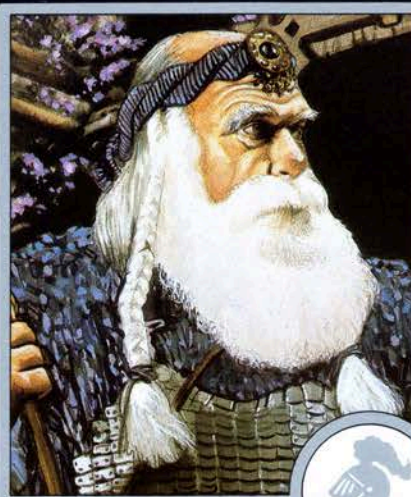
ARMOR CLASS: -5
THACO: -2
MOVEMENT: 9, Fl 30 (C), Sw 9
HIT DICE: 18
ALIGNMENT: Lawful evil
SIZE: G (83' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3+special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (18d6+9) and wizard spells (four 1st, two 2nd)
DESCRIPTION: Cyan Bloodbane is 657 years old (Very Old). He was responsible for breathing nightmares into the ears of the Silvanesti king, Lorac. These nightmares caused the terrible transformation of the ancient elven homeland.

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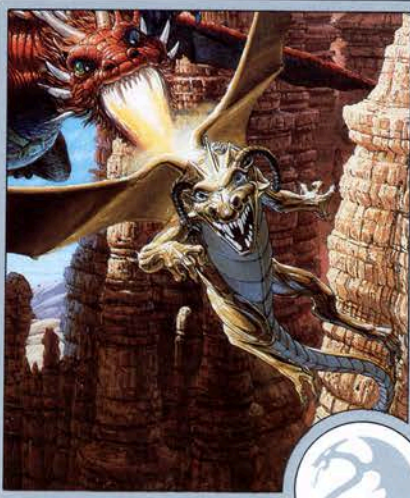
Odin



Doral



Ragna



Valdemari



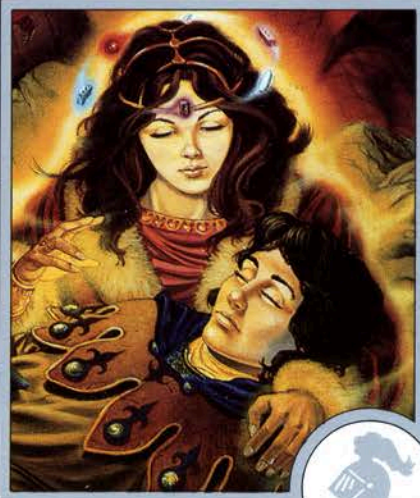
Zadoc



Tyrinon



Onyx



Elsbeth



Smolder



Ragna

7th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Chaotic good
EQUIPMENT: *axe +3, bracers of defense AC6*
BACKGROUND: Ragna is a very powerful fighter (Strength 18/99), who has a strong passion for hunting out evil within his homeland. He has suffered many near-death experiences throughout his life but has always regained his health (Constitution 18). Honor above all else guides his actions. He has many loyal friends and adventuring companions.

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Doral

14th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT POINTS: 102
ALIGNMENT: Neutral good
EQUIPMENT: *bow +1, axe of hurling +4, long sword +2 dragon slayer, horn of Valhalla, chain mail +2, shield +2*
BACKGROUND: Doral is in his late sixties and is retired. He teaches the fine art of combat to many students. His students get excellent training, but have to put up with long stories of his many adventures.

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Odin "All Father"

ARMOR CLASS: -6
THACO: -7
MOVEMENT: 15
HIT POINTS: 400
ALIGNMENT: Neutral good
SIZE: M (7' tall)
INTELLIGENCE: Godlike (25)
COMBAT: #AT 2; Dmg by spell or weapon (Gungnir—spear +5)
EQUIPMENT: *throne, rod of rulership, Draupnir (magical ring)*
DESCRIPTION: Odin is the leader and creator of the Norse pantheon. Along with his brothers, he slew the great frost giant Ymir and made the earth from its body. His companions are two aged wolves that serve as spies for him, two ravens, and an eight-legged horse.

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Trading Cards

Tyrinon

16th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 5
MOVEMENT: 12
HIT POINTS: 105
ALIGNMENT: Lawful good
EQUIPMENT: *sword +5 holy avenger, girde of fire giant strength, bracers of defense AC2, helm of telepathy*
BACKGROUND: Tyrinon's Dexterity (16) gives him an Armor Class bonus. He serves his temple in any task they set for him, protecting the temple or journeying forth to help or rescue members of the church. He has never refused a mission.

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Trading Cards

Zadoc

8th/10th-level Warrior/Thief

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral evil
EQUIPMENT: *gauntlets of dexterity, bracers of defense AC4, shortsword +2, dagger of venom*
BACKGROUND: Zadoc's Dexterity (17) gives him an Armor Class bonus. He fights two-handed. He enjoys adventuring for the thrill of encountering new monsters. He often hires out as a bounty-hunter, usually hunting bothersome monsters.

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Trading Cards

Valdemari, Bronze Dragon

ARMOR CLASS: -3
THACO: 3
MOVEMENT: 9, Fl 30 (C), Sw 12
HIT DICE: 15
ALIGNMENT: Lawful good
SIZE: G (43' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3+special; Dmg 1-8/1-8/4-24; special attacks are breath weapon (10d8+5) and wizard spells (one 1st, one 2nd)
DESCRIPTION: Valdemari is 57 years old (Young Adult). She lives in a cave above a deep lake. She regards herself the protector of her lands. She is curious about humans and often takes animal form to observe them.

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Smolder, Red Dragon

ARMOR CLASS: -4
THACO: 2
MOVEMENT: 9 Fl 30 (C), Jp 3
HIT DICE: 14
ALIGNMENT: Chaotic evil
SIZE: G (79' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (10d10+5) and wizard spells (two 1st)
DESCRIPTION: Smolder is 92 years old (Young Adult). He is selfish, bad-tempered, and impatient. His greed causes him to fight almost any battle in hopes of treasure. He has recently established a lair and is eager to fill it with riches.

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Elsbeth

7th-level Priest

RACE: Human
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Lawful good
EQUIPMENT: *ioun stones, bracers of defense AC4, ring of sustenance, Keoghtom's ointment, pearl of wisdom*
BACKGROUND: Elsbeth was the oldest of many siblings. Her parents were poor, and left her at a temple when she was young. She was raised by the priests and became strong in her faith. She now has great healing powers. She is often sought by the sick and wounded.

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Trading Cards

Onyx, Black Dragon

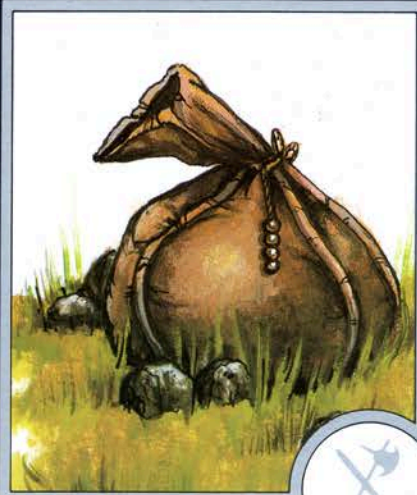
ARMOR CLASS: -2
THACO: 2
MOVEMENT: 12, Fl 30 (C), Sw 12
HIT DICE: 15
ALIGNMENT: Chaotic evil
SIZE: G (54' body)
INTELLIGENCE: Average (9)
COMBAT: #AT 3+special; Dmg 1-6/1-6/3-18; special attacks are breath weapon (4d4+7) and wizard spells (four 1st)
DESCRIPTION: Onyx is 322 years old (Mature Adult). He is able to breathe a stream of acid. He lives in the ruins of Xak Tsaroth, where he guards the Disks of Mishakal. He is temperamental, arrogant, and ruthless.

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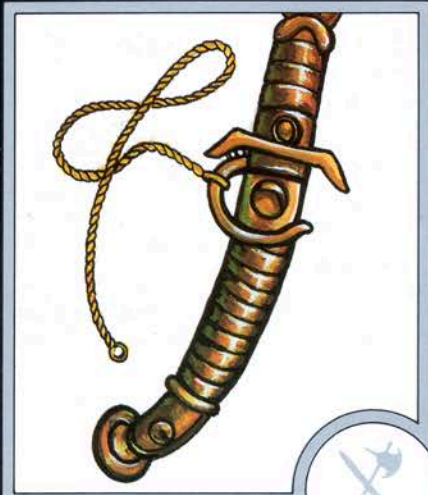
Bracers of Defense



Bag of Transmuting



Pearl of Wisdom



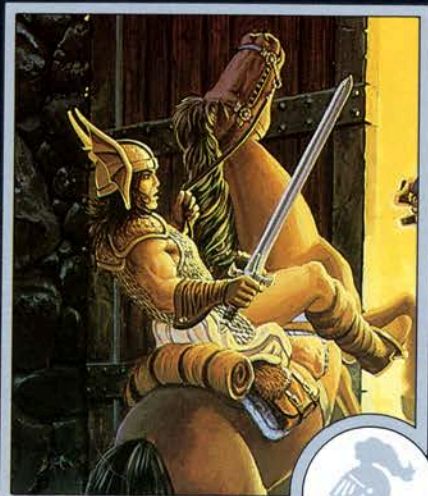
Dagger +2, Longtooth



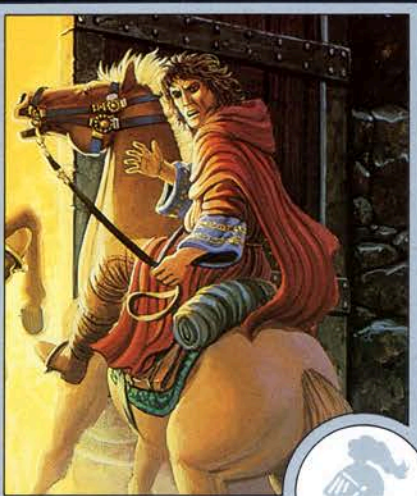
Large shield +1,
+4 vs. missiles



Sword +1, flame tongue



Bruinthor



Arax



Helm of Telepathy



Pearl of Wisdom

XP VALUE: 500

USABLE BY: Priests

DESCRIPTION: Although this appears to be a normal pearl, a *pearl of wisdom* bestows on a priest a bonus of 1 point in Wisdom if he retains the pearl for 1 month. The increase happens at the end of 30 days; thereafter, the priest must keep the pearl with him or the bonus will be lost.

One in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent, barring some magical restoration means such as a *wish* or *tome of understanding*.

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Bag of Transmuting

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This magical sack appears to be a *bag of holding*. It performs properly for 1d4 + 1 uses (more if the uses are made within a few day's time). At some point, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no value.

When emptied, the bag pours out these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass, or wood as appropriate (no saving throw) once the transmuting effects have begun.

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Bracers of Defense

XP VALUE: 1,000-4,000

USABLE BY: All classes

DESCRIPTION: The magic of these wrist guards bestows an Armor Class equal to someone wearing armor and using a shield. If armor is worn, the bracers have no additional effect, but they work in conjunction with other magical items of protection. The Armor Class bestowed is indicated below.

D100 Roll	Armor Class
01-05	8
06-15	7
16-35	6
36-50	5
51-70	4
71-85	3
86-00	2

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Sword + 1, Flame Tongue

+2 vs. regenerating creatures; +3 vs. cold-using, inflammable, or avian creatures; +4 vs. undead

XP VALUE: 900

USABLE BY: Warrior, Rogue

DESCRIPTION: This sword sheds light when its possessor speaks a command word or phrase. When activated, the *flame tongue* sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are considered those whose attack modes involve cold (ice toads, white dragons, winter wolves, yeti, etc.).

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Large Shield + 1, + 4 vs. missiles

XP VALUE: 400

USABLE BY: All classes

DESCRIPTION: This is a large shield with a +1 bonus vs. attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating *magic missile* attacks (from a frontal position).

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Dagger + 2, Longtooth

XP VALUE: 300

USABLE BY: All classes

DESCRIPTION: This appears to be a normal weapon. When this blade is wielded by a small demihuman, it actually lengthens and functions as a short sword. Even when functioning in this way, it remains as light and handy to use as a dagger would in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

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Helm of Telepathy

XP VALUE: 3,000

USABLE BY: All classes

DESCRIPTION: This sturdy helmet allows the wearer the ability to read the thoughts of creatures within 60 feet. The wearer must understand the creature's language and there may be no blocking structures protecting the creature. The wearer is able to communicate with the creature with a mutually known language or with emotions. The wearer is able to implant a *suggestion* (as per the spell). The creature must save vs. spell with a -1 penalty for every 2 points of Intelligence lower and a +1 for every point higher than the wearer.

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Arax

7th-level Wizard

RACE: Human

ARMOR CLASS: 3

THACO: 18

MOVEMENT: 12

HIT POINTS: 30

ALIGNMENT: Chaotic good

EQUIPMENT: five daggers, *ring of protection* +3, *boots of levitation*, *cloak of displacement*

BACKGROUND: Arax is strong and very agile (Dexterity 18). His career as a wizard seems unusual for him, since he is built like a fighter. Arax can do many sleight-of-hand tricks; coupled with his magical ability, he can put on quite a lively show when he needs cash quickly.

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Bruinthor

5th-level Warrior

RACE: Human

ARMOR CLASS: 3

THACO: 16

MOVEMENT: 12

HIT POINTS: 43

ALIGNMENT: Chaotic good

EQUIPMENT: *chain mail* +3, *broad sword* +2 *nine lives stealer*, *gauntlets of ogre power*

BACKGROUND: Bruinthor is a young man of 23 years. For a man of his great size, he is very agile (Dexterity 16). He travels the country with his best friend Arax. Both enjoy a good time and more often than not they find themselves in trouble; spending a night in jail is not uncommon for them.

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FORGOTTEN REALMS

Trading Cards



Casimir



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Trading Cards



Fire Giant, Undead



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Malchus



Advanced Dungeons & Dragons 2nd Edition

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Pegasus



DRAGONLANCE

Trading Cards



Azurem



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Iduna



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Haninah



SPELLHAMMER

Trading Cards



Dirck of Wildspace



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Inferno



Malchus

11th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 10
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: Neutral good
EQUIPMENT: bronze plate mail, helm, shield +1 (+4 vs. missiles), broad sword +3
BACKGROUND: Malchus grew up in poverty. He began his fighting career as a city guard. After years of service, he left the guard and became an adventurer. He now offers his services to anyone who needs him for protection. He sometimes performs missions such as rescuing lost persons or kidnapped children.

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Fire Giant, Undead

ARMOR CLASS: -1

THACO: 5
MOVEMENT: 12
HIT DICE: 15
ALIGNMENT: Lawful evil
SIZE: H (18' tall)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 2-20

DESCRIPTION: This giant, named Madlavdokk, was allied with an evil wizard. Together, they had many adventures and performed many evil deeds. After Madlavdokk died, the wizard raised him as an undead warrior. The wizard eventually died, and the giant was trapped in his laboratory. The giant was recently released from his tomb by a group of unsuspecting adventurers.

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Casimir

15th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Lawful evil
EQUIPMENT: necklace of adaptation, mirror of mental prowess, robe of scintillating colors, ring of protection +5
BACKGROUND: Casimir is an old and bitter mage. Early in his career, he was good, but corruption in the world and many defeats hardened him. He now spends his time in his lab, devising items of evil. He often uses his mirror to travel the planes.

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Iduna

18th-level Priest

RACE: Human
ARMOR CLASS: 4
THACO: 10
MOVEMENT: 12
HIT POINTS: 88
ALIGNMENT: Chaotic good
EQUIPMENT: ring of protection +6, helm of brilliance, ring of regeneration
BACKGROUND: Iduna is one of the high priestesses of her temple, which draws on the powers of the sun. She has developed great powers over many years of study and devotion. She serves as an educator and mentor to the younger priests. Her magic has allowed her to maintain her youth, despite her age of 71 years.

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Azurem, Blue Dragon

ARMOR CLASS: -1

THACO: 3
MOVEMENT: 9, Fl 30 (C), Br 4
HIT DICE: 15
ALIGNMENT: Lawful evil
SIZE: G (68' body)
INTELLIGENCE: Very (11)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (10d8+5) and wizard spells (two 1st)
DESCRIPTION: Azurem is 84 years old (Young Adult). He is feisty and impatient, and is eager to see the world and conquer it for his own. He is currently under the control of a lich who promised Azurem many adventures and riches.

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Pegasus

ARMOR CLASS: 6

THACO: 17
MOVEMENT: 24, Fl 48 (C)
HIT DICE: 4
ALIGNMENT: Chaotic good
SIZE: L (6' shoulder)
INTELLIGENCE: Average (9)
COMBAT: #AT 3; Dmg 1-8/1-8/1-3; special attacks are dive (double damage and +2 to attack roll) and rear kick (2d6 damage)
DESCRIPTION: Pegasi are winged steeds that often serve the cause of good. They are shy and wild, not easily tamed. A favored tactic is to lure large opponents into tight places where they can be outmaneuvered. When they choose to serve a master, they are loyal for life.

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Inferno, Red Dragon

ARMOR CLASS: -9

THACO: -3
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 19
ALIGNMENT: Chaotic evil
SIZE: G (160' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are wizard spells (two 1st, two 2nd, two 3rd, one 4th), priest spells (one 1st), breath weapon (20d10+10)
DESCRIPTION: Inferno is 920 years old (Venerable) and had been asleep for the past 34 years. When he awoke, he found many new creatures to torment. He is now busy clearing his lands of these "pests."

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Dirck of Wildspace

13th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 8
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Chaotic good
EQUIPMENT: bracers of defense AC4, long sword +2, gloves of missile snaring
BACKGROUND: Dirck was born somewhere in wildspace. He has no knowledge of his parents or his ancestry. His earliest memories are of living on a spacegoing galleon with his uncle. He has spent all of his 67 years on ships and now is captain of his own vessel.

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Haninah

10th-level Priest

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful good
EQUIPMENT: cloak of protection +2, gem of insight, stone of good luck
BACKGROUND: Haninah's Dexterity (18) gives her an Armor Class bonus. She is extremely agile and graceful. The priests of her temple worship a god of waters and oceans, and as such, they have certain powers involving water. They have also developed healing pools where the faithful may be cured.

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FORGOTTEN REALMS

Trading Cards



Chou Ling



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Drizzt Do'Urden



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Wulfgar



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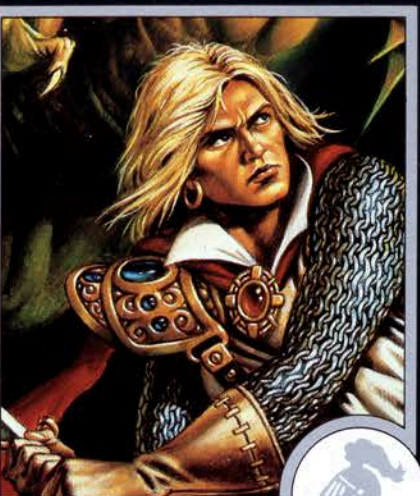


Aurum



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Ren o' the Blade



FORGOTTEN REALMS

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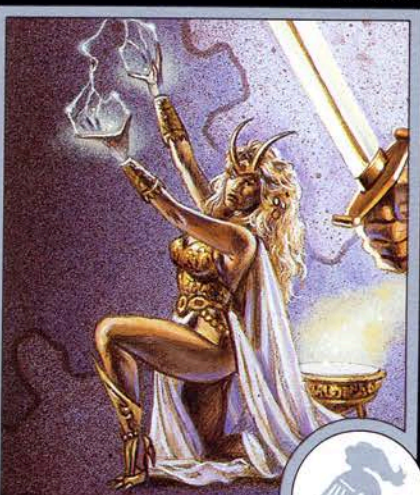


Dracolich



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Ayamee



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2nd Edition

Trading Cards



Philemon



Advanced Dungeons & Dragons™
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Trading Cards



Flame





Wulfgar

12th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 9
MOVEMENT: 12
HIT POINTS: 92

ALIGNMENT: Chaotic good
EQUIPMENT: chain mail, warhammer
BACKGROUND: Wulfgar is a member of a barbarian tribe that hates and fears magic. His Dexterity (16) gives him an Armor Class bonus. His Constitution (18) has kept him alive in many situations. He is a companion of Bruenor Battlehammer and Drizzt Do'Urden. His mission is to reunite the barbarian tribes.

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Drizzt Do'Urden

15th-level Ranger

RACE: Dark elf (drow)
ARMOR CLASS: -4
THACO: 6
MOVEMENT: 12
HIT POINTS: 84
ALIGNMENT: Neutral good
EQUIPMENT: *drow chain mail +5, boots of elvenkind, cloak of elvenkind (piwafwi), adamantite scimitars +4 (two)*

BACKGROUND: Drizzt was one of the most powerful fighters in Menzoberranzan, a vast drow city. His Dexterity (19) gives him an Armor Class bonus. He became disgusted with evil life in the drow city and set off, later finding loyal companions.

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Chou Ling

6th-level Warrior

RACE: Human
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful evil
EQUIPMENT: padded armor, long sword +2

BACKGROUND: Chou Ling has always been awed and frightened by the power of the oni. He serves the oni faithfully, and becomes jealous of others who get close to the creatures. He will do anything necessary to eliminate those who stand in his way of winning the oni's favor.

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Dracolich

ARMOR CLASS: -8

THACO: 1

MOVEMENT: 12, Fl 30 (C), Sw 12

HIT DICE: 16

ALIGNMENT: Chaotic evil

SIZE: G (62' body)

INTELLIGENCE: Average (8)

COMBAT: #AT 3 + special; Dmg 1-6/1-6/3-18 plus chilling Dmg 2d8; special attacks are breath weapon (6d4 + 8), wizard spells (five 1st)

DESCRIPTION: A dracolich is an undead dragon created by evil wizards. This one was a black dragon that was transformed at 596 years (Old). It can use a paralyzing gaze on its victims. Dracoliches typically guard a wizard's territory.

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Ren o' the Blade

14th/10th-level Ranger/Thief

RACE: Human
ARMOR CLASS: 1
THACO: 14

MOVEMENT: 12

HIT POINTS: 53

ALIGNMENT: Neutral good

EQUIPMENT: black leather armor, elven chain mail, two ioun stones, long sword +2, daggers +4 (two)

BACKGROUND: Ren is talented as both a thief and ranger. He has a suit of special magical leather armor and a set of magical daggers he wears when using his thief skills. He is quiet around strangers, but is open and caring with his friends.

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Aurum, Gold Dragon

ARMOR CLASS: -10

THACO: -5

MOVEMENT: 12, Fl 40 (C), Jp 3, Sw 12

(Wingless 15)

HIT DICE: 21

ALIGNMENT: Lawful good

SIZE: G (121' body)

INTELLIGENCE: Genius (17)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/6-36; special attacks are breath weapon—either flame or chlorine gas (20d12 + 10), wizard spells (two 1st, two 2nd, two 3rd, two 4th, two 5th, two 6th), and priest spells (two 1st, two 2nd)

DESCRIPTION: Aurum is 922 years old (Venerable). He seeks out injustice to promote goodness, sometimes taking animal form.

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Flame, Red Dragon

ARMOR CLASS: -11

THACO: -5

MOVEMENT: 9, Fl 30 (C), Jp 3

HIT DICE: 21

ALIGNMENT: Chaotic evil

SIZE: G (183' body)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (24d10 + 12), wizard spells (two 1st, two 2nd, two 3rd, two 4th, one 5th), and priest spells (two 1st, one 2nd)

DESCRIPTION: Flame is 1,453 years old (Great Wyrn) and is very active. Throughout his long life, he has acquired a treasure horde that would make the gods jealous.

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Philemon

6th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 15

MOVEMENT: 12

HIT POINTS: 49

ALIGNMENT: Lawful good

EQUIPMENT: bronze plate mail, long sword +2, ring of feather falling

BACKGROUND: Philemon has been a member of the city guard since he was old enough to join. His talents earned him an honored position among the mounted patrol. Members of this patrol use pegasi as mounts to fly over the city and nearby lands. He has had offers to serve as a personal guard but always refuses them.

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Ayamee

8th-level Priest

RACE: Human
ARMOR CLASS: 3
THACO: 16

MOVEMENT: 12

HIT POINTS: 42

ALIGNMENT: Chaotic good

EQUIPMENT: bracers of defense AC5, robe of blending, gem of seeing

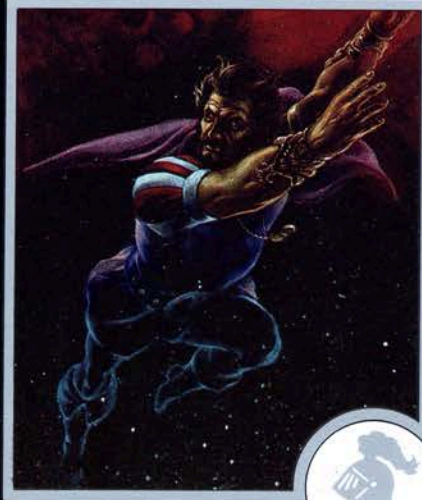
BACKGROUND: Ayamee's Dexterity (16) gives her an Armor Class bonus. She is a priestess of Aphrodite. Rumors claim that Ayamee is Aphrodite's avatar, but this is not true. She is a loyal, devoted priestess, but her beauty inspires jealousy in other women. She always struggles with these emotions.

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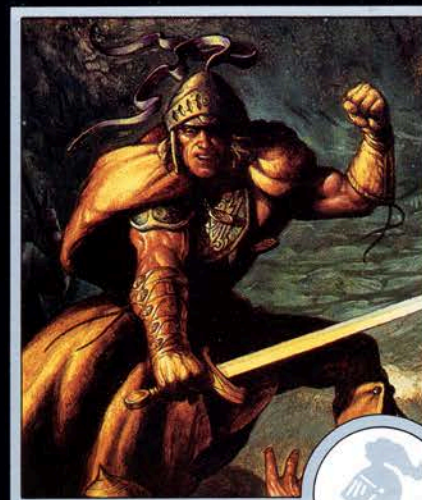
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Astral Dreadnought



Claudanius



Nanzar



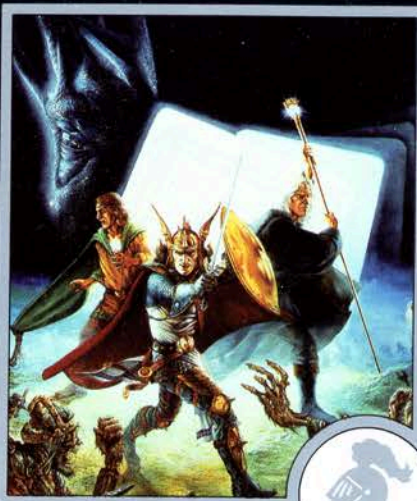
Necklace of Adaptation



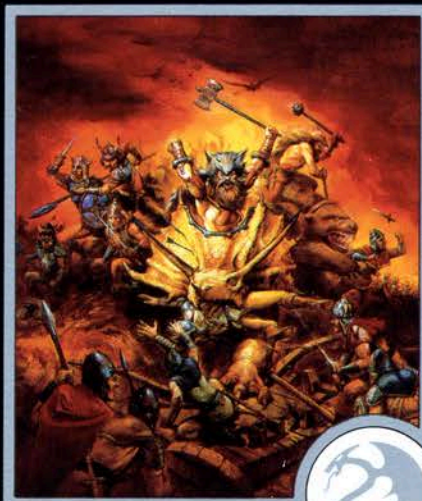
Robe of Stars



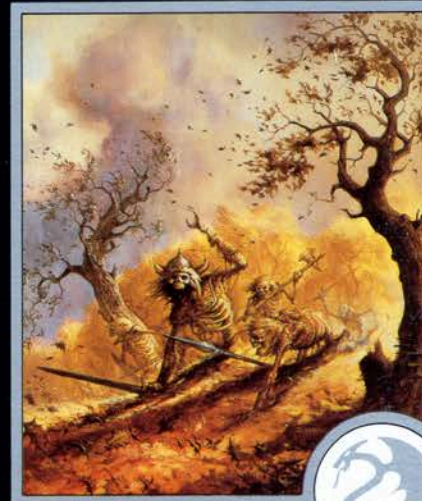
Gauntlets of Ogre Power



Checklist



Checklist



Checklist



Nanzar

12th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT POINTS: 80

ALIGNMENT: Neutral good

EQUIPMENT: padded armor, *cloak of the bat*, *long sword +4*, *ring of protection +2*

BACKGROUND: Nanzar is somewhat vain and arrogant. He usually travels alone, and when he joins a group, he almost always insists on being the leader. He has adventured all of his adult life and owns a small but richly appointed cottage. He is a talented fighter, but lacks maturity. He gets along better with women than with men.

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Claudanius

13th-level Wizard

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 38

ALIGNMENT: Neutral good

EQUIPMENT: *bracers of defense AC3*, *cloak of elvenkind*, *necklace of adaptation*

BACKGROUND: Claudanius is a bold wizard who enjoys traveling the astral plane. He usually travels alone, but sometimes serves as a guide to adventuring parties. He has traveled both physically and astrally in the astral plane. It is rumored that Claudanius is the first human to have ever encountered the astral dreadnought.

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Astral Dreadnought

ARMOR CLASS: 2

THACO: 9

MOVEMENT: 36 (in astral)

HIT DICE: 12

ALIGNMENT: Chaotic neutral

SIZE: L (12' high)

INTELLIGENCE: Very (12)

COMBAT: #AT 2; Dmg 2-12/2-12

DESCRIPTION: This creature is found only on the astral plane. It is extremely territorial and will pursue a victim relentlessly until the victim leaves the astral plane or is slain. The astral dreadnought can snap the silver cords of astrally projected creatures on an attack roll of 20. It will devour living flesh or astrally projected bodies.

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Gauntlets of Ogre Power

XP VALUE: 1,000

USABLE BY: Priest, Rogue, Warrior

DESCRIPTION: These appear to be typical handwear worn with armor. The wearer of these gloves, however, is imbued with 18/00 Strength in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a *girdle of giant strength* and a hurled weapon. They grow or shrink to fit human- to halfling-size hands.

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Robe of Stars

XP VALUE: 4,000

USABLE BY: Wizard

DESCRIPTION: This wizardly apparel will radiate magic if detected. The robe enables the wearer to physically travel the astral plane and to survive in outer space. The robe gives a +1 bonus to saving throws.

The robe is embroidered with six magical +5 throwing stars. The stars have a range of 60' and base damage of 2d4. The wearer must be proficient with darts to use the stars. The stars will replace themselves on the robe at a rate of one per day if at least one star remains attached to the robe. If all six are used, the robe's magical powers disappear.

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Necklace of Adaptation

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This necklace is typically a medallion worn on a chain. It allows the wearer to ignore all sorts of gases that affect creatures through respiration. The wearer can also breathe underwater or exist in an airless space for up to seven days.

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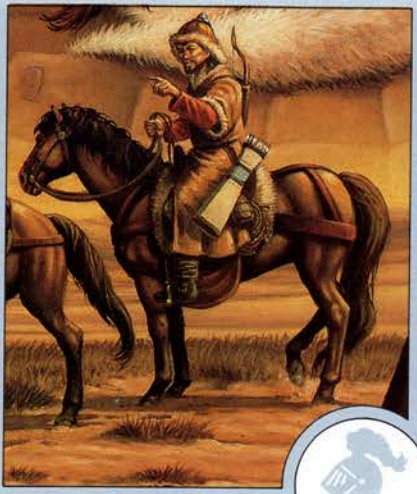
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Dhoran



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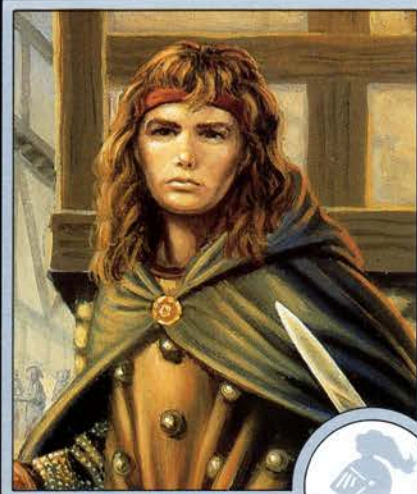


Yamun Khahan



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Samuel



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Ki-rin



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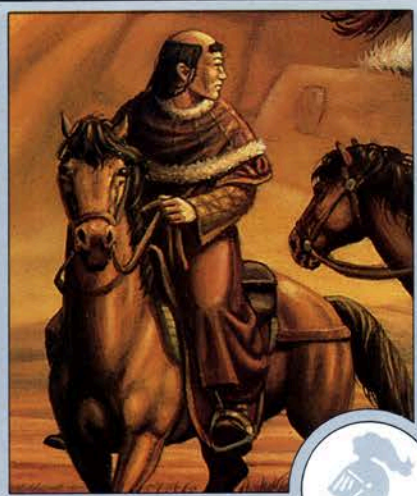


Bayalun



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Ranach



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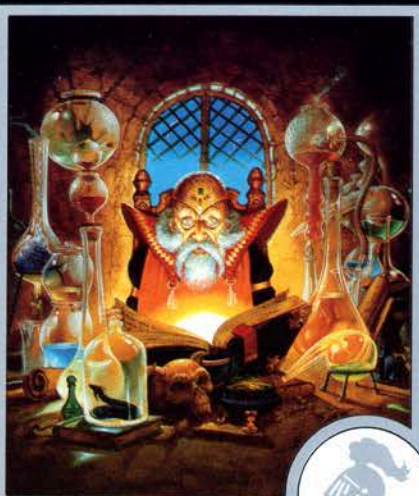


Shabala



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Korindell



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Sukari





Samuel

5th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: chain mail, long sword, dagger, *cloak of elvenkind*
BACKGROUND: Samuel is a young but cautious warrior. He spends much of his time practicing his skills and has had a few successful encounters with monsters, but he is still learning his craft. He finds large cities such as Waterdeep exciting for their busy lifestyle and the adventuring stories that can be heard in local taverns.

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Yamun Khahan

18th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 3
MOVEMENT: 12
HIT POINTS: 99
ALIGNMENT: Neutral evil
EQUIPMENT: *chain mail +2, long sword +3, ring of free action, decanter of endless water*
BACKGROUND: Yamun Khahan is a wise and strict ruler. His people recognize him as a successful leader and are somewhat in awe of him. He does not tolerate disrespect from anyone, including his own family. He always places the welfare of his clan above the wishes of any individual.

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Dhoran

10th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 11
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Chaotic good
EQUIPMENT: padded armor, *bracers of defense AC 4, bow +1, ring of warmth*
BACKGROUND: Dhoran often accepts work as a bodyguard. He serves only persons of good alignment. He does not mind long missions or lengthy journeys. He often entertains his clients with stories of his past adventures, and he is a colorful storyteller. His reputation has spread as an honest and loyal bodyguard.

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Ranach

10th-level Priest

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Lawful neutral
EQUIPMENT: padded armor, dagger, *staff of command, ring of sustenance*
BACKGROUND: Ranach is a loyal but gullible priest. He is not very bright, and more than once he has been tricked by his enemies into revealing secrets or going against the ways of his faith. He is hard-working and always tries to do his best, but misfortune often finds him. His fellow priests do their best to keep an eye on him.

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Bayalun

15th-level Wizard

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Lawful evil
EQUIPMENT: *staff of withering, cloak of protection +3, ring of fire resistance*
BACKGROUND: Bayalun is a talented wizard. She is a master of deceit and finds it easy to convince people that she is their friend. She has duped many people in this way and has managed to learn important information about her enemies. She lets little stand in her way and always gets what she wants.

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Ki-rin

ARMOR CLASS: -5

THACO: 9
MOVEMENT: 24, Fl 48 (B)
HIT DICE: 12
ALIGNMENT: Lawful good
SIZE: H (13' long)
INTELLIGENCE: Supra-genius (20)
COMBAT: #AT 3; Dmg 2-8/2-8/3-18; employs spells as an 18th-level mage
DESCRIPTION: The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. They are telepathic, allowing them to communicate with any living creature. As a result, they are nearly impossible to surprise. Ki-rin can create illusions with auditory, visual, and olfactory elements.

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Sukari

15th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 6
MOVEMENT: 12
HIT POINTS: 99
ALIGNMENT: Lawful good
EQUIPMENT: *leather armor +2, long sword +3, +4 vs. reptiles, amulet vs. undead*
BACKGROUND: Sukari is a veteran fighter. He serves as an instructor to younger warriors. He follows a strict code of honor in all facets of life. He has dedicated himself to his art and therefore will never marry. His students respect and fear him; they know that he is the best teacher in the city.

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Korindell

18th-level Wizard

RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Chaotic good
EQUIPMENT: *cloak of protection +3, ring of protection +4, ring of flying, helm of teleportation, robe of stars*
BACKGROUND: Korindell is an elderly wizard who spent many of his early years adventuring and collecting money and treasure. He now has a fabulous tower with an extensive laboratory and library. He spends most of his time experimenting. He creates magical items upon request, charging high prices worthy of their quality.

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Shabala

17th-level Priest

RACE: Human
ARMOR CLASS: 6
THACO: 10
MOVEMENT: 12
HIT POINTS: 89
ALIGNMENT: Chaotic good
EQUIPMENT: *spear +2, pearl of wisdom, gem of insight*
BACKGROUND: Shabala's Dexterity (19) gives him an Armor Class bonus. He is the high priest of a primitive religion. His people stand guard over the valley in which they live, and they also guard the plants and animals that live there. Shabala is a respected and revered leader. He has led his people for over a decade, and peace has reigned in their valley in all the years that he has been in power.

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SPELLJAMMER™

Trading Cards



Mind Flayer



SPELLJAMMER™

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Neogi



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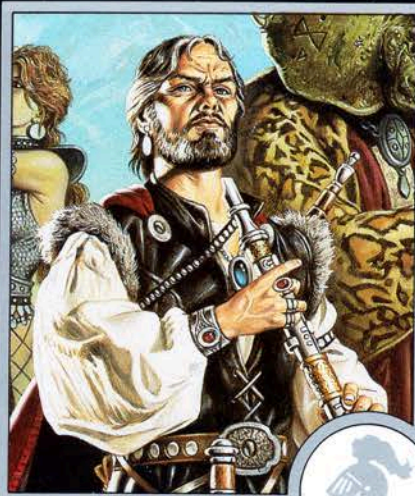


Giff



FORGOTTEN REALMS™

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Finder Wyvernspur



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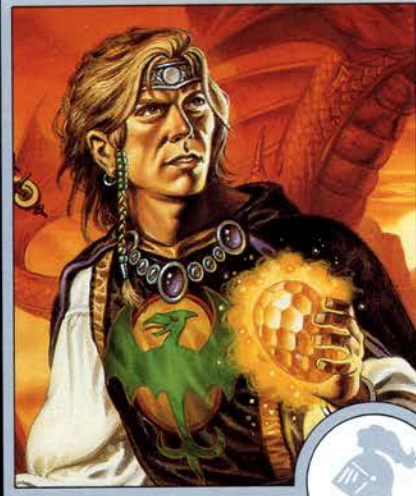


Grypht



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Glogioni Wyvernspur



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Carmen



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Werebear



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Dwarinom





Giff

ARMOR CLASS: 6
THACO: 17
MOVEMENT: 6
HIT DICE: 4
ALIGNMENT: Lawful neutral
SIZE: L (9' tall)
INTELLIGENCE: Low (7)
COMBAT: #AT 2; Dmg 1-6+7 or weapon +7
DESCRIPTION: The giff are a race of humanoids with hippopotamuslike heads. They are military minded and organize into squads, platoons, companies, corps, and larger groups. They have a love of guns and explosives. Most are proficient with the arquebus and 20% of giff own a personal firearm.

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Neogi

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 6
HIT DICE: 5
ALIGNMENT: Lawful evil
SIZE: S (3' tall)
INTELLIGENCE: High (14)
COMBAT: #AT 3; Dmg 1-3/1-3/1-6; bite inflicts a slowing poison
DESCRIPTION: The neogi are hated throughout space, and their spiderships are often attacked without provocation. This is due to their reputation as ruthless slayers and plunderers who think nothing of eating enemies, servants, or fallen comrades.

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Mind Flayer

ARMOR CLASS: 5
THACO: 11
MOVEMENT: 12
HIT DICE: 8+4
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (18)
COMBAT: #AT 4; Dmg by tentacles; if a tentacle hits in combat, it will reach the victim's brain in 1-4 rounds and draw it forth, killing the victim; mental blast stuns for 3-12 rounds
DESCRIPTION: Mind flayers native to space are similar to their planet-bound counterparts. Their bases are usually in abandoned asteroids. They have been known to take over dwarven citadels.

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Giogioni Wyvernspur 2nd-level Warrior

RACE: Human
ARMOR CLASS: 10
THACO: 19
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Lawful good
EQUIPMENT: *foil +1, Wyvern's Spur*
BACKGROUND: Giogi is the chosen bearer of the *Wyvern's Spur*, a minor artifact that enables only him to transform into a red wyvern (40 hit points, all abilities of wyvern, retains his own Intelligence). Like previous bearers of the Spur, Giogi will no doubt serve the king if called upon. He is currently married to a sorceress named Cat.

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Grypt 14th-level Wizard

RACE: Saurial (subrace Trisaurus)
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 10
HIT POINTS: 54
ALIGNMENT: Lawful good
EQUIPMENT: *amulet of life protection, staff of spells* (functions as his spellbook)
BACKGROUND: Grypt is the leader of a multiracial tribe. He came to the Realms to rescue his people from the evil god Moander. Moander destroyed their homeland and Grypt and his tribe have settled in the Realms. He is good natured, but can be merciless to ensure the survival of the tribe.

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Finder Wyvernspur, The Nameless Bard 15th-level Bard

RACE: Human
ARMOR CLASS: 7
THACO: 13
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral good
EQUIPMENT: *ring of warmth, dagger +1 (+3 against evil), the Finder's Stone*
BACKGROUND: Finder's Dex (17) gives him an AC bonus. He was a multitaled bard and spinner of many tales. He built a simulacrum of himself that caused the death of his apprentices, for which he was imprisoned. After his escape, he built Alias the Sell-Sword. He is presumed dead.

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Dwarinom 9th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 12
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Chaotic good
EQUIPMENT: *shield, studded leather armor +1, short sword of quickness, ring of jumping*
BACKGROUND: Dwarinom and members of his village are on a mission to wipe out a nearby band of trolls that attacks the village by night. Mysteriously, the trolls are more clever and intelligent than most trolls, making them difficult to track and hunt. Dwarinom and his party have been tracking the trolls for weeks but have only killed a few of their band.

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Werebear

ARMOR CLASS: 2
THACO: 13
MOVEMENT: 9
HIT DICE: 7+3
ALIGNMENT: Chaotic good
SIZE: M-L (6'-9' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3; Dmg 1-3/1-3/2-8; hit only by silver or +1 or better magical weapons
DESCRIPTION: Werebears are humans who can transform themselves into large brown bears. They are usually good-aligned creatures, but on rare occasions, evil werebears have been known to exist. In human form, they tend to use normal weapons such as axes, spears, and knives. In bear form, they attack using claw/claw/bite combination.

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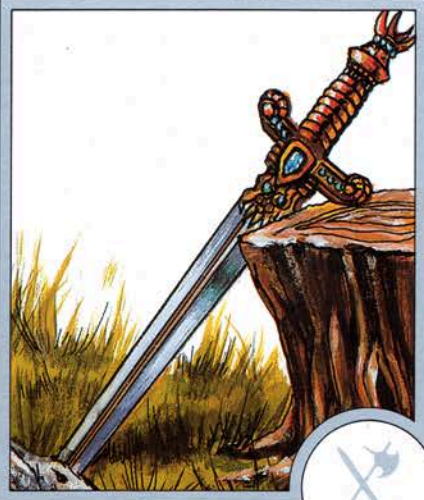
Carmen

4th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Neutral good
EQUIPMENT: *chain mail, dagger, short sword, ring of warmth*
BACKGROUND: Carmen is younger than most fighters of her ability. She practices often and takes instruction wherever she can find a teacher or a battle to observe. Although she is talented, she still lacks the confidence necessary when fighting vicious monsters. She is sometimes too trusting of strangers.

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Sword +5, Holy Avenger



Bracers of Defenselessness



Hat of Disguise



Boots of Dancing



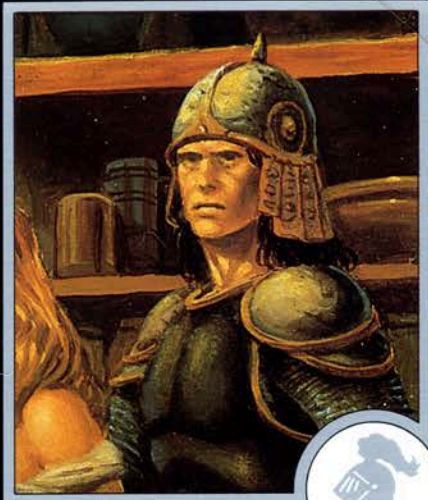
Cloak of Poisonousness



Morning Star +3



Sonya Dell'Anar



Cork Renford



Orog



Hat of Disguise

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This ordinary-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

- Height: + / -25% of actual height
- Weight: + / -50% of actual weight
- Sex: Male or female
- Hair: Any color
- Eyes: Any color
- Complexion: Any color
- Facial features: Highly mutable

Thus, the wearer could appear to be an attractive woman, a half-orc, or even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. The hat can be changed to appear as a comb, ribbon, hood, etc.

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Bracers of Defenselessness

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: These appear to be *bracers of defense* and will actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. *Bracers of defenselessness* can be removed only by means of a *remove curse* spell.

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Sword +5, Holy Avenger

XP VALUE: 4,000

USABLE BY: Warrior

DESCRIPTION: In the hands of any character other than a paladin, this holy sword will perform only as a *sword +2*. In the hands of a paladin, however, it creates magic resistance of 50% in a 5' radius, dispels magic in a 5' radius at the level of magic use equal to the experience level of the paladin, and inflicts +10 points of bonus damage on chaotic evil opponents.

These swords are always of exceptional quality and are often intricately engraved or inlaid with gems.

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Morning Star +3

XP VALUE: 2,000

USABLE BY: Warriors

DESCRIPTION: This magical weapon has an Intelligence of 14. It has the ability to speak the common and dwarven languages. Its two primary abilities allow it to detect for precious metals in a 20' radius, determining the kind and amount found, and also to detect for magic in a 10' radius. This morning star has an ego of 7 and an alignment of lawful neutral.

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Cloak of Poisonousness

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This particular cloak is usually made of wool, but can also be made of leather. It radiates magic and can be handled without harm, but as soon as it is actually donned, the wearer is rendered stone dead. The cloak can be removed only by a *remove curse* spell—this destroys the magical properties of the cloak. If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or *resurrection* spell, but with a -10% chance of success due to the poison.

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Boots of Dancing

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: These magical boots expand or contract to fit any foot size, from halfling to giant. If detected, they radiate magic. They always appear to be another kind of magical boot (DM's choice).

When the wearer is in (or fleeing from) combat, the boots impede movement—begin to tap and shuffle, heel and toe, minuet, or jig—making the wearer behave as if an *Otto's irresistible dance* spell had been cast on him (-4 penalty to Armor Class, saving throws at -6, and no attacks possible). Only a *remove curse* spell will enable the boots to be removed once their true nature is revealed.

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Orog

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 6

HIT DICE: 3

ALIGNMENT: Lawful evil

SIZE: M (6'-7' tall)

INTELLIGENCE: Very (11)

COMBAT: #AT 1; Dmg 1-10 (weapon), +3 Strength bonus

DESCRIPTION: Elite orcs, or ologs, are a race of great orcs, possibly mixed with ogre blood. They are highly disciplined warriors who display their own banners when in an orc army. Ologs prefer sword, flail, spear, axe, bow, crossbow, halberd, pike, or glaive. Ologs always possess two weapons, while orcs often own only one.

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Cork Renford 7th-level Warrior

RACE: Human

ARMOR CLASS: 4

THACO: 14

MOVEMENT: 12

HIT POINTS: 50

ALIGNMENT: Chaotic good

EQUIPMENT: leather breastplate, helm, chain mail +1, short sword of quickness

BACKGROUND: Cork is a warrior in search of adventure. He is looking for an adventuring party to join or for a job as a bodyguard for a traveler. He has a wanderlust and is interested in any mission that promises excitement. He frequents inns and taverns in hope of finding employment or a clue to an exciting adventure.

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Sonya Dell'Anar, Vampire

ARMOR CLASS: 1

THACO: 13

MOVEMENT: 12, Fl 18 (C)

HIT DICE: 8+3

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

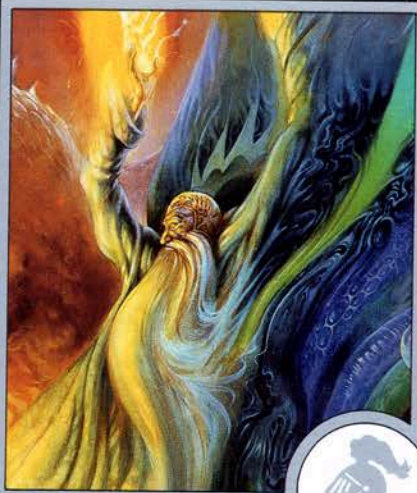
INTELLIGENCE: Exceptional (16)

COMBAT: #AT 1; Dmg 5-10;

DESCRIPTION: Sonya became a vampire over a century ago. Although she appears to be in her thirties, her true age is closer to 150 years. Sonya became a vampire after she quarreled with her cousin over a man. Her cousin struck a deal with an evil wizard, who sent a vampire to attack Sonya. Sonya now attacks anyone who looks like her cousin.

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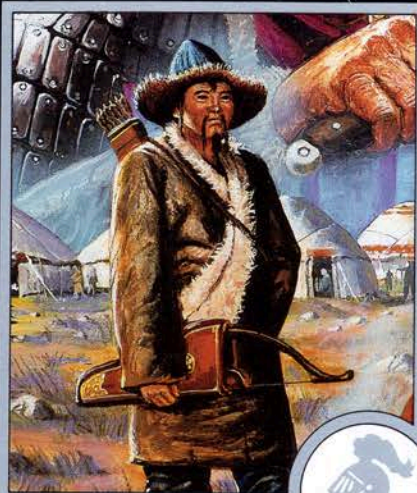
Eldred Treydarr



Edomira



Mist Wolf



Chalak



Githyanki Knight



Githyanki Mage



The Pereghost



Khoman



Dazar





Trading Cards

Mist Wolf

ARMOR CLASS: 6**THACO:** 17**MOVEMENT:** 18**HIT DICE:** 3+3**ALIGNMENT:** Lawful good**SIZE:** M (4' at shoulder)**INTELLIGENCE:** Average (9)**COMBAT:** #AT 1 bite; Dmg 2-6

DESCRIPTION: Mist wolves are cousins of normal wolves, but they have magical abilities. Although they are lawful good, they are distrusted due to human fear and hate. Mist wolves can exhale thick clouds of mist, blocking all vision, filling a volume 10 feet on a side and lasting 5 rounds. The mist has no effect other than obscuring the wolf for defense. Mist wolves have the innate ability to detect evil.

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Trading Cards

Edomira, "Red Watcher"

ARMOR CLASS: -11**THACO:** -5**MOVEMENT:** 9, Fl 30 (C), Jp 3**HIT DICE:** 21**ALIGNMENT:** Chaotic evil**SIZE:** G (183' body)**INTELLIGENCE:** Genius (17)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (24d10+12), wizard spells (two 1st, two 2nd, two 3rd, two 4th, one 5th), priest spells (two 1st, one 2nd)

DESCRIPTION: Edomira is 1,325 years old (Great Wyrms). She lives on the elemental plane of Fire and has the power to travel freely to the Prime Material plane. The treasure she has hoarded is uncountable. Other dragons recognize her as a leader among evil dragons and none dare challenge her.

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Eldred Treydarr

19th-level Wizard**RACE:** Human**ARMOR CLASS:** 3**THACO:** 14**MOVEMENT:** 12**HIT POINTS:** 67**ALIGNMENT:** Lawful good

EQUIPMENT: silk clothing; *staff of magi*; *wand of lightning*; *rings of free action*, *elemental command (air)*, and *x-ray vision*; *robe of the archmagi*; *bracers of defense (AC 3)*

BACKGROUND: Eldred travels the planes studying the effectiveness of his magic. Magic works differently on the different planes. He is considered the foremost expert in this field, with many wizards consulting his studies and writings. His survival is due to his cunning and high constitution (18).

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Trading Cards

Githyanki Mage

ARMOR CLASS: 10**THACO:** By level as per wizards**MOVEMENT:** 12, 96 (in Astral)**HIT DICE:** By class and level**ALIGNMENT:** Lawful evil**SIZE:** M (6' tall)**INTELLIGENCE:** Genius (18)

COMBAT: #AT 1; Dmg by spell or weapon
DESCRIPTION: Githyanki are an ancient race descended from humans. They dwell on the Astral plane but often leave that plane to make war on other races. Githyanki mages receive spells available at their level of experience just as human mages do. They tend to be particularly cruel and devious about their spell use. All githyanki are able to *plane shift* at will.

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Githyanki Knight

ARMOR CLASS: 0**THACO:** By class and level**MOVEMENT:** 12, 96 (in Astral)**HIT DICE:** 11**ALIGNMENT:** Lawful evil**SIZE:** M (6' tall)**INTELLIGENCE:** Genius (17)**COMBAT:** #AT 3/2; Dmg by weapon

DESCRIPTION: Githyanki knights are evil champions who take up the causes of the githyanki lich-queen. They are powerful and highly revered in their society. Knights have all the powers and abilities of human paladins except these are turned toward evil (e.g., *detect good* instead of *detect evil*, command undead instead of turn undead, etc.). Knights carry a silver sword and a two-handed sword +3.

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Chalak

5th-level Warrior**RACE:** Human**ARMOR CLASS:** 6**THACO:** 16**MOVEMENT:** 12**HIT POINTS:** 32**ALIGNMENT:** Lawful evil

EQUIPMENT: padded armor, arrows, dagger, *bow +1*, *ring of warmth*

BACKGROUND: Chalak's Dex (16) gives him an AC bonus. He is a strong man (Str 17) and an excellent shot with bow and arrow. Chalak also serves his army by making repairs to bows and constructing fine arrows that are reputed to be incredibly accurate and durable. Chalak's brothers and nephews also serve in the army.

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Dazar

10th-level Warrior**RACE:** Human**ARMOR CLASS:** 8**THACO:** 11**MOVEMENT:** 12**HIT POINTS:** 72**ALIGNMENT:** Lawful neutral

EQUIPMENT: leather armor, arrows, *bow +1*, *arrow of slaying vs. undead*, *ring of sustenance*

BACKGROUND: Dazar is a cavalry commander in his clan's army. He is somewhat quiet, but commands a great deal of respect. He is an excellent decision-maker, weighing all sides of a problem but coming to a resolution quickly. He would give his life to save his men.

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Khoman

17th-level Warrior**RACE:** Human**ARMOR CLASS:** 4**THACO:** 4**MOVEMENT:** 12**HIT POINTS:** 88**ALIGNMENT:** Lawful neutral

EQUIPMENT: helm, banded mail, *sword +4* *defender*

BACKGROUND: Khoman is the leader of a small tribe in the eastern Realms. His goal is to establish a land for his people, who have been driven out of their settlements three times in as many decades. They are forced to live a nomadic lifestyle until Khoman can strike a deal with another ruler or conquer another settlement.

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The Pereghost

10th-level Warrior**RACE:** Human**ARMOR CLASS:** 0**THACO:** 10**MOVEMENT:** 12**HIT POINTS:** 79**ALIGNMENT:** Lawful evil

EQUIPMENT: *bastard sword +3* (Int 17, Ego 14, *heal* once per day, *locate object* 120'), *field plate +1*

BACKGROUND: The pereghost's Dexterity (15) gives him an Armor Class bonus. This dark knight is a mystery. Rumors speculate many possible origins, from a fallen paladin to a *polymorphed* dragon. He has a harsh manner that has made him popular with his troops.

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Static



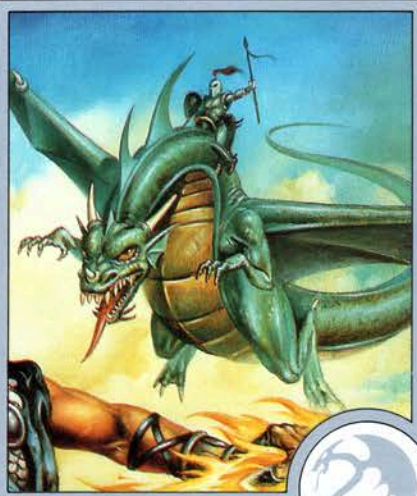
Crimson



Gauntlets of Swimming and Climbing



Kendallar



Quagmiela



Kilian



Sea Zombie



Swordwraith



Arina



Gauntlets of Swimming and Climbing

XP VALUE: 1,000

USABLE BY: Priest, Rogue, Warrior

DESCRIPTION: A pair of these gloves radiates magic. They adjust to fit halfling- to human-size hands. The wearer can swim as fast as a triton (movement 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not empower the wearer with the ability to breathe in water.

These gloves give the wearer a strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

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Crimson, Red Dragon

ARMOR CLASS: -3

THACO: 3

MOVEMENT: 9, Fl 30 (C), Jp 3

HIT DICE: 13

ALIGNMENT: Chaotic evil

SIZE: G (43' body)

INTELLIGENCE: Exceptional (15)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (8d10+4), wizard spell (one 1st)

DESCRIPTION: Crimson is 27 years old (Juvenile). For his domain, Crimson has chosen a high-peaked mountain with a small valley that is home to a village. He decided that the quickest way to build up a horde of treasure was to torment, threaten and extort the people of the village.

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Static, Blue Dragon

ARMOR CLASS: -3

THACO: 1

MOVEMENT: 9, Fl 30 (C), Br 4

HIT DICE: 17

ALIGNMENT: Lawful evil

SIZE: G (90' body)

INTELLIGENCE: Very (11)

COMBAT: #AT 3 + special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (lightning 14d8+7), wizard spells (three 1st, one 2nd)

DESCRIPTION: Static is 203 years old (Mature Adult). He lives in a vast desert with little vegetation. Static has assumed control of an oasis on a minor trade route. The series of large caves underneath and around the oasis is his home. A small tribe of 20-30 thri-kreen work as his guards.

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Kilian

11th-level Ranger

RACE: Human

ARMOR CLASS: 3

THACO: 10

MOVEMENT: 12

HIT POINTS: 78

ALIGNMENT: Neutral good

EQUIPMENT: sacred wolf cloak, *bastard sword +3*, *short sword +1*, *boots of striding and springing*

BACKGROUND: Kilian is a wolf nomad in Greyhawk. He travels with his partner Talvi who is a large winter wolf. When Kilian and Talvi stalk their prey it is an amazing sight; both sneak up silently and spring quickly from two different directions. Kilian has learned many stealthy and agile movements from watching Talvi.

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Quagmiela, Green Dragon

ARMOR CLASS: -5

THACO: -2

MOVEMENT: 9, Fl 30 (C), Sw 9

HIT DICE: 18

ALIGNMENT: Lawful evil

SIZE: G (80' body)

INTELLIGENCE: Very (12)

COMBAT: #AT 3 + special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (18d6+9), wizard spells (four 1st, two 2nd), and *entangle once/day*

DESCRIPTION: Quagmiela is 702 years old (Very Old). She lives deep in a tropical rain forest. She found the steamy warmth cozy and relaxing. Quagmiela has a series of caves under a swamp where she stores her treasure and pickles her food. Three shambling mounds serve her as slaves.

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Kendallar

13th-level Thief

RACE: Human

ARMOR CLASS: 1

THACO: 14

MOVEMENT: 12

HIT POINTS: 42

ALIGNMENT: Chaotic good

EQUIPMENT: sling, elven chain mail, *long sword of sharpness*, *short sword of quickness*, *gem of seeing*, *cloak* and *boots of elvenkind*

BACKGROUND: Kendallar grew up in a frontier city in the wilderness. He wandered away when he was young and was found by a group of elves. They trained him in woodland survival, fighting, and stealthy movement. With his training from the elves and his natural abilities, he experienced and survived many adventures.

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Arina

7th-level Warrior

RACE: Human

ARMOR CLASS: 0

THACO: 14

MOVEMENT: 12

HIT POINTS: 51

ALIGNMENT: Lawful good

EQUIPMENT: throwing daggers (3), *chain-mail +3*, *helm of underwater action*, *amulet vs. undead (7th-level)*, *long sword +2*

BACKGROUND: Arina is a powerful female warrior who holds a high rank in an all-female warrior order. The city that is Arina's home is a matriarchal society and the city guards are women. Arina began her career as a guard and now has been given the honor of many adventures to further the cause of her people.

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Swordwraith

ARMOR CLASS: 3

THACO: 13

MOVEMENT: 9

HIT DICE: 7

ALIGNMENT: Lawful evil

SIZE: M (6' tall)

INTELLIGENCE: Average (9)

COMBAT: #AT 3/2; Dmg 1-10

DESCRIPTION: Swordwraiths are the spirits of warriors cut down during battle. They are seen only at-night or underground where the sun never shines. They retain their knowledge of strategy and tactics and they speak common. Damage caused by a swordwraith is 1d10 regardless of weapon. Each hit drains 1 point of Strength from the victim; a victim whose Strength reaches 0 dies.

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Sea Zombie

ARMOR CLASS: 7

THACO: 15

MOVEMENT: 6, Sw 12

HIT DICE: 5

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

INTELLIGENCE: Low (6)

COMBAT: #AT 1; Dmg 1-10

DESCRIPTION: Sea zombies are the animated corpses of humans who died at sea. They are free-willed and are rumored to be animated by the will of Nerull the Reaper. Sea zombies attack with weapons typical of sailors: short swords, daggers, hooks, and clubs. They are immune to fire-based attacks, *sleep*, *charm*, *illusion*, and mind-affecting spells. A hit by a sea zombie has a 10% chance of causing disease.

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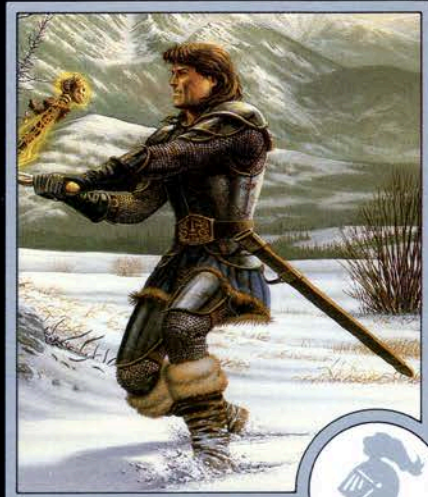
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Robe of Vermin



Karlott



Joliet



Mirror of
Mental Prowess



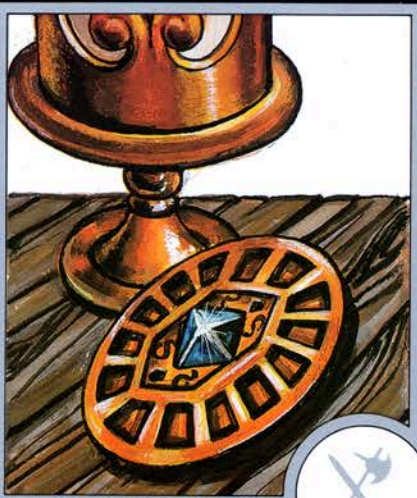
Arrow of Direction



Staff-Spear



Jewel of Attacks



Brooch of Shielding



Harp of Charming





Joliet

9th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Neutral good
EQUIPMENT: field plate armor, *sword of wounding*, *gauntlets of Dexterity*
BACKGROUND: Joliet is a young and impulsive warrior. He is a devout follower of his religion, but his erratic behavior caused his local priests to question his faith. He was sent on a mission to prove his loyalty. A requirement of this mission is that he travel alone, but he is watched carefully by the mages of his faith.

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Karlott

8th-level Priest

RACE: Human
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Neutral evil
EQUIPMENT: *ring of protection +4*, *staff of command*, *robe of blending*
BACKGROUND: Karlott is a member of an ancient religion. Following an indiscretion, Karlott was ordered to atone for his actions and is now on a quest to regain favor with his god. He has not lost his powers, but he will lose them if he fails his mission.

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Robe of Vermin

XP VALUE: None
USABLE BY: Wizards
DESCRIPTION: This garment radiates magic if detected. It appears to be another type of magical robe. In a situation requiring action against hostile opponents, the robe's true nature is revealed. The wearer instantly suffers a multitude of bites from the insects that infest the robe. He must cease all activities in order to scratch and suffers extreme discomfort.

The wearer is unable to gain initiative and has a 50% chance of being unable to complete a spell due to the vermin. All other actions requiring manual/locomotive/somatic activity are at half normal ability. The garment cannot be removed except by a *remove curse* spell or similar magic.

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Staff-Spear

XP VALUE: 1,000-3,500
USABLE BY: All classes
DESCRIPTION: Upon command, a long, sharp spear blade will shoot forth from the staff's upper end. This converts the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will grow to 12 feet, and a third command will recall it to its original form. The staff's powers are determined as follows:

Attack and

D20	Damage Bonus	XP Value
1-6	+1	1,000
7-10	+2	1,500
11-13	+3	2,000
14-16	+4	2,500
17-19	+5	3,000
20	+6	3,500

The base damage is 2d4.

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Arrow of Direction

XP VALUE: 2,500
USABLE BY: All classes
DESCRIPTION: This appears to be a normal arrow. However, its magical properties make it function as a *locate object* spell, allowing it to show the direction to the nearest stairway, passage, cave, and so forth.

Once per day, the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following: stairway (up or down); sloping passage (up or down); dungeon exit or entrance; or cave or cavern. Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

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Mirror of Mental Prowess

XP VALUE: 5,000
USABLE BY: All classes
DESCRIPTION: This magical mirror, when commanded, will allow the owner to:

1. Read the thoughts of any creature reflected in the mirror.
2. Scry as with a crystal ball with clairaudience, even viewing other planes.
3. Use it as a portal to visit other places (possibly other planes, DM's option) by first scrying them and then stepping through to the place pictured. An invisible area remains on the other side, and those using the portal can return if the correct spot is found.
4. Once per week, it will answer one short question regarding a creature whose image is shown upon it.

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Harp of Charming

XP VALUE: 5,000
USABLE BY: All classes
DESCRIPTION: This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell each turn of playing. Optionally, the DM can require that a successful proficiency check be made to cast the *suggestion*. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

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Brooch of Shielding

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can be used to absorb *magic missiles* of the sort generated by spell or wand or other magical device. A brooch can absorb up to 101 hit points of *magic missile* damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell followed by experimentation.

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Jewel of Attacks

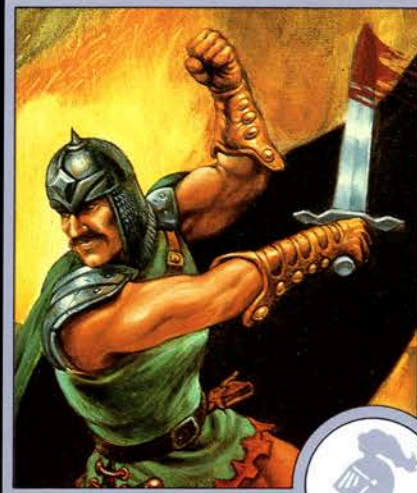
XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered and the party seeks to evade them by flight. Once picked up, the jewel will always magically return to its finder, showing up in his pouch, bag, pack, etc., until a *remove curse* spell or an *atonement* is cast upon him.

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Elad Edals



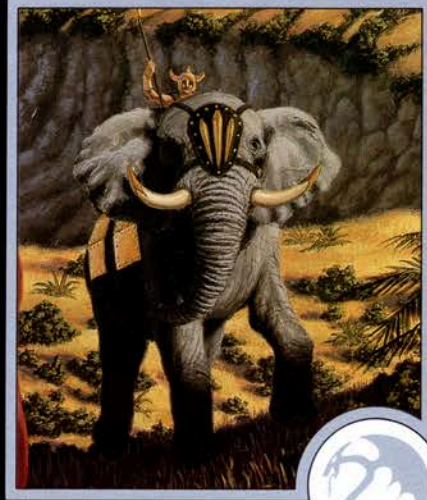
Miltiades



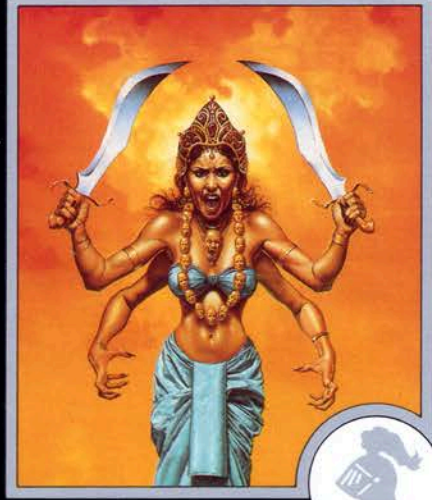
Goram



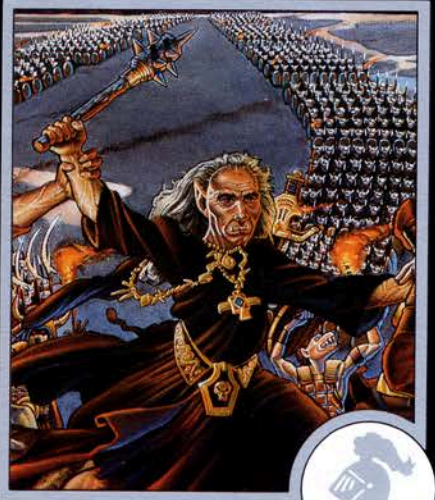
Tysiln San



Elephant



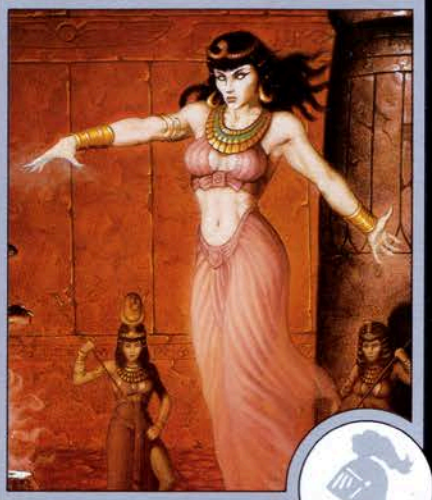
Xanthom



Malakan



Makenzie



Pallandra



Goram, Hill Giant

ARMOR CLASS: 3
THACO: 9
MOVEMENT: 12
HIT DICE: 12+1-2 hp
ALIGNMENT: Chaotic evil
SIZE: H (16' tall)
INTELLIGENCE: Low (5)
COMBAT: #AT 1+special; Dmg 1-6 or by weapon (2-12+7); special attack is hurling rocks (2d8 damage)
DESCRIPTION: Goram was taken by surprise and subdued by a crazy old wizard. This eccentric wizard was of the opinion that everything looked better if it were colored blue. Goram found his skin color a bit unnerving at first, but found that being blue had certain advantages when trying to scare other creatures.

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Miltiades

14th-level Warrior

RACE: Human
ARMOR CLASS: -1
THACO: 7
MOVEMENT: 12
HIT POINTS: 79
ALIGNMENT: Chaotic good
EQUIPMENT: leather armor, large helmet, gauntlets of ogre power, cloak of protection +5, ring of protection +2, broad sword +3
BACKGROUND: Miltiades is the captain of the city guard. He is carefree and fun to be around. When adventuring against a monster that might threaten the city, he always takes the lead. Miltiades loves a challenge. He sometimes enters himself in the gladiator contests against as many as eight foes.

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Elad Edals

12th-level Thief

RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Chaotic neutral
EQUIPMENT: long sword, leather armor +1, cloak of elvenkind, dagger +3
BACKGROUND: Elad's Dexterity (18) gives him an Armor Class bonus. He continually finds himself landing in the middle of bizarre adventures. His life usually depends on the outcome of these adventures, leaving him little choice but to pursue them. He feels that his life has some higher purpose as a result of these missions, but has yet to discover what it might be.

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Xanthom

12th-level Priest

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Chaotic evil
EQUIPMENT: *scimitars +2 (2), bracers of defense AC4, talisman of ultimate evil*
BACKGROUND: Xanthom's Dexterity (16) gives her an Armor Class bonus. She fell out of favor with her diety following the denial of a mission. Her diety then cursed her by causing her to grow two additional arms. Even if the arms are severed, they always grow back. Xanthom's goal is to either kill her former diety or obliterate all of his followers, thereby destroying him.

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Elephant

ARMOR CLASS: 6

THACO: 9
MOVEMENT: 15
HIT DICE: 11
ALIGNMENT: Neutral
SIZE: L (11' tall)
INTELLIGENCE: Semi (3)
COMBAT: #AT 5; Dmg 2-16/2-16/2-12/2-12/2-12
DESCRIPTION: Elephants are native only to warm climates. They are frequently encountered as pack animals that have been trained since they were young. Such elephants do not normally attack unless provoked or spooked. Wild elephants may attack to protect territory, young, or a source of food. They attack by means of a stab with two tusks, a grab and squeeze with the trunk, and two trampling feet.

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Tysiln San

9th-level Wizard

RACE: Dark elf (drow)
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic neutral
EQUIPMENT: dagger, *bracers of defense AC4, cloak of displacement, staff of striking*
BACKGROUND: Tysiln San was born in the Vault of the Drow and trained in magic by her merchant family. She specializes in the spells of *conjunction/summoning*. In her youth, she was loyal to her family and assisted in their plans to overthrow the priestesses of Loith. After this failed, she was forced to flee her home.

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Pallandra

17th-level Priest

RACE: Human
ARMOR CLASS: 4
THACO: 10
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Neutral evil
EQUIPMENT: *bracers of defense AC4, ring of shooting stars, slippers of spider climbing*
BACKGROUND: Pallandra is a high priestess of Set. Her order has recently fallen under attack by some of the followers of the good gods. She and her followers are trying to maintain their temples and regain their former power. They have turned to many forms of dark and horrible magic.

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Makenzie

12th-level Paladin

RACE: Elf
ARMOR CLASS: 2
THACO: 9
MOVEMENT: 12
HIT POINTS: 92
ALIGNMENT: Lawful good
EQUIPMENT: field plate armor, helm, sword +4 defender, ring of spell turning
BACKGROUND: Makenzie offered his services to a large army of humans and elves about to engage an army of drow. Makenzie has always had a hatred of drow, especially because of their sneaky, underhanded ways and their disrespect for the earth. He is not concerned about dying in battle if it means defeating large numbers of drow. He always welcomes a chance to serve his race.

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Malakan

14th/14th-level Wizard/Warrior

RACE: Dark elf (drow)
ARMOR CLASS: 1
THACO: 7
MOVEMENT: 12
HIT POINTS: 89
ALIGNMENT: Chaotic evil
EQUIPMENT: *ring of protection +6, mace +3, ring of shocking grasp, necklace of missiles*
BACKGROUND: Malakan's Dexterity (17) gives him an Armor Class bonus. He is the leader of a large drow army, but being such a leader has certain drawbacks. Due to the natural hatred of sunlight by the drow, his army can attack only at night and must seek shelter on sunny days. The current battle is slow, but is turning in his favor.

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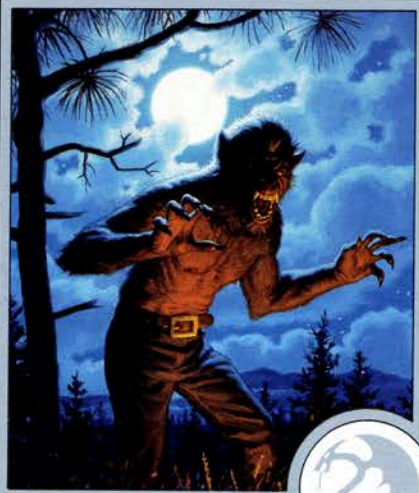
Emilia



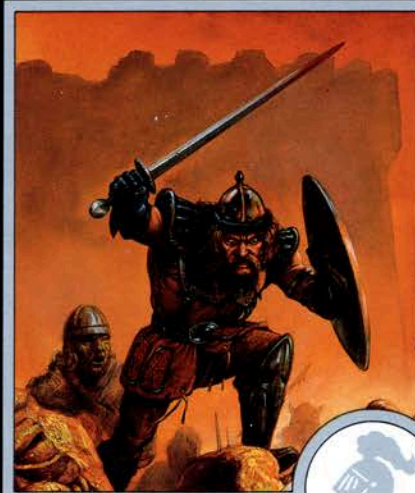
Ian Jytman



Julius



Werewolf



Hilmar



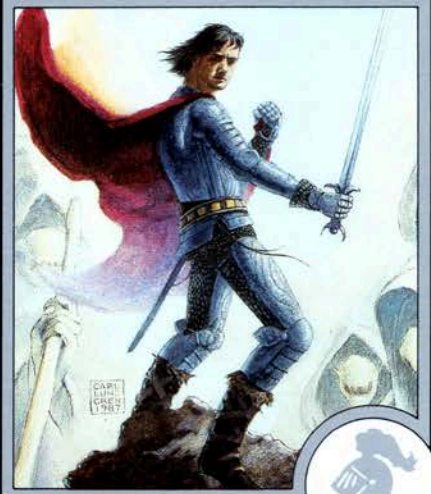
Kraiton



Varalla



Pseudodragon



Sandor



Julius

8th-level Warrior

RACE: Human
ARMOR CLASS: -1
THACO: 13
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, long sword, two daggers, shield +3, battle axe +4, gloves of missile snaring, girdle of giant strength (stone giant 20)
BACKGROUND: Julius is a skilled warrior but is something of a mother hen to the rest of his party. He adventures with his younger sister, Emilia, and a wizard named Ian. He prefers to enter dangerous situations first, to protect the others. He has led his party on many successful missions.

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Ian Jytman

8th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Neutral good
EQUIPMENT: light leather walking robe, daggers (2), Boccob's blessed book, staff of thunder and lightning, rings of spell storing and swimming, bracers of defense ACS
BACKGROUND: Ian is an aging mage who still has a lot of energy and drive. He is currently on a mission to recover a lost magical artifact. He has searched for the artifact for over a decade and the quest has led him over the entire continent. He plans to experiment with the artifact to learn its powers.

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Emilia

5th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, large shield +2, helm of telepathy, long sword +1, bag of holding
BACKGROUND: Emilia has always been a tomboy. As a child, she had four older brothers and always played and fought with them. Her oldest brother, Julius, taught her how to fight and defend herself. Emilia now adventures with Julius and Ian Jytman, a wizard. They make an excellent team and have had many years of practice fighting and defending each other.

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Kraiton

8th-level Warrior

RACE: Human
ARMOR CLASS: -3
THACO: 13
MOVEMENT: 12
HIT POINTS: 57
ALIGNMENT: Neutral good
EQUIPMENT: green tunic, short sword, boots of speed, gauntlets of dexterity, chain mail +2, long sword +4, potions of heroism and healing
BACKGROUND: Kraiton thinks of himself as a ladies' man. After every adventure, he is always seen with at least two beautiful women. His high Dexterity (17) combined with his boots and gauntlets help to keep him out of trouble. Kraiton is quite ruthless when it comes to combat and play. He takes everything very seriously.

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Hilmar

6th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: padded armor, daggers (2), shield +3, ring of protection +2, long sword +2, boots of levitation
BACKGROUND: Hilmar is a ferocious warrior, being nearly a berserker with a little more patience. His favorite tactic is to use his boots of levitation to float out of sight of a victim, then drop down on it. His temper gets the best of him when he spends too much time in a pub.

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Lycanthrope, Werewolf

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 15
HIT DICE: 4+3
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Average (9)
COMBAT: #AT 1; Dmg 2-8
DESCRIPTION: Werewolves are the most feared of all lycanthropes. In their human forms, they attack with varied weapons. In werewolf form, the creatures attack with their fearsome teeth. Werewolves can be harmed only by silver or magical weapons of +1 or better. Werewolves attack in packs and roam the wilderness in search of human or other prey. The chance to contract the disease equals 1% per point of damage done by a lycanthrope.

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Sandor

17th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 4
MOVEMENT: 12
HIT POINTS: 109
ALIGNMENT: Lawful good
EQUIPMENT: plate mail +3, long sword +5 holy avenger, potion of super-heroism (3 doses), boots of the north
BACKGROUND: Sandor travels the icy northern wastelands for their solitude. He has lived there for almost 10 years. He will be returning to his temple and civilization after 10 full years have passed. All paladins of his order must do this in order to progress in the duties of their faith and prove their worthiness.

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Pseudodragon

ARMOR CLASS: 2
THACO: 19
MOVEMENT: 6, Fl 24 (B)
HIT DICE: 2
ALIGNMENT: Neutral good
SIZE: T (1-2' long)
INTELLIGENCE: Average (9)
COMBAT: #AT 1 + special; Dmg 1-3; special attack is a poisoned tail strike—if a save is failed, causes catalepsy for 1-6 days with a 25% chance of death
DESCRIPTION: These playful creatures ordinarily live in heavily forested areas. They have magical powers that they share with others. They can transmit their magic resistance to their human companion via physical contact. They have infravision up to 60 feet.

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Varalla, Lich-Queen

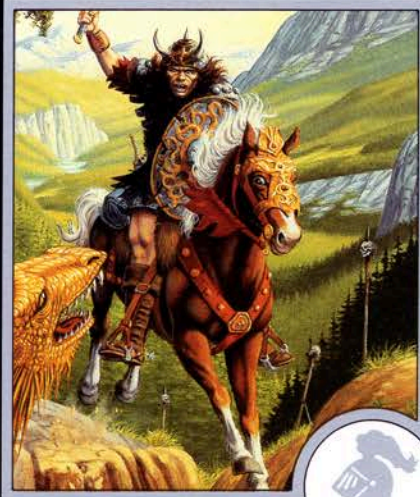
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT DICE: 16
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Supra-genius (19)
COMBAT: #AT 1; Dmg 1-10 or by spell
DESCRIPTION: Varalla was buried alive following a battle. After spending a century digging herself out, she came to a castle that would come to be known as "Darkhold." Within a year, she had conquered all the monsters within the castle. The castle is now home to Varalla, her undead minions, and dark magic.

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Carolyn



Volmer



Catriona



Ramsey



Avildar



Einar



Finian Garwoode



Marquis



Mavis



Catriona, Vampire

ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12, Fl 18 (C)
HIT DICE: 8+3
ALIGNMENT: Chaotic evil
SIZE: M (5' tall)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 1+special; Dmg 1-10; special attack is energy drain
DESCRIPTION: Catriona has been a vampire for 326 years. She moves from city to city every 20 years. In most of her assumed identities, she has never seemed the recluse that most vampires are known to be. She is always social and throws many parties. When vampire reports become too prevalent, she will prey upon the homeless for food rather than her normal prey: young, handsome men.

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Volmer

11th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Chaotic good
EQUIPMENT: light warhorse, battle axe, two daggers, *chain mail +1*, *shield +3*, *long sword +2* *giant slayer*, *potion of fire breath*
BACKGROUND: Volmer's chaotic nature makes him act almost as a barbarian. This gets him into many brawls and is annoying to his friends who have to bail him out or clean him up afterward. On an adventure, however, there is no one anyone wants along more than Volmer. He can out-fight almost any creature encountered.

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Carolyn

9th-level Priest

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Lawful good
EQUIPMENT: large shield, helmet, *chain mail +2*, *mace of disruption*, *rod of absorption*, *three potions of healing* (7 doses)
BACKGROUND: Carolyn is a member of a religious order that believes in combating evil in both a physical and spiritual manner. All members of the religion are trained in the arts of combat and warfare. Carolyn has been a warrior for many years but has recently joined her religion. She is currently on a mission for her church.

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Einar

7th-level Ranger

RACE: Human
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral
EQUIPMENT: leather armor, long bow, *cloak of elvenkind*, *long sword +3* *frost brand*, *horn of Valhalla*, *ring of protection +4*
BACKGROUND: Einar loves the outdoors and likes to be part of nature. It bothers him when people abuse the environment rather than live with it. He has been welcomed as part of the elven community. Lately, he has traveled with a small group of adventurers, rooting out monsters that threaten a small village.

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Avildar, Red Dragon

ARMOR CLASS: -7

THACO: -1
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 17
ALIGNMENT: Chaotic evil
SIZE: G (120' body)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3+special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (fire 16d10+8) and wizard spells (two 1st, two 2nd, one 3rd)
DESCRIPTION: Avildar is 524 years old (Old). He has traveled far on his many journeys and has decided that the place he will make his home is a series of highly active volcanic islands in the south seas. They are populated with many natives.

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Ramsey

9th-level Warrior

RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 85
ALIGNMENT: Chaotic good
EQUIPMENT: plate mail, heavy warhorse, *shield +1*, *long sword +2* *dragon slayer*, *potion of superheroism*, *ring of elemental command* (fire)
BACKGROUND: Ramsey was a loner for many years until he happened on a festival in a small village on one of his journeys. He watched a sword contest with great interest because a woman named Mavis, who won the contest, caught and held his attention. He introduced himself and complimented her abilities. They were married one week later.

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Mavis

7th-level Warrior

RACE: Human
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral good
EQUIPMENT: *plate mail +2*, *long sword +1*, *bag of holding*, *ring of free action*, *potion of healing*
BACKGROUND: Mavis travels on adventures with her husband Ramsey. They have traveled extensively throughout the lands of their world. She is well known for her abilities as a swordswoman. Mavis won a contest of swordplay at a festival in which she was the only woman entered. The male ego has made her several enemies because of this, but she finds this amusing.

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Marquis

11th-level Warrior

RACE: Human
ARMOR CLASS: -2
THACO: 10
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, helm, sword, *shield +4*, *lance +2*
BACKGROUND: Marquis is a member of the elite cavalry of his king's army. He is strict about discipline and has high expectations of his men. Although his men complain sometimes that he drives them too hard, his unit has lost remarkably few battles and has suffered only minor injuries. Marquis is proud of his service record.

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Finian Garwoode

14th-level Wizard

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Neutral good
EQUIPMENT: *staff of power*, *hat of disguise*, *crystal ball*, *potions of healing*, *longevity and vitality*
BACKGROUND: Finian is a rather eccentric wizard who finds it amusing to enter a pub in disguise, strike up a conversation, then leave and reenter in a different disguise to speak to the same person. He loves mind games; he also enjoys confusing people in card games and games of chance.

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Beaker of
Plentiful Potions



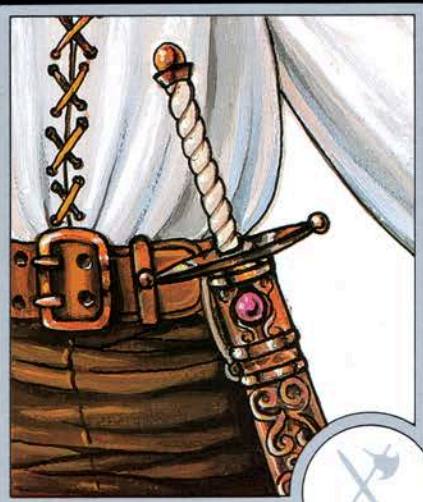
Axe +2, Throwing



Sword +4, Defender



Cloak of the Manta Ray



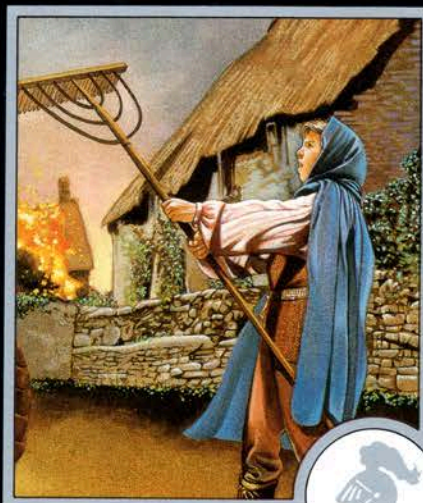
Sword+2, Dragon Slayer



Manual of Stealthy
Pilfering



Emerentia



Anuirin



Wand of Metal and
Mineral Detection



Sword, +4 Defender

XP VALUE: 3,600

USABLE BY: All classes

DESCRIPTION: This sword gives its wielder the option of using all, some, or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon such as a dagger, mace, spear (not hurled), sword, and so forth. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

A *sword +5 defender* also exists. This is identical to the +4 sword with 1 extra bonus point.

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Axe +2, Throwing

XP VALUE: 750

USABLE BY: All classes

DESCRIPTION: This hand axe can be thrown up to 180 feet rather than a character's normal range limit. When thrown, attack rolls and damage bonuses (+2) are unchanged; they are rolled as if the axe were wielded by the character normally.

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Beaker of Plentiful Potions

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This magical beaker has alchemical properties allowing it to create 1d4+1 doses of 1d4+1 potions. Each potion layers itself in the container, and each pouring takes one round and results in one dose of one type of potion.

If the container holds only 2 potions, it will dispense one each per day, 2 times per week; if 3 are contained, it will dispense one each per day, 2 times per week; and if 4 or 5 are contained it will produce each just one time per week. Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month.

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Manual of Stealthy Pilfering

XP VALUE: 8,000

USABLE BY: Rogues

DESCRIPTION: This is a guide to expertise at thievery. Any thief who reads it and spends 1 month practicing the skills therein will gain enough experience points to place him at the midpoint of the next higher level. The text disappears after it has been read.

Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for the same number of rounds, and, if a saving throw vs. spell is failed, they lose 5,000-20,000 points of experience as well. In addition, such characters must atone within a day or lose a point of Wisdom.

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Sword +2, Dragon Slayer

XP VALUE: 900

USABLE BY: Warrior, Rogue, Priest

DESCRIPTION: This sword has a +4 bonus against any sort of true dragon. It inflicts triple damage against one type of dragon (i.e., 3d12+4). Such an unusual sword, possessing intelligence and alignment, will not be made to slay dragons of the same alignment. Determine dragon type by rolling 1d10 and referring to chart below:

- | | |
|---------------|---------------|
| 1 black (CE) | 6 gold (LG) |
| 2 blue (LE) | 7 green (LE) |
| 3 brass (CG) | 8 red (CE) |
| 4 bronze (LG) | 9 silver (LG) |
| 5 copper (CG) | 10 white (CE) |

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Cloak of the Manta Ray

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: This cloak appears to be made of leather until the wearer enters salt water. At that time, the cloak adheres to the wearer and he becomes nearly identical to a manta ray. There is a 10% chance that the disguise will be noticed. The wearer has a movement rate of 18 (Sw) and can breathe underwater. The wearer has a base Armor Class of 6; other magical protections and armor can improve it. The garment has a tail spine which can attack opponents from behind the wearer. It inflicts 1d6 damage, but does not cause a stun. This attack can be used in addition to other attacks. The wearer can use his arms without any penalty to underwater movement.

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Wand of Metal and Mineral Detection

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, diamond, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity of the material. Each operation requires one round. Each charge powers the wand for two full turns. The wand may be recharged.

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Anuirin 2nd-level Warrior

RACE: Human

ARMOR CLASS: 7

THACO: 19

MOVEMENT: 12

HIT POINTS: 11

ALIGNMENT: Lawful good

EQUIPMENT: leather armor, *cloak of elvenkind*, *short sword +2*, *ring of protection +1*

BACKGROUND: Anuirin is a young warrior. He aspires to be as good a warrior as his older brother, Daron. Anuirin has been on only one adventure; he and his brother were ambushed en route to another city. Staying at home has had its advantages, however; he has made friends with a young, curious gold dragon named Emerentia.

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Emerentia, Gold Dragon

ARMOR CLASS: 2

THACO: 5

MOVEMENT: 12, Fl 40 (C), Jp 3, Sw 12 (15)

HIT DICE: 9

ALIGNMENT: Lawful good

SIZE: H (22' body)

INTELLIGENCE: Genius (17)

COMBAT: #AT 3+special; Dmg 1-8/1-8/1-10; special attacks are breath weapons (fire 4d12+2 and chlorine gas 4d12+2)

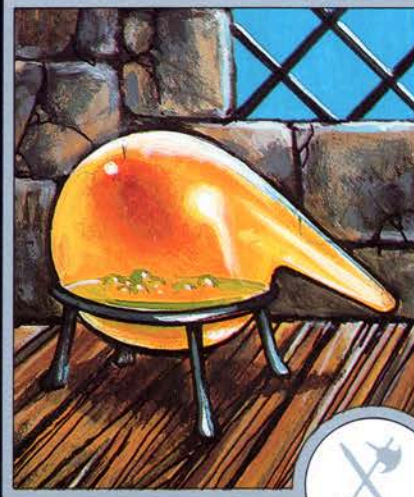
DESCRIPTION: Emerentia is only seven years old (Very Young). She has wandered away from her mother several times to look upon the human village and watch its inhabitants. She built up her courage one day to actually talk to one of them; a boy named Anuirin. They have since become the best of friends.

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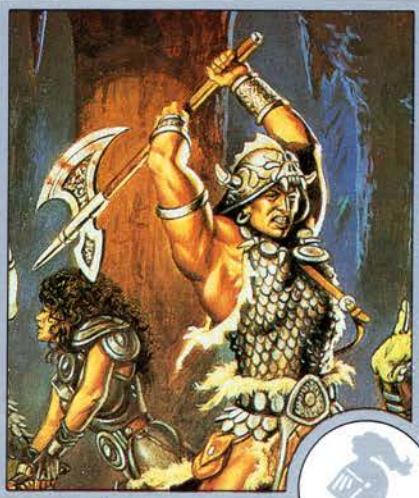
Jewel of Flawlessness



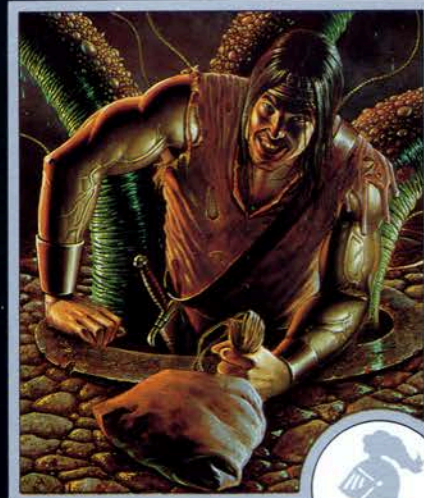
Universal Solvent



Efreeti Bottle



Thorvid



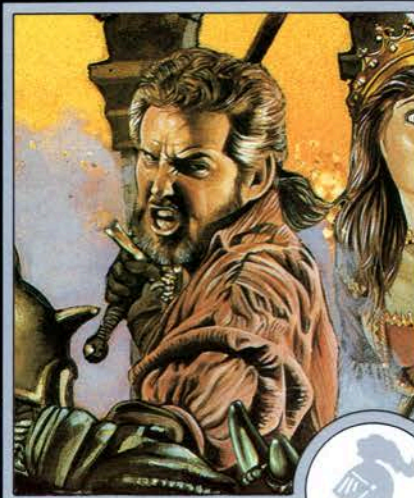
Chad



Yara



Amulet of
Life Protection



Trystan



Miles



Efreeti Bottle

XP VALUE: 9,000

USABLE BY: All classes

DESCRIPTION: This item is typically fashioned of brass or bronze with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally. When opened, the efreeti issues from the bottle instantly.

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Universal Solvent

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This magical liquid is some sort of oil or potion. It seems to have both the powers of *delusion* and *oil of slipperiness*. When applied to any adhesive or sticky material, the solution immediately dissolves it. The area of effect is 1 cubic foot per ounce. If distilled to reduce it to one-third its volume, each ounce dissolves 1 cubic foot of organic or inorganic material, as a *disintegrate* spell. A normal attack roll determines whether a target is affected by the solution. The subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected. Magical objects get a saving throw.

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Jewel of Flawlessness

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This magical gem appears to be a very fine stone of some sort, but if magic is detected, its magical aura will be noted. When the jewel is placed with other gems, it doubles the likelihood of their being perceived as more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has 10-100 facets, and whenever a gem increases in value because of the magic of the jewel (a roll of 2 on 1d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

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Trading Cards

Yara

3rd-level Wizard

RACE: Human

ARMOR CLASS: 10

THACO: 20

MOVEMENT: 12

HIT POINTS: 8

ALIGNMENT: Lawful good

EQUIPMENT: *scarab of protection, gem of brightness, ring of fire resistance*

BACKGROUND: Yara was imprisoned 50 years ago by an evil wizard. The wizard "collected" lovely women and placed them in suspended animation. He regarded them as an art gallery. The women never aged or changed in appearance. As the wizard aged, his mental abilities weakened and the women escaped one by one. Yara now must adjust to her new world.

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Trading Cards

Chad

7th-level Thief

RACE: Human

ARMOR CLASS: 2

THACO: 17

MOVEMENT: 12

HIT POINTS: 32

ALIGNMENT: Chaotic neutral

EQUIPMENT: *bracers of defense AC4, long sword +1, ring of chameleon power, boots of striding and springing*

BACKGROUND: Chad's Dexterity (16) gives him an Armor Class bonus. He has been trying to join the local thieves' guild, and has finally been accepted as an initiate. He was given a test to retrieve some treasure from a creature living in the sewers; little did he know that 11 other initiates never returned from the mission.

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Trading Cards

Thorvid

16th-level Warrior

RACE: Human

ARMOR CLASS: 0

THACO: 5

MOVEMENT: 12

HIT POINTS: 99

ALIGNMENT: Lawful good

EQUIPMENT: *two-handed sword, battle axe +3, bracers of defense AC2, boots of varied tracks*

BACKGROUND: Thorvid is remarkably agile for a man his size. His Dex (16) gives him an AC bonus. He has hated orcs all his life. As a boy, the region where he grew up was overrun with the creatures. He spends his life eliminating evil creatures to make the lands safe for common folk.

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Trading Cards

Miles

7th-level Rogue

RACE: Human

ARMOR CLASS: 4

THACO: 17

MOVEMENT: 12

HIT POINTS: 28

ALIGNMENT: Chaotic good

EQUIPMENT: *leather armor, two daggers, two daggers +2, ring of invisibility, long sword +2, potion of gaseous form*

BACKGROUND: Miles's Dexterity (18) gives him an Armor Class bonus and has saved him from many tight spots. He and his best friend, Trystan, have seen many adventures. They enjoy dangerous missions for the sake of villagers who could not afford protection. They accept jobs from the wealthy only when they need money.

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Trading Cards

Trystan

8th-level Rogue

RACE: Human

ARMOR CLASS: 0

THACO: 17

MOVEMENT: 12

HIT POINTS: 34

ALIGNMENT: Chaotic good

EQUIPMENT: *leather armor, five daggers, ring of protection +3, long sword +3, boots of speed, potion of extra-healing (5 doses)*

BACKGROUND: Trystan and his best friend Miles are always on the prowl for an adventure. They also spend time in pubs looking for action or for women to converse with. They never fight over women between themselves and always defend a woman's honor regardless of the odds.

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Trading Cards

Amulet of Life Protection

XP VALUE: 5,000

USABLE BY: All classes

DESCRIPTION: This pendant device serves as protection for the psyche. The wearer is protected from the *magic jar* spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

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Dragon Lance™

Trading Cards



Calandria



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Gulian



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Trading Cards



Wendel



Dragon Lance™

Trading Cards



Cephus



Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards



Nolzur's Marvelous Pigments



Dragon Lance™

Trading Cards



Poresche



Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards



Keogtom's Ointment



FORGOTTEN REALMS

Trading Cards



Ghengal



FORGOTTEN REALMS

Trading Cards



Sandiraksiva





Wendel

4th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Neutral good
EQUIPMENT: scale mail, short sword, gloves of missile snaring, rope of climbing
BACKGROUND: Wendel is rather timid and has advanced slowly in his adventuring career. He stays out of trouble while not on a mission, but unfortunately, this does not gain him many leads on possible adventures. He recently met an outgoing bard who has promised to teach him how to find adventures.

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Gulian

10th-level Bard

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: lute, flute, ring of protection +3, pipes of the sewers, Nolzur's marvelous pigments
BACKGROUND: Gulian comes from a long line of minstrels and bards. His parents and grandparents were all performers in a traveling caravan. Gulian inherited their musical talent and their wanderlust. He enjoys life as an adventurer and is constantly amazed by the sights around the world.

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Calandria

14th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Neutral good
EQUIPMENT: an assortment of robes, wand of conjuration, staff of command, wand of lightning, cloak of protection +4, amulet of proof against detection and location
BACKGROUND: Calandria has always had bad luck. Her parents died when she was young, and her wizardly mentor died prematurely. After an adventure, she was abandoned with only a leather sphere as treasure; it was a dragon egg and her luck has improved since it hatched.

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Poresche, Red Dragon

ARMOR CLASS: 0
THACO: 6
MOVEMENT: 9, Fl 36 (B), Jp 3
HIT DICE: 7
ALIGNMENT: Neutral
SIZE: S (4' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attack is breath weapon (fire 2d10 + 1)
DESCRIPTION: Poresche is only three years old (Hatchling). He was found as an egg and luckily was hatched by a wizard named Calandria. Poresche acts as a familiar to Calandria and she uses him as a scout when she allows him to fly. Poresche is amazingly fast in flight; this astounds Calandria because he flies faster than most dragons.

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Nolzur's Marvelous Pigments

XP VALUE: 500
USABLE BY: All classes
DESCRIPTION: These magical emulsions enable their owner to create objects simply by painting them. One pot of the pigments is sufficient to create a 1,000-cubic-foot object by painting it over a 100-square-foot surface.
 Only inanimate objects can be created, such as doors, pits, flowers, trees, and iron bars. People, monsters, and golems cannot be created in this manner. Creating an object requires one round. Objects of value may be depicted but the resulting objects will be worthless. Normal armor and weapons may be depicted and will possess all their normal properties.

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Cephus, Blue Dragon

ARMOR CLASS: -1
THACO: 3
MOVEMENT: 9, Fl 30 (C), Br 4
HIT DICE: 15
ALIGNMENT: Lawful evil
SIZE: G (67' body)
INTELLIGENCE: Very (11)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (lightning 10d8 + 5) and wizard spells (two 1st)
DESCRIPTION: Cephus is 88 years old (Young Adult). Cephus refused to recognize the territories of other dragons, so a flight of evil dragons drove him from their continent. Cephus now spends his days alone in a volcanic region.

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Sandiraksiva, The Black Courser

ARMOR CLASS: 2
THACO: 13
MOVEMENT: 28, Fl 30
HIT DICE: 8 (45 hp)
ALIGNMENT: Neutral
SIZE: L (8' shoulder)
INTELLIGENCE: Average (10)
COMBAT: #AT 2 or breath weapon; Dmg 1-8 + 7/1-8 + 7 or 5-30 (breath)
DESCRIPTION: This black stallion is home to the spirit of one of the offspring of the great purple dragon, Gaumahavi. Sandiraksiva is not aggressive, but will fight for his freedom. He can use his fireball breath weapon once per day. His strength is powered by moonlight; he loses energy if not exposed to the moon every night.

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Ghengal

12th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 9
MOVEMENT: 12
HIT POINTS: 88
ALIGNMENT: Lawful good
EQUIPMENT: padded armor, shield, scimitar of speed, boots of the north, ring of regeneration
BACKGROUND: Ghengal is the son of a leader in the Tuigan army. His father has never approved of him, regardless of his heroic deeds or bravery. Ghengal strives to gain the respect of his father. He volunteers for almost any mission and constantly places himself in danger.

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Keoghtom's Ointment

XP VALUE: 500
USABLE BY: All classes
DESCRIPTION: This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small, but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4 + 8 points of damage. Generally, 1d3 jars will be found.

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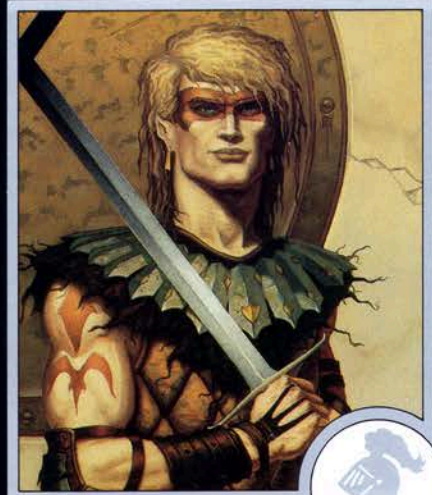
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Sithel



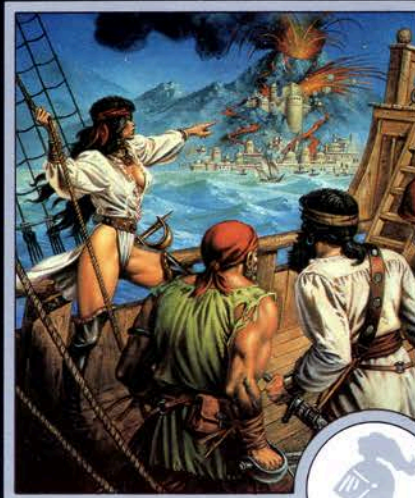
Sithas



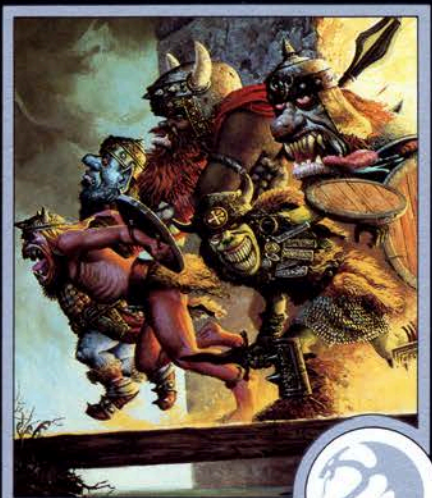
Kith-Kanan



Checklist



Checklist



Checklist



Zombie



Candace



Sturm Brightblade





Kith-Kanan

12th-level Warrior

RACE: Elf
ARMOR CLASS: 2
THACO: 9
MOVEMENT: 12
HIT POINTS: 76

ALIGNMENT: Chaotic neutral

EQUIPMENT: ring of Balifor, leather armor, ring of protection +6, ring of the ram

BACKGROUND: Kith-Kanan is the son of Sithel, who was leader of the Silvanesti elves. Unlike his father, Kith-Kanan sees no need to avoid contact with humans. This fact has fueled tension between Kith-Kanan and his twin brother, Sithas, who became ruler after their father's death. Kith-Kanan has since formed the Qualines-ti tribe.

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Sithas

9th-level Warrior

RACE: Elf
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 68

ALIGNMENT: Lawful neutral

EQUIPMENT: field plate armor, sword +1 luck blade, ring of free action, rod of rulership

BACKGROUND: Sithas is the son of Sithel and was made Speaker of the Suns after his father's death. He adheres to his father's beliefs of maintaining racial purity. During the Kinslayer wars, he had a disagreement with his younger twin brother, Kith-Kanan, and they never reconciled. Sithel is still ruler of Silvanesti.

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Sithel

13th-level Warrior

RACE: Elf
ARMOR CLASS: 6
THACO: 8
MOVEMENT: 12
HIT POINTS: 82

ALIGNMENT: Lawful neutral

EQUIPMENT: ring of protection +4, sword +1 flame tongue, gem of insight

BACKGROUND: Sithel was the Speaker of the Suns for the Silvanesti elves. He dedicated his life to maintaining the racial purity of the elves and made all attempts to keep human influences away from his tribe. His mysterious death was the trigger that began the Kinslayer war. His son Sithas became ruler after his death.

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| <input type="checkbox"/> 339 Ramsey | <input type="checkbox"/> 357 Thorvid |
| <input type="checkbox"/> 340 Avildar | <input type="checkbox"/> 358 Chad |
| <input type="checkbox"/> 341 Einar | <input type="checkbox"/> 359 Yara |
| <input type="checkbox"/> 342 Carolyn | <input type="checkbox"/> 360 Jewel of Flawlessness |
| <input type="checkbox"/> 343 Volmer | <input type="checkbox"/> 361 Universal Solvent |
| <input type="checkbox"/> 344 Catriona | <input type="checkbox"/> 362 Efreeti Bottle |
| <input type="checkbox"/> 345 Emerentia | <input type="checkbox"/> 363 Keoghtom's Ointment |
| <input type="checkbox"/> 346 Anuirin | <input type="checkbox"/> 364 Ghengal |
| <input type="checkbox"/> 347 Wand of Metal and Mineral Detection | <input type="checkbox"/> 365 Sandiraksiva |
| <input type="checkbox"/> 348 Cloak of the Manta Ray | <input type="checkbox"/> 366 Cephus |
| <input type="checkbox"/> 349 Sword +2, Dragon Slayer | <input type="checkbox"/> 367 Nolzur's Marvelous Pigments |
| <input type="checkbox"/> 350 Manual of Stealthy Piffling | <input type="checkbox"/> 368 Poresche |
| <input type="checkbox"/> 351 Beaker of Plentiful Potions | <input type="checkbox"/> 369 Calandria |
| <input type="checkbox"/> 352 Axe +2, Throwing | <input type="checkbox"/> 370 Gulian |
| <input type="checkbox"/> 353 Sword +4, Defender | <input type="checkbox"/> 371 Wendel |
| <input type="checkbox"/> 354 Amulet of Life Protection | <input type="checkbox"/> 372 Zombie |
| <input type="checkbox"/> 355 Trystan | <input type="checkbox"/> 373 Candace |
| | <input type="checkbox"/> 374 Sturm Brightblade |
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| <input type="checkbox"/> 304 Quagmiela | <input type="checkbox"/> 323 Xanthom |
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| <input type="checkbox"/> 306 Static | <input type="checkbox"/> 325 Miltiades |
| <input type="checkbox"/> 307 Crimson | <input type="checkbox"/> 326 Goram |
| <input type="checkbox"/> 308 Gauntlets of Swimming and Climbing | <input type="checkbox"/> 327 Varalla |
| <input type="checkbox"/> 309 Jewel of Attacks | <input type="checkbox"/> 328 Pseudodragon |
| <input type="checkbox"/> 310 Brooch of Shielding | <input type="checkbox"/> 329 Sandor |
| <input type="checkbox"/> 311 Harp of Charming | <input type="checkbox"/> 330 Lycanthrope, Werewolf |
| <input type="checkbox"/> 312 Mirror of Mental Prowess | <input type="checkbox"/> 331 Himlar |
| <input type="checkbox"/> 313 Arrow of Direction | <input type="checkbox"/> 332 Kraiton |
| <input type="checkbox"/> 314 Staff-Spear | <input type="checkbox"/> 333 Emilia |
| <input type="checkbox"/> 315 Robe of Vermin | <input type="checkbox"/> 334 Ian Jytman |
| <input type="checkbox"/> 316 Karlott | <input type="checkbox"/> 335 Julius |
| | <input type="checkbox"/> 336 Finian Garwoode |
| | <input type="checkbox"/> 337 Marquis |

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| <input type="checkbox"/> 259 Robe of Stars | <input type="checkbox"/> 280 Neogi |
| <input type="checkbox"/> 260 Gauntlets of Ogre Power | <input type="checkbox"/> 281 Giff |
| <input type="checkbox"/> 261 Astral Dreadnought | <input type="checkbox"/> 282 Sonya Dell'Anar |
| <input type="checkbox"/> 262 Claudanius | <input type="checkbox"/> 283 Cork Renford |
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| <input type="checkbox"/> 264 Shabala | <input type="checkbox"/> 285 Boots of Dancing |
| <input type="checkbox"/> 265 Korindell | <input type="checkbox"/> 286 Cloak of Poisonousness |
| <input type="checkbox"/> 266 Sukari | <input type="checkbox"/> 287 Morning Star +3 |
| <input type="checkbox"/> 267 Ki-rin | <input type="checkbox"/> 288 Sword +5, Holy Avenger |
| <input type="checkbox"/> 268 Bayalun | <input type="checkbox"/> 289 Bracers of Defenselessness |
| <input type="checkbox"/> 269 Ranach | <input type="checkbox"/> 290 Hat of Disguise |
| <input type="checkbox"/> 270 Dhoran | <input type="checkbox"/> 291 The Pereghost |
| <input type="checkbox"/> 271 Yamun Khahan | <input type="checkbox"/> 292 Khoman |
| <input type="checkbox"/> 272 Samuel | <input type="checkbox"/> 293 Dazar |
| <input type="checkbox"/> 273 Carmen | <input type="checkbox"/> 294 Chalak |
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| <input type="checkbox"/> 275 Dwarinorn | <input type="checkbox"/> 296 Githyanki Mage |
| <input type="checkbox"/> 276 Finder Wyver.ispur | <input type="checkbox"/> 297 Eldred Theydarr |
| <input type="checkbox"/> 277 Gryph | |
| <input type="checkbox"/> 278 Giogioni Wyvernspur | |

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Sturm Brightblade

10th-level Warrior

RACE: Human
ARMOR CLASS: 1
THACO: 11
MOVEMENT: 12
HIT POINTS: 74

ALIGNMENT: Lawful good

EQUIPMENT: field plate armor, shield, two-handed sword +3, dagger +2

BACKGROUND: Sturm's father was a Knight of Solamnia. Sturm has led his life following the Code and the Measure as if he were a full-fledged Knight. Since the Knights fell out of favor, they have been scorned and rejected in some parts of Krynn. A handful of Knights still hold onto their ways and hope to restore their order to greatness.

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Candace

6th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 11

ALIGNMENT: Chaotic good

EQUIPMENT: ring of human influence, ring of shocking grasp, cloak of protection +5

BACKGROUND: Candace was accepted to a wizard academy, but her talents as a potential mage were questionable. Even after many botched spells and accidents in the laboratory, she was allowed to remain in the academy. When she left the academy, she was given her cloak as a gift, since the wizards realized her limited ability to protect herself.

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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. The condition of the body is not changed by the animating spell. The rotting stench of a zombie might be noticeable up to 100 feet away. Zombies cannot talk, but attempt to communicate with low moans. Like most undead, zombies are immune to sleep, charm, hold, death magic, poison, and cold-based spells.

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Manual of Bodily Health



Talisman of Pure Good



Pipes of Haunting



Bussengeist



Minotaur of Taladas



Carpet of Flying



Meredoth



Grim Reaper



Werebat



Pipes of Haunting

XP VALUE: 400

USABLE BY: All classes

DESCRIPTION: This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

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Talisman of Pure Good

XP VALUE: 3,500

USABLE BY: Good priest

DESCRIPTION: A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be swallowed up forever and sent hurtling to the center of the planet. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil priest will gain a saving throw vs. death. The talisman has seven charges. It cannot be recharged. If a neutral priest touches one of these magical items, he suffers 7d4 points of damage. If an evil priest touches one, he suffers 12d4 points of damage. Nonpriests will not be affected by the device.

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Manual of Bodily Health

XP VALUE: 5,000

USABLE BY: All classes

DESCRIPTION: This appears to be a rare but nonmagical book. It radiates magic if detected. Any character who reads the work (24 hours of time over 3-5 days) will learn how to increase his Constitution by 1 point. This involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

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Carpet of Flying

XP VALUE: 7,500

USABLE BY: All classes

DESCRIPTION: The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and using the table below. Each carpet has its own command word to activate it. The carpet is then controlled by spoken directions. These rugs are of oriental make and design. Each is beautiful and durable; however, rips cannot be mended without special weaving techniques.

Roll	Size (in feet)	Capacity	Speed
01-20	3 × 5	1 person	42
21-55	4 × 6	2 people	36
56-80	5 × 7	3 people	30
81-00	6 × 9	4 people	24

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Minotaur of Taladas

ARMOR CLASS: 6

THACO: 13

MOVEMENT: 12

HIT DICE: 6 + 3

ALIGNMENT: Varies (usually lawful evil)

SIZE: L (7'-8' tall)

INTELLIGENCE: Varies (5-18)

COMBAT: #AT 2; Dmg 2-8/1-4 (horns and bite) or by weapon

DESCRIPTION: Minotaurs are a heavily muscled race. The champions are professional gladiators, hired to represent one side in a lawsuit fought in the arena. It is the skill of the champion that determines the guilt or innocence of the accused. Minotaurs believe it is their destiny to bring Krynn under their control.

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Bussengeist

ARMOR CLASS: N/A

THACO: N/A

MOVEMENT: 9

HIT DICE: N/A

ALIGNMENT: Neutral evil

SIZE: M (6' tall)

INTELLIGENCE: Very (11-12)

COMBAT: #AT N/A; Dmg N/A

DESCRIPTION: A bussengeist is the spectral form of a person who died in a great calamity brought on by his own actions. Such a creature looks as it did in life, except that it is partially transparent. The creatures are drawn to disasters, where they generate an aura of despair. Bussengeists do not attack; the aura they create causes combat penalties to creatures within 120 feet.

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Werebat

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 9, Fl 15 (D)

HIT DICE: 4 + 2

ALIGNMENT: Neutral evil

SIZE: M (6' tall)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 3; Dmg 1-4/1-4/2-8; bite may inflict lycanthropy (2% chance per point of damage on victim)

DESCRIPTION: True werebats (those born of werebat parents) have three possible forms: human, vampire bat, or hybrid. Infected vampires (those bitten by a werebat) have only two forms: human, and bat or hybrid. All werebats prefer to prey on humans and demihumans.

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Grim Reaper

ARMOR CLASS: 0

THACO: 15

MOVEMENT: Fl 9 (A)

HIT DICE: 5

ALIGNMENT: Neutral

SIZE: M (7' tall)

INTELLIGENCE: High (13-14)

COMBAT: #AT 1; Dmg 1-4 (scythe: victim must save vs. death or be slain), gaze (requires horror check), or 1-4 (scythe with feign death)

DESCRIPTION: The grim reaper or *death spirit* is a creature from the negative material plane and appears only in Ravenloft. It is drawn to the ebbing life energies of a creature on the verge of death. It attacks only if it is prevented from feeding.

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Meredoth

20th-level Necromancer

RACE: Human

ARMOR CLASS: -2

THACO: 14

MOVEMENT: 12

HIT POINTS: 50

ALIGNMENT: Chaotic evil

EQUIPMENT: *bracers of defense AC4, cloak of protection +3, ring of shooting stars, rod of smiting, staff of the serpent*

BACKGROUND: Meredoth lives on a frozen island in Ravenloft. He views life as an enormous experiment and living creatures as so many experiments waiting to happen. If his home is infiltrated, he considers it to be an extermination problem.

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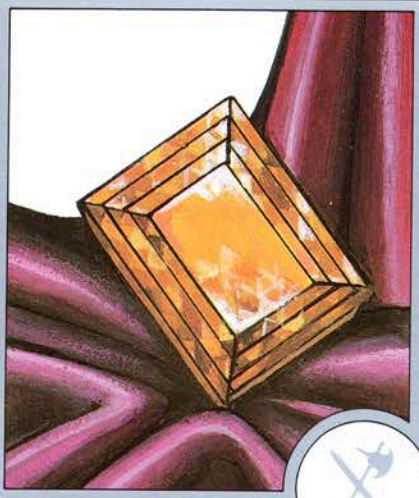
Periap of Wound Closure



Oblivix



Mummy



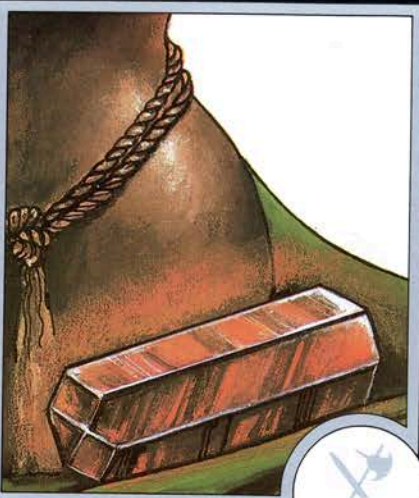
Stone of Good Luck



Wand of Secret Door
and Trap Location



Necklace of Strangulation



Gem of Brightness



Staff of Striking



Robe of Powerlessness



Mummy

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 6
HIT DICE: 6+3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-12; can cause fear or disease
DESCRIPTION: Mummies are corpses native to desert areas. When their tombs are disturbed, the corpses become animated into an undead state. Their hatred of life causes them to attack living creatures. Mummies are immune to *sleep*, *charm*, *hold*, and cold-based spells. They can be struck only by magical weapons which inflict half-damage. A blow from a mummy causes a disease that is fatal in 1-6 months.

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Obliviax (Memory Moss)

ARMOR CLASS: 10
THACO: 20
MOVEMENT: Nil
HIT DICE: 1-2 hp
ALIGNMENT: Neutral evil
SIZE: T (1/2' square)
INTELLIGENCE: Average (8)
COMBAT: #AT Nil; Dmg Nil
DESCRIPTION: Obliviax is a black moss with an evil nature and the magical ability to steal memories. Memory moss can sense the approach of sentient beings; once they are within 60 feet, the moss can attempt to steal their memories. When an intelligent creature is attacked, it must save vs. spell or lose all memories of the last 24 hours. Memories can be regained by eating the moss with the risk of illness.

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Periapt of Wound Closure

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: This magical stone looks exactly like others of its kind. Such stones are often enclosed in filigree or wire of a precious metal. The person possessing this periapt need never fear open, bleeding wounds, because the periapt instantly closes them and prevents bleeding. In addition, the periapt doubles the normal rate of healing and allows the normal healing of wounds that would not heal normally.

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Necklace of Strangulation

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: A *necklace of strangulation* can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of an *alter reality*, *limited wish*, or *wish* spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

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Wand of Secret Door and Trap Location

XP VALUE: 5,000
USABLE BY: All classes
DESCRIPTION: This wand has an effective radius of 15' for secret door location and 30' for trap location. When the wand is energized, it will pulse in the wielder's hand and point to all secret doors or traps within range. The wand locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

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Stone of Good Luck

XP VALUE: 3,000
USABLE BY: All classes
DESCRIPTION: The possessor of this magical stone gains a +1 (or +5%) on all dice rolls involving factors such as saving, slipping, dodging, and so on—any situation in which dice are rolled to learn whether the character suffers from some adverse event. This luck does not affect attack and damage rolls or spell failure dice.
Additionally, the *luckstone* gives the possessor a +/- 1% to 10% (at the owner's option) on rolls for determination of magical items or division of treasure. The most favorable results possible with the modified roll will always be gained with a *stone of good luck*.

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Robe of Powerlessness

XP VALUE: None
USABLE BY: Wizard
DESCRIPTION: A *robe of powerlessness* appears to be a robe of another sort, and detection will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a *remove curse* spell and then a *heal* spell placed upon him.

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Staff of Striking

XP VALUE: 6,000
USABLE BY: Priest, Wizard
DESCRIPTION: This oak staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the *staff of striking* is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage when a hit is scored. This expends one charge. Bonus damage is doubled (1d6+6) if two charges are expended; bonus damage is tripled (1d6+9) if three charges are expended. No more than three charges can be expended per strike. The staff can be recharged.

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Gem of Brightness

XP VALUE: 2,000
USABLE BY: All classes
DESCRIPTION: Three separate command words cause three distinct effects from this magical stone.

- A pale light in a cone shape 10' long and 2 1/2' in radius (drains no charge)
- A blinding ray 1' in diameter and 50' long causing blindness for 1d4 rounds to any creature whose eyes are struck (drains 1 charge)
- A blinding flash in a cone 30' long with 5' radius causing blindness for 1d4 rounds followed by a permanent attack penalty of -1 to -4 due to eye damage (5 charges)

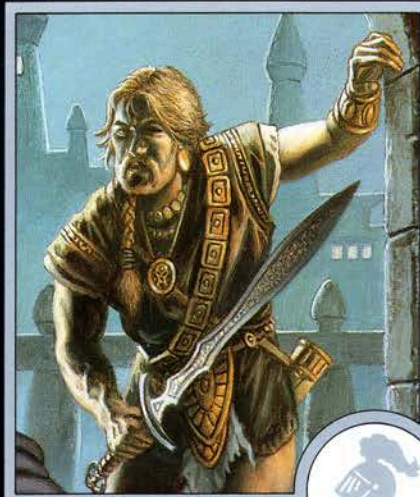
Blindness may be healed by *cure blindness*; eye damage may be cured only by a heal. The gem has 50 charges and cannot be recharged.

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Martel



Gruendar



Staenorr



Mimic



Kobold



Jermlaine



Mud-man



Mold, Brown



Mold, Yellow



Staenorr

6th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Neutral good
EQUIPMENT: *spear +3, boots of the north, girdle of fire giant strength, ring of free action, potion of healing (3 doses)*
BACKGROUND: Staenorr is a member of a northern barbarian tribe. He has traveled extensively throughout the mountains in which he lives. His main goal is to destroy or put to rest the undead creatures that torment his tribe. His spear has two special powers: it detects invisible objects and allows him to levitate three times per day.

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Gruendar

8th/7th-level Thief/Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Neutral good
EQUIPMENT: *leather armor, short sword, two-handed sword +3, boots of levitation, necklace of adaptation, potion of invisibility (4 doses)*
BACKGROUND: Gruendar trained in the art of combat since he was a teen. He worked as a town guard and as a body guard to the wealthy, but he wasn't happy. These feelings started Gruendar down a path toward a more profitable career as a thief. His training helped him protect himself while he learned the arts of a thief.

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Martel

9th-level Thief

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Neutral evil
EQUIPMENT: *black leather armor, two daggers, gauntlets of dexterity, necklace of missiles, cloak of the bat, sword +2, bracers of defense AC4*
BACKGROUND: Martel has been a thief all his life. He has never had many friends, and his evil selfishness has even caused him to kill many of his accomplices when it would be to his gain. Martel is very agile and quick (Dexterity 17). Even with the many valuable stolen objects that Martel has acquired, he is never satisfied.

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Jermlaine

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 15
HIT DICE: 1/2 (1-4 hit points)
ALIGNMENT: Neutral evil
SIZE: T (1'+)
INTELLIGENCE: Average (genius cunning) (8-10)
COMBAT: #AT 1; Dmg 1-2 (dart) or 1-4 (miniature pike)
DESCRIPTION: Jermlaine are a diminutive humanoid race that dwells in tunnels and ambushes hapless adventurers. They are cowards who have made an art of the ambush. They can hurl darts 120 yards or will attack with miniature pikes at close range. When attempting to capture an enemy, they also use blackjacks. Jermlaine move silently and are 75% undetectable.

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Kobold

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT DICE: 1/2 (1-4 hit points)
ALIGNMENT: Lawful evil
SIZE: S (3' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-4 or 1-6 (by weapon)
DESCRIPTION: Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. Kobolds hate gnomes and attack them on sight. In combat, kobolds are wary of spellcasters and aim for them when possible. They typically arm themselves with javelins, spiked clubs, axes, short swords, and spears.

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Mimic

ARMOR CLASS: 7
THACO: 13
MOVEMENT: 3
HIT DICE: 7-8
ALIGNMENT: Neutral
SIZE: L
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 3-12 (smash)
DESCRIPTION: Mimics are magically created creatures with a hard, rocklike shell that protects their inner organs. Mimics can alter their form and pigmentation; they do so to lure victims into range, where they attempt to feed on them. When a creature touches a mimic, it lashes out with a pseudopod that causes 3d4 points of damage. The mimic can cover itself with glue-like substance; items touching the mimic are held fast.

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Mold, Yellow

ARMOR CLASS: 9
THACO: 16
MOVEMENT: 0
HIT DICE: N/A
ALIGNMENT: Nil
SIZE: S-L
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 1-8
DESCRIPTION: This mold is pale yellow to orange in color. Although it has no distinct features, it often takes on grotesque shapes and forms. If the mold is handled roughly, there is a 50% chance that it will emit a cloud of spores in a 10 foot radius. Anyone caught in the cloud must roll a saving throw vs. poison or die. *Cure disease* and *resurrection* must be cast within 24 hours to restore life. Fire destroys yellow mold.

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Mold, Brown

ARMOR CLASS: 9
THACO: 19
MOVEMENT: 0
HIT DICE: N/A
ALIGNMENT: Nil
SIZE: S-L
INTELLIGENCE: Non (0)
COMBAT: #AT 0; Dmg 0
DESCRIPTION: Brown mold is found in damp, subterranean areas. It feeds by absorbing heat, even body heat; where brown mold grows, the temperature is always cool. Direct sunlight or ultraviolet light kills it.
If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat equal to 4d8 points of damage per round from its victim. A *ring of warmth* negates this attack. A *cone of cold* kills it.

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Mud-man

ARMOR CLASS: 10
THACO: 19
MOVEMENT: 3
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: S (4' high)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg special (hurl mud; mud hardens on impact and each hit slows victim's movement rate by 1)
DESCRIPTION: Mud-men are formed in pools of mud where enchanted rivers collect, evaporate, and concentrate the dweomer. Mud-men are unintelligent and have one goal—protecting their pools. If a mud-man's attacks lower a victim's movement rate to 0, the victim is immobilized and suffocates, suffering 1-8 points of damage per round. The victim dies in 5 rounds unless freed of mud.

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FORGOTTEN REALMS

Trading Cards

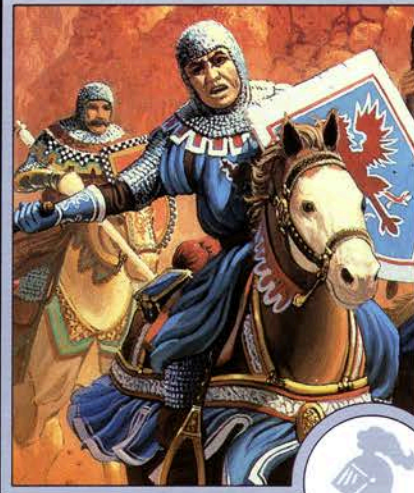


Gabriel



FORGOTTEN REALMS

Trading Cards

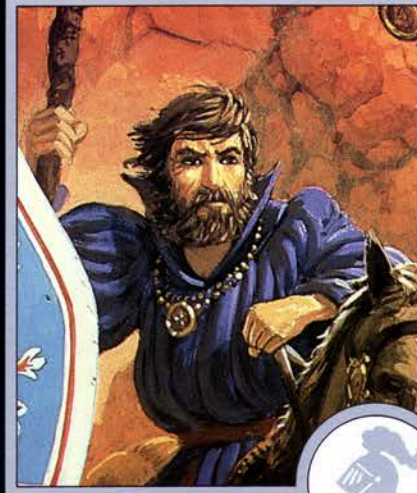


Ambrose



FORGOTTEN REALMS

Trading Cards



Barent



FORGOTTEN REALMS

Trading Cards



Halvor II



DragonLance

Trading Cards



Verdantia



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Gloriana



DragonLance

Trading Cards



Tevra



GREYHAWK adventures

Trading Cards

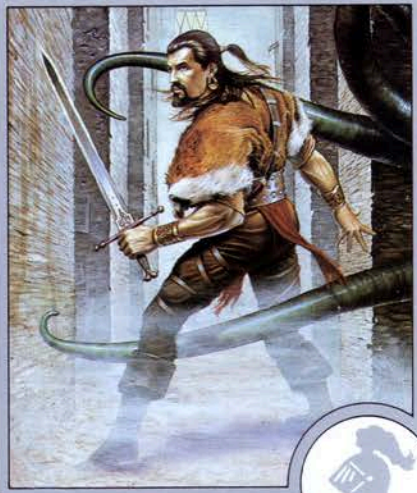


Trent



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Darrick





Barent

11th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: robe of the archmagi, staff of command, ring of spell turning, figurine of wondrous power
BACKGROUND: As a kingdom's mage, Barent has many advantages over most wizards. He has unlimited access to everything he needs to strengthen his magical abilities. The king trusts him to find any magic that will strengthen his kingdom. Barent often travels with his friends Gabriel and Ambrose.

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Ambrose

10th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 11
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Lawful good
EQUIPMENT: large shield, heavy warhorse, chainmail +3, morning star +2, ring of protection +2, girdle of fire giant strength
BACKGROUND: Ambrose is a cavalry leader when he isn't traveling with his friend Gabriel. King Halvor relies on Ambrose to train and lead his large army. He has formulated many battle plans and defenses for the king's ultimate control of his lands.

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Gabriel

12th-level Paladin

RACE: Human
ARMOR CLASS: -1
THACO: 9
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, heavy warhorse, shield +3, battleaxe +2, long sword +2 giant slayer, helm of comprehending languages and reading magic
BACKGROUND: Gabriel is the champion of King Halvor's kingdom. He is an inspiration to his men and is dangerous as an enemy. He travels the kingdom with several elite friends—Ambrose, Barent, and Duncan. Their heroics are legendary.

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Gloriana

8th-level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Lawful good
EQUIPMENT: dagger +2, ring of protection +4, wand of magic missiles, necklace of missiles, potion of speed (3 doses)
BACKGROUND: Gloriana was left at a wizard school when she was very young, and trained in the art of magic as soon as she was old enough. She has become an accomplished wizard and specializes in alteration magic. When she was only 17, she accidentally cast a *gust of wind* spell in the scribes' room; she scrubbed floors for the next month.

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Verdantia, Green Dragon

ARMOR CLASS: -8
THACO: -5
MOVEMENT: 9, Fl 30 (C), Sw 9
HIT DICE: 21
ALIGNMENT: Lawful evil
SIZE: G (110' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3+special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (poisonous chlorine gas 24d6 +12), and wizard spells (five 1st, four 2nd)
DESCRIPTION: Verdantia is 1,247 years old (Great Wyrms). The last time she went to sleep, she thought she would never wake up again, a feeling she has had for the last three centuries.

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Halvor II

15th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 6
MOVEMENT: 12
HIT POINTS: 92
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, shield, helm of brilliance, long sword +4 defender, bracers of defense AC2, rod of lordly might, potion of super heroism, ring of multiple wishes
BACKGROUND: Halvor is king of a large country. He has great plans to control all the lands between the sea to the west and the sea to the east. He believes the gods favor him in this goal.

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Darrick

12th-level Thief

RACE: Human
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Chaotic good
EQUIPMENT: three daggers, leather armor, girdle of stone giant strength, gem of seeing, sword of life stealing, bracers of defense AC3
BACKGROUND: Darrick always enjoyed the challenge of getting into places he wasn't allowed. He learned to climb over walls and pick locks. He now works for a locksmith. Darrick has repaired locks at the wealthiest homes in town and has returned to pilfer goods from the same safely locked houses.

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Trent

4th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: leather armor, dagger, shield, long sword +2, ring of protection +1
BACKGROUND: As a boy, Trent fell overboard while on an ocean voyage. He was presumed drowned but survived and found himself in a strange land. He was taken in by a small family who lived on the coast. When he was old enough, he became restless to find his real family. His travels have made him a fierce warrior. He once defeated a large gnom with his bare hands.

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Tevra

7th-level Wizard

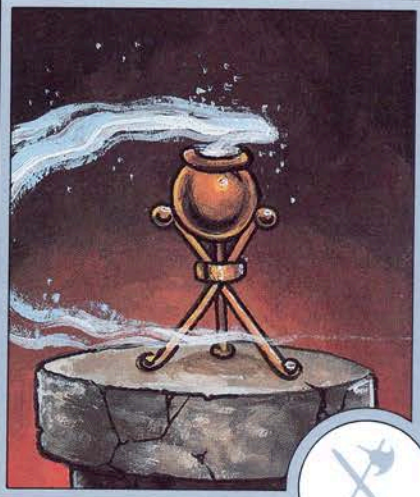
RACE: Human
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Chaotic good
EQUIPMENT: leather hip boots, cloak and ring of protection +3, potion of fire breath, staff of thunder and lightning, dust of illusion
BACKGROUND: Tevra is a renegade wizard from Taladas. She has traveled in most parts of the continent. She is renowned in her hometown, for she uses her magic for its benefit. In her adventures, she has made many enemies among the race of minotaurs.

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Oil of Timelessness



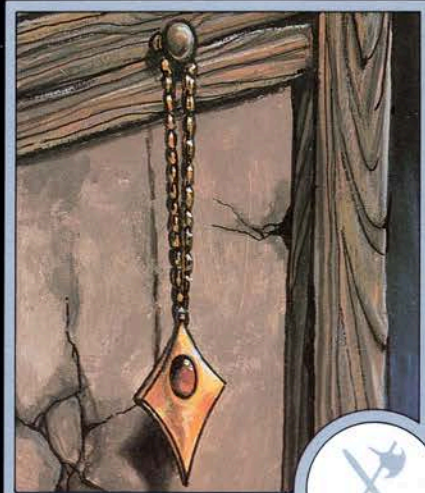
Eversmoking Bottle



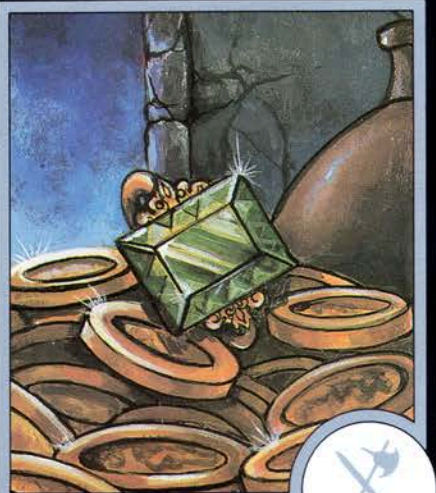
Boots of Varied Tracks



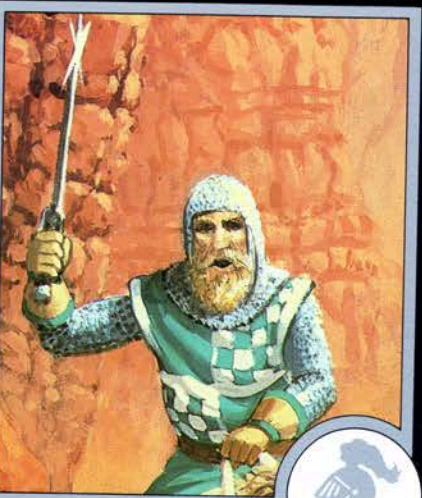
Maelstrom



Stone of Weight



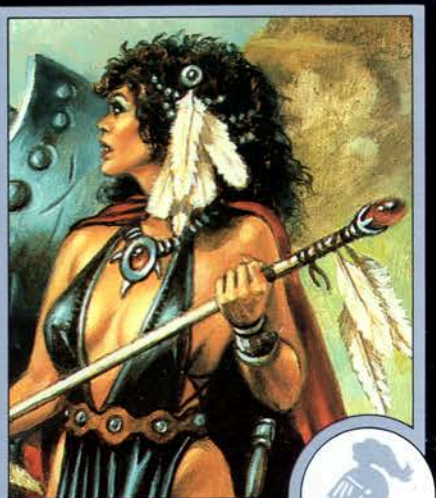
Ring of Blinking



Duncan



Reginald



Kereth



Boots of Varied Tracks

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: The wearer of these boots is able, on command, to alter the tracks he makes. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. Each pair has four track-making abilities. Roll 1d6 to determine the subtable followed by 1d8. Repeat four times.

Subtable A (1-3)

1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Hill giant
8	Goat

Subtable B (4-6)

1	Horse
2	Lion
3	Mule
4	Rabbit
5	Stag
6	Tiger
7	Wolf
8	Wyvern

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Eversmoking Bottle

XP VALUE: 500

USABLE BY: All classes

DESCRIPTION: This metal urn looks like an *efreeti bottle* except that it does nothing but smoke. If the stopper is pulled out, the amount of smoke is very great, pouring from the bottle and totally obscuring vision in a 50,000-cubic-foot area in 1 round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the *eversmoking bottle* is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is spoken.

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Oil of Timelessness

XP VALUE: 500

USABLE BY: All classes

DESCRIPTION: When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects or an equivalent area.

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Ring of Blinking

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: When the wearer of this ring issues the proper verbal command, the item activates and the owner is affected as if a *blink* spell were operating on him. That is, the character disappears and reappears 10 feet from his previous position. The position is determined by rolling 1d8 (1 = ahead right, 2 = right, 3 = behind right, 4 = behind, 5 = behind left, 6 = left, 7 = ahead left, 8 = ahead). The effect lasts for 6 rounds. The ring then ceases to function for 6 turns. The ring will activate whenever the command is spoken, even if it is spoken by someone other than the wearer.

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Stone of Weight

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: Testing this magical stone will not reveal its true nature. As soon as the possessor of the *stone of weight* is in a situation where he is required to move quickly in order to avoid an enemy, such as combat or pursuit, the item causes a 50% reduction in movement rate and attacks are reduced to 50% normal rate. The stone cannot be discarded by nonmagical means—if it is thrown away or smashed, it will reappear somewhere on the character. If a *dispel evil* is cast upon a *loadstone*, the item will disappear and no longer haunt the individual.

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Maelstrom, Red Dragon

ARMOR CLASS: -11

THACO: -5

MOVEMENT: 9, Fl 30 (C), Jp 3

HIT DICE: 21

ALIGNMENT: Chaotic evil

SIZE: G (183' body)

INTELLIGENCE: Genius (17)

COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks are breath weapon (fire 24d10+12), wizard spells (two 1st, two 2nd, two 3rd, two 4th, one 5th), and priest spells (two 1st, one 2nd)

DESCRIPTION: Maelstrom is 1,340 years old (Great Wrym). He lives on the elemental plane of Fire and has 10 other red dragons under his control. He has been banished from the world of Krynn by the other red dragons.

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Kereth 8th-level Wizard

RACE: Human

ARMOR CLASS: 5

THACO: 18

MOVEMENT: 12

HIT POINTS: 19

ALIGNMENT: Neutral good

EQUIPMENT: fancy leather gowns, *dagger +2 (+3 vs. larger than man-sized)*, *bracers of defense AC6*, *carpet of flying*, *staff of striking*, *slippers of spider climbing*

BACKGROUND: Kereth has always done things her way. She has lived her life according to her wishes and has become something of a hermit. She enjoys traveling in the outdoors and being alone. This lets her concentrate on her magic. She recently met Reginald, a handsome fighter.

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Reginald 7th-level Warrior

RACE: Human

ARMOR CLASS: 1

THACO: 14

MOVEMENT: 12

HIT POINTS: 45

ALIGNMENT: Chaotic good

EQUIPMENT: plate mail, leather backpack, *spear +2*, *shield +1*, *long sword +1 (+2 vs. magic-using and enchanted creatures)*

BACKGROUND: Reginald is a stout warrior who never enjoyed adventuring. He prefers to live the good life in a fancy inn. This desire always costs him a great deal of money, so he needs to adventure to keep up this lifestyle. He has met a woman who might change his way of thinking; she is a wizard named Kereth.

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Duncan

8th-level Warrior

RACE: Human

ARMOR CLASS: 2

THACO: 13

MOVEMENT: 12

HIT POINTS: 57

ALIGNMENT: Lawful good

EQUIPMENT: heavy warhorse, *eyes of the eagle*, *horn of Valhalla*, *chain mail +2*, *sword +1 flame tongue*

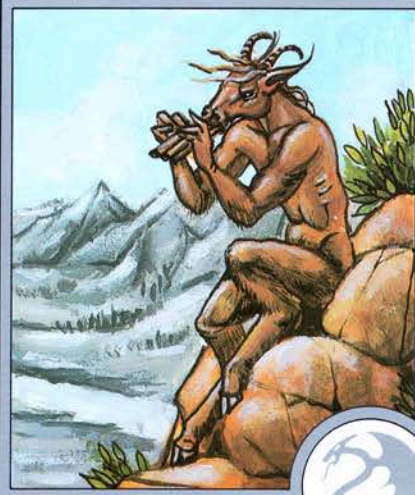
BACKGROUND: Duncan is King Halvor's cousin and is given the respect a man of his station is due. He dislikes the formal life of the king's court and spends much of his time traveling the wilderness with his friend Gabriel. He has a great ability to track. He always wished he could have trained as a ranger.

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Shambling Mound



Satyr



Spider, Giant



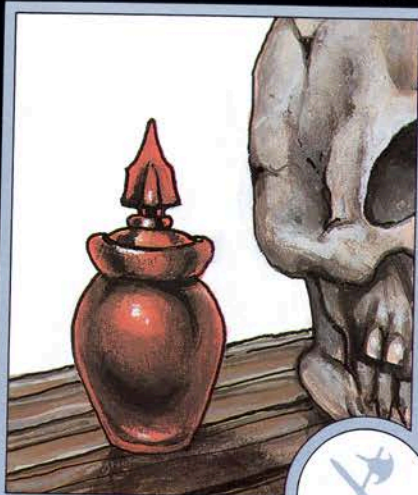
Octopus, Giant



Badger



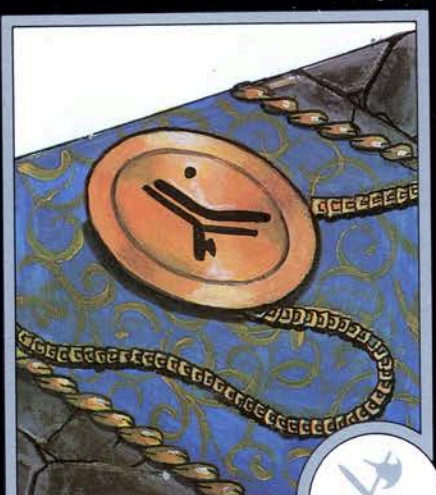
Troll



Oil of Fumbling



Scroll of Protection from Cold



Talisman of Ultimate Evil



Spider, Giant

ARMOR CLASS: 4

THACO: 17

MOVEMENT: 3, Web 12

HIT DICE: 4+4

ALIGNMENT: Chaotic evil

SIZE: L (12' diameter)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1-8; poison is deadly (Type F) if a saving throw vs. poison is not successful

DESCRIPTION: Giant spiders are aggressive predators, dwelling both above and below ground. All spiders attempt to bite their prey before carrying it back to their lair. They build large, sticky webs and often lurk nearby to wait for prey. A creature with 19 Strength caught in a web can escape easily; weaker creatures require one round per point of Strength below 19.

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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

DESCRIPTION: Also called fauns, satyrs are a pleasure-loving race of half-human, half-goat creatures usually dwelling in sylvan settings. Satyrs are very quiet and gain a +2 bonus to surprise rolls. They can blend with foliage to be 90% undetectable and they have infravision to 60 feet. One satyr in a band can employ magical pipes to cause *fear*, *charm*, or *sleep* to all in a 60' radius.

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Shambling Mound

ARMOR CLASS: 0

THACO: 8 HD 13; 9-10 HD 11; 11 HD 9

MOVEMENT: 6

HIT DICE: 8-11

ALIGNMENT: Neutral

SIZE: L (6'-9' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 2; Dmg 2-16/2-16

DESCRIPTION: Shambling mounds appear as rotting heaps of vegetation. They are actually an intelligent form of vegetable life and are roughly humanoid in shape. They are fearless attackers and are perhaps the most deadly form of plant life known. A victim hit by both arms of a shambling mound is entangled in its slimy vines. Entangled creatures suffocate in slime in 2d4 rounds unless freed or the shambler is killed.

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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 5-8/5-8/5-12; can attack multiple opponents

DESCRIPTION: Trolls are horrid carnivores found in all climes from arctic wastelands to jungles. Trolls know no fear and attack unceasingly when they are hungry. They have a rubbery hide and three-clawed feet. If wounded, trolls regenerate 3 hit points per round; only damage from fire or acid can prevent regeneration. A slain troll must be completely burned or immersed in acid to be considered destroyed.

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Badger

ARMOR CLASS: 4

THACO: 19

MOVEMENT: 6, Br 3

HIT DICE: 1+2

ALIGNMENT: Neutral

SIZE: S (2' long)

INTELLIGENCE: Semi (2-4)

COMBAT: #AT 3; Dmg 1-2/1-2/1-3

DESCRIPTION: Badgers are carnivorous, burrowing animals that live underground and hunt at night. Badgers are quick-tempered and courageous; if threatened, they will attack creatures many times larger than themselves. If a badger is encountered away from its lair, it normally attempts to run away and hide. If disturbed in its lair or cornered, it attacks any opponent viciously.

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Octopus, Giant

ARMOR CLASS: 7

THACO: 12

MOVEMENT: 3, Sw 12

HIT DICE: 8

ALIGNMENT: Neutral

SIZE: L (9'-12' across)

INTELLIGENCE: Animal (1)

COMBAT: #AT 7; Dmg 1-4 (x6)/2-12

DESCRIPTION: The dreaded "cuttlefish" are the scourge of sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships and steal crew members. A giant octopus attacks with six of its eight tentacles, using two to anchor itself. A tentacle strike causes 1d4 points of damage; subsequent strangulation causes 2d4 points of damage per round. A bite causes 2d6 points of damage.

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Talisman of Ultimate Evil

XP VALUE: 3,500

USABLE BY: Evil priests

DESCRIPTION: A high priest who possesses this item can cause a flaming crack to open at the feet of a good priest. The intended victim will be swallowed up forever and sent hurtling to the center of the planet. The wielder of the talisman must be evil, and if he is not exceptionally hateful in thought and deed, the good priest will gain a saving throw vs. death. The talisman has seven charges. It cannot be recharged. If a neutral priest touches one of these magical items, he suffers 7d4 points of damage and a good priest suffers 12d4 points of damage. Nonpriests are not affected by the device.

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Scroll of Protection from Cold

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: When this scroll is read, it creates an area of protection extending outward from the reader in a 30'-diameter sphere. All creatures within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460°F). Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (one-eighth if a saving throw is successful). The duration of the scroll is 1d4+4 turns:
(Reading time: 3)

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Oil of Fumbling

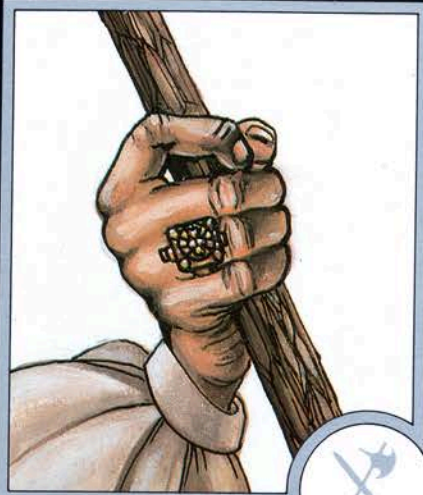
XP VALUE: None

USABLE BY: All classes

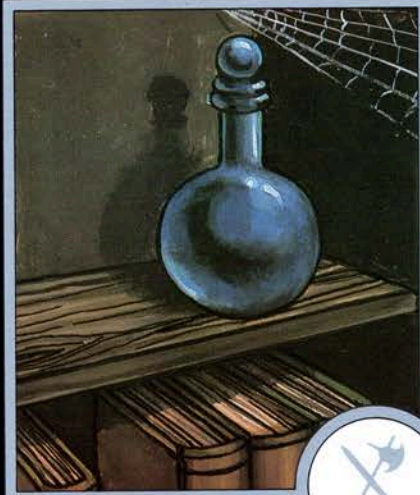
DESCRIPTION: This oil will seem to be of a useful type—*acid resistance*, *slipperiness*, etc.—until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holds—weapon, shield, spell components, and so forth. Only a thorough bath in some solvent (such as alcohol) will remove the oil before it wears off in 4d4 turns.

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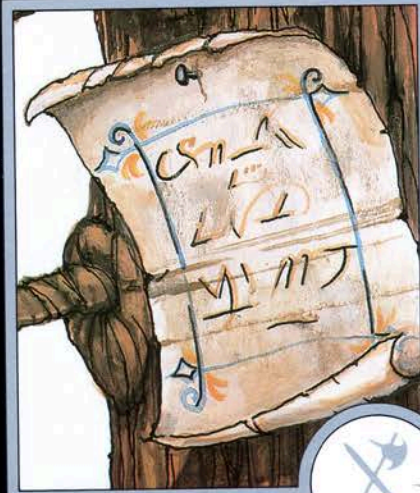
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Ring of Invisibility



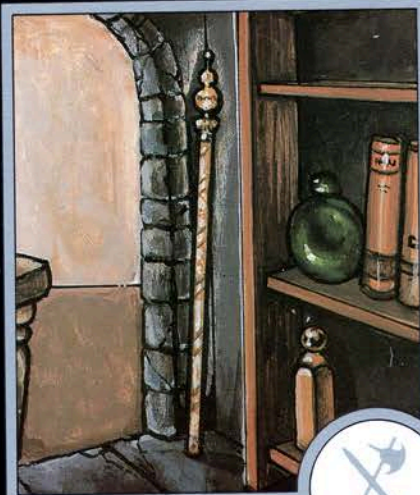
Potion of Extra-Healing



Scroll of Protection
from Petrification



Scroll of Protection from Acid



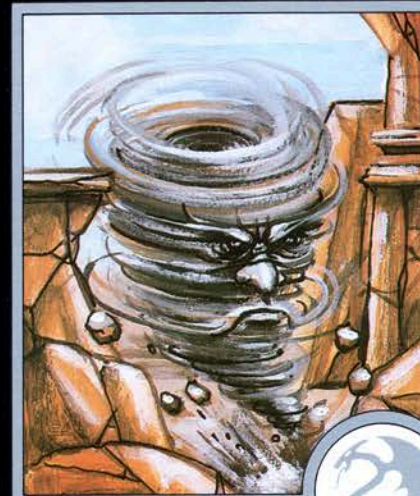
Potion of Clairaudience



Ring of Djinni Summoning



Aboleth



Air Elemental



Earth Elemental



Scroll of Protection From Petrification

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: When this scroll is read, a 10-foot radius of protection extends from and moves with the reader. Everyone within the circle is absolutely immune to all attack forms—magical or otherwise—that turn flesh to stone. The protection lasts for 5d4 rounds. The reader may move normally after the reading is completed. (Reading time: 5)

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Potion of Extra-Healing

XP VALUE: 400

USABLE BY: All classes

DESCRIPTION: This potion restores 3d8 + 3 hit points of damage when an entire dose is consumed. If one-third of one dose is consumed, the potion heals 1d8 points. The potion will restore a creature to its maximum hit points only; it will not confer more hit points than a creature had before its injuries.

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Ring of Invisibility

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: The wearer of this ring is able to become invisible at will instantaneously. This nonvisible state is exactly the same as the wizard spell *invisibility*, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so. The effect remains until it is magically broken or dispelled, until the wearer cancels the effect, until the wearer attacks any creature, or until 24 hours have passed.

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Ring of Djinni Summoning

XP VALUE: 3,000

USABLE BY: All classes

DESCRIPTION: One of the many fabled rings of fantasy legend, the "genie" ring is most useful indeed, for it is a special "gate" by which a certain djinni can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless.

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Potion of Clairaudience

XP VALUE: 250

USABLE BY: All classes

DESCRIPTION: This potion empowers the creature drinking it with the ability to hear as if he were under the effects of the 3rd-level wizard spell of the same name. Thus, it allows him to hear anything in a known locale within 60 feet. However, the potion can be used to hear even an unknown area within 30 feet. Its effects last for two turns.

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Scroll of Protection from Acid

XP VALUE: 2,500

USABLE BY: All classes

DESCRIPTION: A character who reads this scroll is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4 + 8 turns, whichever comes first. These scrolls are valued by adventurers in search of dragons that are known to have acid breath weapons.

(Reading time: 6)

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Earth Elemental

ARMOR CLASS: 2

THACO: 8 HD 12; 12 HD 9; 16 HD 7

MOVEMENT: 6

HIT DICE: 8, 12, or 16

ALIGNMENT: Neutral

SIZE: L to H (8' to 16' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 4-32

DESCRIPTION: Earth elementals can be conjured in any area of earth or stone. They appear on the Prime Material plane as very large humanoids made of whatever dirt, stones, precious metals, or gems they were conjured from. They travel slowly, but are relentless in pursuing their appointed tasks. They cannot travel through water. They are capable of speech but rarely speak.

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Air Elemental

ARMOR CLASS: 2

THACO: 8 HD 12; 12 HD 9; 16 HD 7

MOVEMENT: Fl 36 (A)

HIT DICE: 8, 12, or 16

ALIGNMENT: Neutral

SIZE: L to H (8' to 16' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 2-20

DESCRIPTION: Air elementals can be conjured in any area of open air where gusts of wind are present. They are not tangible to the inhabitants of planes other than their own, but can strike with a blast of air that causes 2-20 points of damage. An air elemental can also create a whirlwind that lasts one round and sweeps away and kills all creatures of less than 3 HD in its area.

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Aboleth

ARMOR CLASS: 4

THACO: 12

MOVEMENT: 3, Sw 18

HIT DICE: 8

ALIGNMENT: Lawful evil

SIZE: H (20' long)

INTELLIGENCE: High (13-14)

COMBAT: #AT 4; Dmg 1-6 (× 4)

DESCRIPTION: The aboleth is a loathsome amphibious creature that lives in subterranean lakes. It despises land-dwelling creatures and seeks to enslave intelligent surface beings. The aboleth attacks with its tentacles; if a saving throw vs. spell is failed, the victim's skin transforms into a thin, slimy membrane in 1d4 + 1 rounds. If the skin is not kept damp, the victim suffers 1d12 points of damage per round; *cure serious wounds* reverses the effect.

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Tinuel



Kendal



Oran Firehammer



Hyena



Vattaa



Silvara



Elixir of Health



Scroll of Protection from Plants



Gorgosaurus



Oran Firehammer
12th-level Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 9
MOVEMENT: 9
HIT POINTS: 84
ALIGNMENT: Lawful good
EQUIPMENT: great helm, spiked boots, plate mail +2, axe +2 throwing, girdle of stone giant strength, ring of jumping
BACKGROUND: Oran is an old, sturdy dwarf who has seen many battles. His valorous victories have made him a reputation among his kin. Recently, he has begun traveling with a gnome priest named Quintin. He finds the gnome to be invigorating to his aging mind. Oran has found the joys of the forest through the teachings of his friend Kendal.

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Kendal
10th-level Ranger

RACE: Elf
ARMOR CLASS: 4
THACO: 11
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful good
EQUIPMENT: long bow, elven chain mail, boots of elvenkind, long sword +3, quiver of Ehlonna, necklace of adaptation, cloak of displacement
BACKGROUND: Kendal has traveled every square foot of his homelands. He recently has been joined by a brownie and a hippogriff who have been attracted to his prowess as a ranger. Kendal is often seen in the company of the mage Tinuel on many of his journeys.

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Tinuel
8th-level Wizard

RACE: Elf
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful good
EQUIPMENT: spell component pouches, potions of extra-healing (5 doses) and rainbow hues, staff of withering, ring of truth
BACKGROUND: Tinuel is a soft-spoken elven female. She loves to travel the forests and enjoys the company of the woodland creatures. She spends time practicing her magic so she can benefit all the good creatures around her. If evil forces threaten to harm the creatures around her, she is a very powerful opponent.

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Silvara, Silver Dragon

ARMOR CLASS: -7
THACO: -3
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 19
ALIGNMENT: Lawful good
SIZE: G (87' body)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/5-30; special attacks are breath weapon (cold 16d10+8 and paralysis 1d8+8 minutes), wizard spells (two 1st, two 2nd, two 3rd, one 4th), and priest spells (two 1st)
DESCRIPTION: Silvara is 425 years old (Old). She had the pleasure of being Laurana's mount and companion for a short time during the War of the Lance. Silvara is a proud and courageous dragon.

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Vattaaan
15th-level Priest

RACE: Human
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: dozens of silk robes, staff of curing, rod of resurrection, robe of scintillating colors, gem of brightness
BACKGROUND: Vattaaan is a high priest of Paladine. He always has a glow about him. The glow intensifies depending on the circumstances. When evil is near, the glow is very bright, like looking into the sun. The glow is strong when he uses healing powers. He travels with a large entourage.

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Hyena

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: S (4' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 2-8
DESCRIPTION: Hyenas are primarily scavengers, but will hunt small game on occasion. Their powerful jaws give them a nasty bite. Hyenas surround a victim and rush it from all sides, attacking with a strong bite. A natural attack roll of 20 means a hyena has locked its jaws onto a victim. Such holding bites slow the victim's movement by 6. Hyenas travel in packs of two to 12 composed of an even mixture of adult males, females, and young.

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Gorgosaurus

ARMOR CLASS: 5
THACO: 7
MOVEMENT: 15
HIT DICE: 13
ALIGNMENT: Nil
SIZE: G (30' long)
INTELLIGENCE: Non (0)
COMBAT: #AT 3; Dmg 1-3/1-3/7-28
DESCRIPTION: This horrid creature is probably one of several ancestors of the tyrannosaurus rex. Gorgosaurus are fleet, carnivorous dinosaurs of very aggressive instincts. They are known to hunt alone or in small packs. Their tough hides and enormous, sharp fangs make them fearsome and tough enemies.

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Scroll of Protection From Plants

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: A protective sphere 10 feet in diameter is centered on the reader of this scroll. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts 1d4+4 turns. (Reading time: 1)

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Elixir of Health

XP VALUE: 350
USABLE BY: All classes
DESCRIPTION: This potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

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Ring of Sustenance



Scroll of Protection from Water



Peregrine



Seiroku Ashida



Goblin Spider



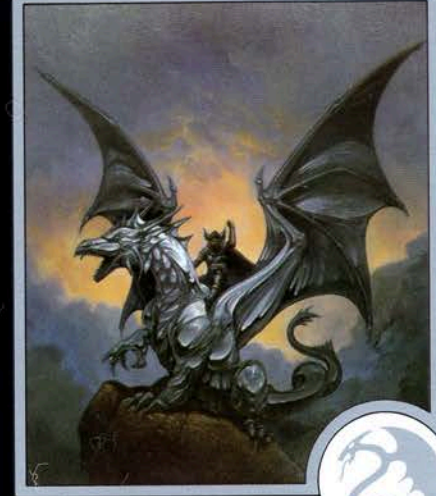
Ring of Shocking Grasp



Quintin



Huma



Huma's Silver Dragon



Peregrine
9th-level Ranger

RACE: Human
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 12
HIT POINTS: 57
ALIGNMENT: Neutral good
EQUIPMENT: quiver (20 sheaf arrows), short sword, *chainmail +2*, *long bow +2*, *cloak of elvenkind*
BACKGROUND: Peregrine is a ranger who follows Mielikki's teachings. He travels through the wilderness and is often seen with a large brown bear. Peregrine is a member of a small adventuring party which is lead by a strong-willed female named Allene. Peregrine has always felt that he and Allene would make a good couple, but has always been too shy to ask her.

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Scroll of Protection From Water

XP VALUE: 1,500
USABLE BY: All classes
DESCRIPTION: This protection extends in a 10-foot diameter sphere centered on the reader. All forms of water—liquid, solid, vapor, ice, hail, snow, sleet, steam, and so forth—are unable to penetrate the sphere of protection. If those protected encounter a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, and so on. The protection lasts for 1d4+4 turns. (Reading time: 6)

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Ring of Sustenance

XP VALUE: 500
USABLE BY: All classes
DESCRIPTION: This magical ring provides its wearer with life-sustaining nourishment even though he might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to re-attune it to himself. After functioning for any period of seven consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes itself.

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Ring of Shocking Grasp

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: This ordinary-looking ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand on which the ring is worn, a successful attack roll delivers 1d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for 1 turn. When actually functioning, this ring causes a circular, charged extrusion to appear on the palm of the wearer's hand.

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Goblin Spider

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 18
HIT DICE: 8
ALIGNMENT: Neutral evil
SIZE: L (9' long)
INTELLIGENCE: Low (7)
COMBAT: #AT 2+special; Dmg 1-8/1-8; special attack is a grasp when both attacks are successful
DESCRIPTION: These creatures look like huge furry spiders of a particularly evil cast. They dwell in the rough, wooded mountains of Kara-Tur. They do not spin webs, instead making lairs in underground tunnels. Goblin spiders are excellent mimics, able to imitate any voice or animal sound.

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Seiroku Ashida
8th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 53
ALIGNMENT: Lawful good
EQUIPMENT: banded mail, *sword +3*, *necklace of missiles*, *polearm +2*, *potion of invulnerability*, *cloak of displacement*
BACKGROUND: Seiroku is a very determined man. He works very diligently at bettering his skills as a warrior. He follows the teachings of many of the priests of his village. He wishes to please his deity by defeating many evil monsters.

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Huma's Silver Dragon

ARMOR CLASS: -10
THACO: -6
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 22
ALIGNMENT: Lawful good
SIZE: G (126' body)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 3+special; Dmg 1-8/1-8/5-30; special attacks are breath weapons (cold 22d10+11 and paralyzation 1d8+11 rounds), wizard spells (two 1st, two 2nd, two 3rd, two 4th, two 5th), and priest spells (two 1st, two 2nd, two 3rd)
DESCRIPTION: The Silver Dragon is 1,026 years old (Wyrm). Huma fell in love with her in her human form. They chose to defeat the evil dragons rather than live a happy life as lovers.

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Huma
8th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: Knight of the Crown plate mail, *dragonlance*, *long sword +4 defender*, *horn of blasting*, *ring of fire resistance*
BACKGROUND: Huma is a tall, well built man. He wears the traditional long mustache of the Knights of Solamnia. Although only a Knight of the Crown, he is a natural leader and higher-ranking knights follow him willingly. He is a hero legendary for his battles against evil dragons.

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Quintin
7th-level Priest

RACE: Gnome
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 9
HIT POINTS: 35
ALIGNMENT: Lawful good
EQUIPMENT: *bracers of defense AC 4*, *staff of the serpent*, *rings of invisibility and swimming*, *cloak of elvenkind*, *dust of illusion*
BACKGROUND: Quintin became restless living in the gnome community. He wanted to see the world and learn everything there was to see. On his latest travels, he became friends with an old dwarf named Oran Firehammer, whose stories hold Quintin captivated about the world around him. Quintin greatly enjoys his new lifestyle.

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Catoblepas



Chimera



Axebeak



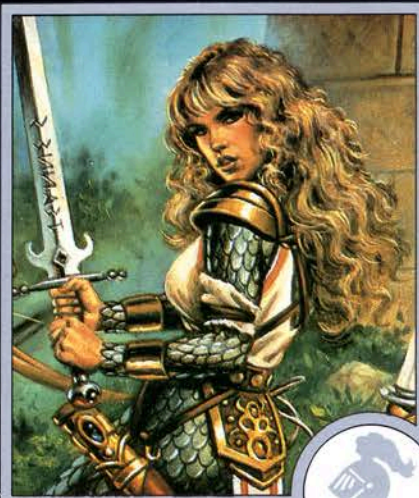
Barracuda



Bulette



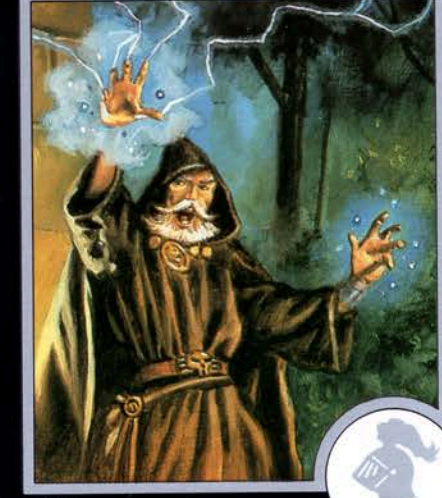
Carrion Crawler



Allene



Rufus Thistlebee



Tobias



Axebeak

ARMOR CLASS: 6
THACO: 17
MOVEMENT: 18
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: L (7' tall)
INTELLIGENCE: Animal to Semi (1-2)
COMBAT: #AT 3; Dmg 1-3/1-3/2-8
DESCRIPTION: Axebeaks are prehistoric, carnivorous, flightless birds. They are fast runners and aggressively hunt during daylight. They may hunt alone or in flocks of up to six creatures. Although they are fierce fighters, they are not very intelligent and rarely use any strategy when fighting.

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Chimera

ARMOR CLASS: 6/5/2
THACO: 11
MOVEMENT: 9, Fl 18 (E)
HIT DICE: 9
ALIGNMENT: Chaotic evil
SIZE: L (5' tall at shoulder)
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; breath weapon (3-24)
DESCRIPTION: How the chimera was created is a dark mystery. It has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. It has wings like a dragon. It has three heads—those of a lion, a goat and a dragon. A chimera is a deadly foe in combat for its breath and many attacks.

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Catoblepas

ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6
HIT DICE: 6+2
ALIGNMENT: Neutral
SIZE: L (6' tall at shoulder)
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 1; Dmg 1-6+stun
DESCRIPTION: The catoblepas is a bizarre, loathsome creature that lives in dismal swamps. Its most terrifying features are its large, bloodshot eyes, from which emanate a deadly ray. In combat, the creature first uses its tail to strike and stun its foes. Such a strike causes 1d6 points of damage and has a 75% chance of paralyzing the victim. The gaze of a catoblepas kills a victim (no saving throw).

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Carrion Crawler

ARMOR CLASS: 3 (head), 7 (body)
THACO: 17
MOVEMENT: 12
HIT DICE: 3+1
ALIGNMENT: Neutral
SIZE: L (9' long)
INTELLIGENCE: Non (0)
COMBAT: #AT 8; Dmg 1-2
DESCRIPTION: The carrion crawler is a scavenger of subterranean areas, feeding primarily on carrion. When such food becomes scarce, however, it will attack and kill living creatures. When attacking, the monster lashes out with its 2-foot-long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2-12 turns (a saving throw is allowed to avoid the effect).

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Bulette

ARMOR CLASS: -2/4/6
THACO: 12
MOVEMENT: 14
HIT DICE: 9
ALIGNMENT: Neutral
SIZE: L (9'-12' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 3; Dmg 4-48/3-18/3-18; able to jump 8 feet
DESCRIPTION: Aptly called a landshark, the bulette is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters. They will attack anything they regard as edible; however, they will not eat elves and dislike dwarves. A bulette has a temperament like a wolverine—mean and fearless. When attacking, it employs its large jaw and front feet.

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Barracuda

ARMOR CLASS: 6
THACO: 1-2 HD 19; 3 HD 17
MOVEMENT: Sw 30
HIT DICE: 1-3
ALIGNMENT: Neutral
SIZE: S-L (2'-12')
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 2-8
DESCRIPTION: Barracuda inhabit warm salt waters. They are shaped like arrows and can move rapidly; they can move in for a bite and swim away just as suddenly. They often hunt in schools of as many as 12 fish, taking turns attacking a victim. Barracuda are attracted to shiny objects and the wiggling of swimmers. Mermen have learned to tame barracuda and commonly have a large school (3d6) of these fish as guardians of a merman community.

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Tobias

9th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful good
EQUIPMENT: dagger, several hooded cloaks, bracers of defense ACS, wand of lightning, robe of useful items, brooch of shielding
BACKGROUND: Tobias is a very strict practitioner of his magical craft. He joined a small adventuring group as a means to be protected when looking for spell components. He found the life of a traveler to be invigorating. Tobias feels that Peregrine and Allene should be married but knows that Peregrine won't broach the subject.

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Rufus Thistlebee

7th-level Thief

RACE: Halfling
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic good
EQUIPMENT: leather armor, dagger, short sword of quickness, rings of protection +2 and feather falling, cloak of the bat
BACKGROUND: Rufus Thistlebee is a ram-bunctious halfling who never fit in with the quiet life of halflings. He preferred a life with a lot of action. He was in a large city when he came upon a pretty young girl whom he wanted to meet, so he pretended to pick her pocket and let himself get caught. He and Allene became the best of friends.

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Allene

10th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 11
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful good
EQUIPMENT: two daggers, scale mail +2, two-handed sword +2 giant slayer, boots of elvenkind, girdle of cloud giant strength
BACKGROUND: Allene grew up with six older brothers who were destined to be members of the town guard. Being a woman and the youngest, she would never be allowed as part of the guard. She learned how to fight at a young age and left the protective family for a life of adventure. Allene's first encounter was with Rufus, a thief who picked her pocket.

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Sea Hag



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Matron Grazia Drodeen



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Alodia Drodeen



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Ghost



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Galeb Duhr



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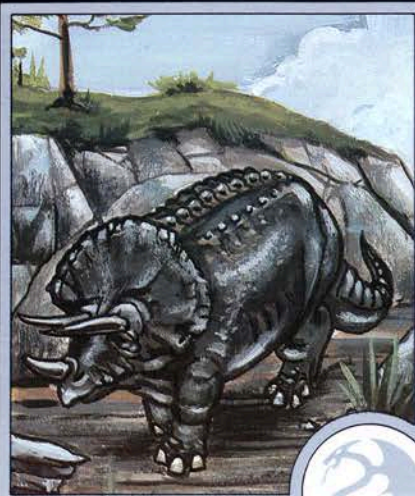


Goblin



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Triceratops



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Dryad



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Ettercap





Alodia Drodeen 7th-level Priest

RACE: Drow
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Chaotic evil
EQUIPMENT: three daggers, *drow chain mail +2*, *scimitar +3*, *helm of telepathy*, *amulet of the planes*, *staff of withering*
BACKGROUND: Alodia became the eldest daughter and drow noble when her mother Grazia became the Matron mother. Before this, she was merely a slave to her aunts. She has hopes of seeing the family move up the ladder to greater power within the city.

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Matron Grazia Drodeen 12th/7th-level Priest/Wizard

RACE: Drow
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: Chaotic evil
EQUIPMENT: *bracers of defense AC 3*, *rod of rulership*, *wand of magic missiles*, *ring of earth elemental command*, *crystal ball*
BACKGROUND: Grazia Drodeen is the matron mother of the 23rd House in her city. She was born into a family without males, and was sent to the wizard school. She was able to remove her older sister and assume the position of eldest daughter.

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Sea Hag

ARMOR CLASS: 7
THACO: 13
MOVEMENT: Sw 15
HIT DICE: 3
ALIGNMENT: Chaotic evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 7-10; deadly gaze—victim must save vs. poison or die (25%) or be paralyzed for 3 days (75%)
DESCRIPTION: Sea hags inhabit thickly vegetated shallows in warm seas and sometimes overgrown lakes. They hate beauty and attempt to destroy it whenever possible. Sea hags can *change self* at will, and often use this ability to draw victims within 30 feet in order to use their gaze. They use daggers in melee combat.

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Goblin

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 6
HIT DICE: 1-1
ALIGNMENT: Lawful evil
SIZE: S (4' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1-6 (by weapon)
DESCRIPTION: These evil, small humanoids would merely be pests if not for their great numbers. Goblin caves are dank and dismal. Goblins hate bright sunlight and fight with a -1 penalty to attack rolls in sunshine. They can use any type of weapon but prefer spears, maces, and short swords. They are cowardly and avoid face to face fights, preferring to ambush.

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Galeb Duhr

ARMOR CLASS: -2
THACO: 8 HD 13; 9-10 HD 11
MOVEMENT: 6
HIT DICE: 8-10
ALIGNMENT: Neutral
SIZE: L (8'-12' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 2; Dmg 2-16, 3-18, or 4-24
DESCRIPTION: The galeb duhr is a curious, boulderlike creature with appendages that act as hands and feet. They live in rocky or mountainous areas where they can feel the world's power and control the rocks around them. They can cast the following spells once per day: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, *wall of stone*. They can cast *stone shape* at will.

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Ghost

ARMOR CLASS: 0 (8 in Ethereal plane)
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: The sight of a ghost causes any creature to age 10 years and flee unless a saving throw is successful. Any creature within 60 yards of a ghost is subject to a *magic jar* spell. If this fails, the ghost materializes and attempts to touch its victim, aging a victim 10-40 years. If the ghost does not materialize, it can be attacked on the Ethereal plane.

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Ettercap

ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT DICE: 5
ALIGNMENT: Neutral evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1-3/1-3/1-8; poisonous bite
DESCRIPTION: Ettercaps are ugly bipedal creatures that get along well with giant spiders. Although they are of low intelligence, they are cruel and cunning and are skilled in setting traps. If caught in a battle, an ettercap first strikes with its claws, then attempts to bite. A creature failing a saving throw vs. poison following a bite from an ettercap will die in 1-4 turns.

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Dryad

ARMOR CLASS: 9
THACO: 16
MOVEMENT: 12
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: M (5' tall)
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg 1-4 (knife); *charm*
DESCRIPTION: Dryads are intelligent, beautiful tree sprites. They are as elusive as they are alluring, and are rarely seen unless surprised or they wish to be spotted. Dryads are shy and nonviolent. They carry knives as tools, but will not resort to using them unless threatened. They are able to *charm person* three times per day (victims suffer a -3 penalty to saving throw).

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Triceratops

ARMOR CLASS: 2 (head), 6 (body)
THACO: 5
MOVEMENT: 9
HIT DICE: 16
ALIGNMENT: Nil
SIZE: H (24' + long)
INTELLIGENCE: Non (0)
COMBAT: #AT 3; Dmg 1-8/1-12/1-12
DESCRIPTION: The largest and most aggressive of the horn-faced dinosaurs, the triceratops is a plains dweller. It has a huge front plate of bone on its 6-foot-long head, from which project two great horns (each over 3 feet long). A shorter horn juts from its nose. Its body is not armored. The triceratops weighs over 10 tons. The creature charges and spears large creatures and tramples small ones.

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Ravenloft Trading Cards

Harkon Lukas

Ravenloft Trading Cards

Frantisek Markov

Ravenloft Trading Cards

Yagno Petrovna

Ravenloft Trading Cards

Vlad Drakov

Ravenloft Trading Cards

Lord Wilfred Godefroy

Ravenloft Trading Cards

Hazlik

FORGOTTEN REALMS Trading Cards

Mind Flayer

Ravenloft Trading Cards

Gabrielle Aderre

Ravenloft Trading Cards

Azalin



Trading Cards

Yagno Petrovna
Lord of G'henna
11th-level Priest

RACE: Human
ARMOR CLASS: 10 or by armor
THACO: 14
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Lawful evil
BACKGROUND: The Petrovna family lived in Barovia when the region became part of Ravenloft. Even as a child, Yagno was odd. His brothers humiliated him and beat him. He babbled to and cowered before imaginary beasts. After he began sacrificing animals on an altar, his family drove him out of their home. He was granted a domain and worships the false god Zhakata.

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Trading Cards

Frantisek Markov
Lord of Markovia
Shapechanger

RACE: Human
ARMOR CLASS: 6*
THACO: 15*
MOVEMENT: 12*
HIT POINTS: 24*
ALIGNMENT: Lawful evil
(*scores vary by animal form)
BACKGROUND: Frantisek grew up in a family that butchered swine for sale. He had a talent for the business. He married a woman named Ludmilla, and later became bored with his work. He began to perform ghastrly experiments on animals. When Ludmilla found out, she became an experiment.

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Trading Cards

Harkon Lukas
Lord of Kartakass

7th-level Bard, Wolfwere

RACE: Human
ARMOR CLASS: 8 (3)
THACO: 17 (13)
MOVEMENT: 12 (15, 18 wolf)
HIT POINTS: 35
ALIGNMENT: Neutral evil
EQUIPMENT: sword +1 cursed berserker, elixir of madness
BACKGROUND: Lukas grew up a wolfwere. Larger and stronger than most, he tried to unify a group of wolfweres into a tribe. They shunned him, and he went on a killing spree. One night he entered Barovia; three years later he became Lord of Kartakass.

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Trading Cards

Hazlik
Lord of Hazlan
12th-level Wizard

RACE: Human
ARMOR CLASS: 10 or by armor
THACO: 17
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic evil
BACKGROUND: Hazlik was once a Red Wizard of Thay. He made the wrong enemies, and one night was kidnapped. His enemies tattooed his head and body, making him an outcast, since only women in Thay wear tattoos. Hazlik swore revenge. One night, while in the woods, the Mists arose, and eventually Hazlik was granted a domain in Ravenloft.

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Trading Cards

Lord Wilfred Godefroy
Ghost Lord of Mordent

RACE: Human
ARMOR CLASS: 0
THACO: 11
MOVEMENT: 9
HIT POINTS: 40
ALIGNMENT: Chaotic evil
BACKGROUND: Godefroy inherited the Gryphon Hill estate in Mordent. One evening, in a fit of rage, he killed his wife and daughter. Both haunted him for a year, when Godefroy committed suicide to escape the haunting. Soon after, Mordent became part of Ravenloft. Godefroy's power made him a ghost and the Lord of Mordent.

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Trading Cards

Vlad Drakov
Lord of Falkovnia
14th-level Warrior

RACE: Human
ARMOR CLASS: By armor
THACO: 7 (4 with rod)
MOVEMENT: 12
HIT POINTS: 80
ALIGNMENT: Neutral evil
EQUIPMENT: ring of free action, rod of flailing, gauntlets of ogre power
BACKGROUND: Vlad hails from Thenol, on the world of Krynn. He lead a mercenary band, and after a session of looting and pillaging, a mist arose that carried Vlad and his men into Ravenloft.

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Trading Cards

Azalin
Lord of Darkon
18th-level Lich

RACE: Human
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful evil
BACKGROUND: Azalin was once a powerful wizard king in the lands of men, although he was known by another name. He became obsessed with power and magic. Never caring about right and wrong, he eagerly became a lich. He tormented his subjects for decades, and when a band of mercenaries tried to destroy him, he disappeared in a fog.

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Trading Cards

Gabrielle Aderre
Lord of Invidia
8th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Neutral evil
BACKGROUND: Gabrielle's mother was half-Vistani, and although she has gypsy blood, she is shunned by the Vistani as a half-breed. As Lord of Invidia, she hates the natives in her domain and is jealous of their happiness. Her only pleasure comes from making life miserable for those around her.

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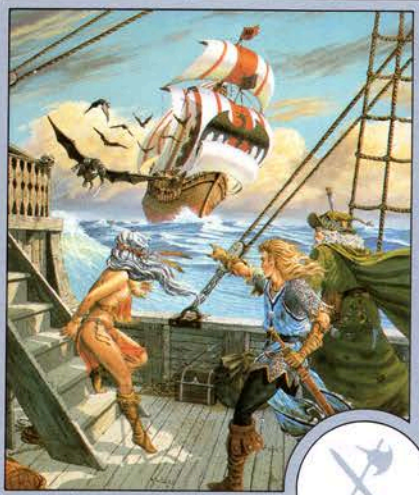
Trading Cards

Mind Flayer

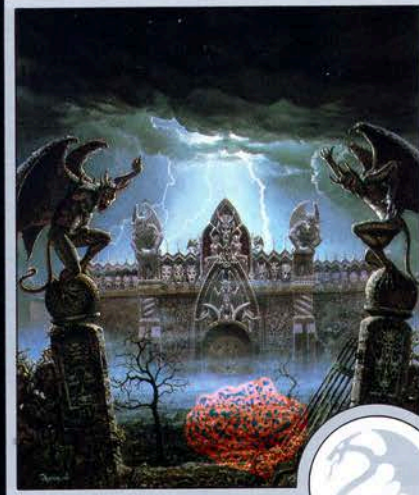
ARMOR CLASS: 3
THACO: 11
MOVEMENT: 12
HIT DICE: 8+4
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (17)
COMBAT: #AT 4+special; Dmg tentacles bore into the brain in 1d4 rounds after a successful attack; special attack is a mind blast (all creatures within area of effect are stunned for 1d10+2 rounds)
DESCRIPTION: This mind flayer was offered a deal by Matron Grazia, a drow priestess, to become an ally of her family. He accepted because he was a spy from one of the illithid communities.

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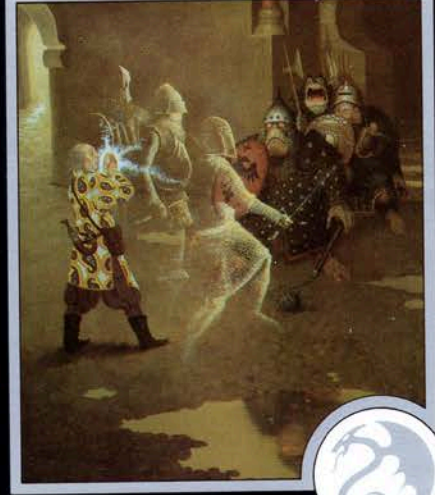
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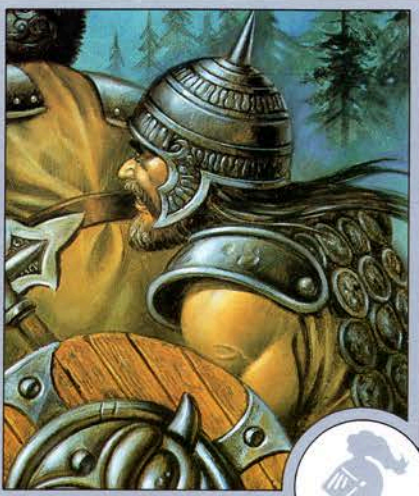
Checklist



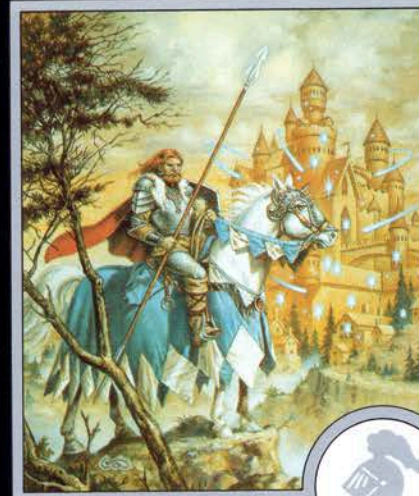
Checklist



Checklist



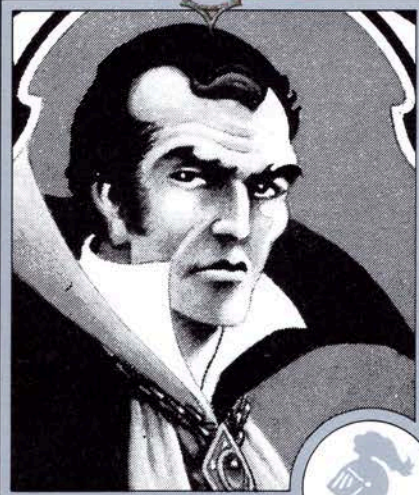
Wilhelm



Theodoric



Mordenkainen



Strahd Von Zarovich



Jovena



Gerritt



- 458 Ring of Shocking Grasp
- 459 Ring of Sustenance
- 460 Scroll of Protection from Water
- 461 Peregrine
- 462 Allene
- 463 Rufus Thistlebee
- 464 Tobias
- 465 Barracuda
- 466 Bulette
- 467 Carrion Crawler
- 468 Catoblepas
- 469 Chimera
- 470 Axebeak
- 471 Triceratops
- 472 Dryad
- 473 Ettercap
- 474 Ghost
- 475 Galeb Duhr
- 476 Goblin
- 477 Sea Hag
- 478 Matron Grazia Drodeen
- 479 Alodia Drodeen
- 480 Mind Flayer
- 481 Gabrielle Aderre
- 482 Azalin
- 483 Vlad Drakov
- 484 Lord Wilfred Godefroy
- 485 Hazlik
- 486 Harkon Lukas
- 487 Frantisek Markov
- 488 Yagno Petrovna
- 489 Strahd Von Zarovich
- 490 Jovena
- 491 Gerritt
- 492 Wilhelm
- 493 Theodoric
- 494 Mordenkainen
- 495 Checklist
- 496 Checklist
- 497 Checklist

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- 418 Reginald
- 419 Kereth
- 420 Maelstrom
- 421 Stone of Weight
- 422 Ring of Blinking
- 423 Oil of Timelessness
- 424 Eversmoking Bottle
- 425 Boots of Varied Tracks
- 426 Oil of Fumbling
- 427 Scroll of Protection from Cold
- 428 Talisman of Ultimate Evil
- 429 Octopus, Giant
- 430 Badger
- 431 Troll
- 432 Shambling Mound
- 433 Satyr
- 434 Spider, Giant
- 435 Aboleth
- 436 Air Elemental
- 437 Earth Elemental
- 438 Scroll of Protection from Acid
- 439 Potion of Clairaudience
- 440 Ring of Djinni
- 441 Ring of Invisibility
- 442 Potion of Extra-Healing
- 443 Scroll of Protection from Petrification
- 444 Elixir of Health
- 445 Scroll of Protection from Plants
- 446 Gorgosaurus
- 447 Hyena
- 448 Vattaan
- 449 Silvara
- 450 Tinuel
- 451 Kendal
- 452 Oran Firehammer
- 453 Quintin
- 454 Huma
- 455 Huma's Silver Dragon
- 456 Seiroku Ashida
- 457 Goblin Spider

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- 376 Sithel
- 379 Sithas
- 380 Kith-Kanan
- 381 Meredoth
- 382 Grim Reaper
- 383 Werebat
- 384 Bussengeist
- 385 Minotaur of Taladas
- 386 Carpet of Flying
- 387 Manual of Bodily Health
- 388 Talisman of Pure Good
- 389 Pipes of Haunting
- 390 Gem of Brightness
- 391 Staff of Striking
- 392 Robe of Powerlessness
- 393 Stone of Good Luck
- 394 Wand of Secret Door and Trap Location
- 395 Necklace of Strangulation
- 396 Periapt of Wound Closure
- 397 Oblivix
- 398 Mummy
- 399 Mud-man
- 400 Mold, Brown
- 401 Mold, Yellow
- 402 Mimic
- 403 Kobold
- 404 Jermlaine
- 405 Martel
- 406 Gruendar
- 407 Stenorr
- 408 Tevra
- 409 Trent
- 410 Darrick
- 411 Halvor II
- 412 Verdantia
- 413 Gloriana
- 414 Gabriel
- 415 Ambrose
- 416 Barent
- 417 Duncan

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Trading Cards

Mordenkainen
20th-level Wizard

RACE: Human
ARMOR CLASS: -3
THACO: 14
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: Neutral

EQUIPMENT: bracers of defense AC2, ring of protection +2, wand of fear, wand of frost, carpet of flying, crystal ball with ESP
BACKGROUND: Mordenkainen is one of the famous Circle of Eight of the City of Greyhawk. He lives in the Obsidian Citadel in the Yatil Mountains; its location is known only to Tenser and Bigby. He enjoys discussions about magical research and is always busy. He has a massive library including books of every known spell.

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Theodoric
15th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 6
MOVEMENT: 12
HIT POINTS: 80
ALIGNMENT: Lawful good

EQUIPMENT: field plate, shield, lance +2, rod of lordly might, Keoghtom's ointment
BACKGROUND: Theodoric is a highly respected knight in his king's army. He has led many successful battles and lives by a strict code of honor. His squires have all become skilled knights. He catches the eyes of most women, but he is devoted to his work and his god. The kingdom in which he lives is highly magical and sometimes dangerous as a result.

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Wilhelm
7th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful evil
EQUIPMENT: ring mail, shield, ring of protection +2, battle axe +2, potion of growth (2 doses)

BACKGROUND: Wilhelm is a greedy mercenary. He has only one friend, Gerritt, whom he considers worthy of saving in a dangerous situation. He has adventured for many years, and feels that there are too many adventurers in the world. When he began his career, work was plentiful and money came easily. He longs for the old days of quick jobs and high payoffs.

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Gerritt
6th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral evil

EQUIPMENT: banded mail, shield, long sword +2, helm of underwater action, ring of feather falling
BACKGROUND: Gerritt is a mercenary who has no qualms about accepting a mission, as long as money is involved. He prefers quick adventures, believing them to be less risky and more profitable. He always places his personal safety above the safety of his companions. He sometimes adventures with Wilhelm, whom he considers a friend worthy of saving.

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Jovena
9th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 12
MOVEMENT: 12
HIT POINTS: 59
ALIGNMENT: Chaotic good
EQUIPMENT: sword of sharpness, gauntlets of ogre power, dagger +3, scarab of protection

BACKGROUND: Jovena's Dexterity (18) gives her an Armor Class bonus. She is the daughter of a barbarian chieftain and began training in the arts of warfare as soon as she could walk. She has always resented men who assumed she was weak and frail. She never hesitates to challenge a man, and she usually wins. She has been sent on many missions by her tribe.

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Trading Cards

Strahd Von Zarovich
Lord of Barovia
16th-level Necromancer

RACE: Human
ARMOR CLASS: -1
THACO: 11 (8 with weapon)
MOVEMENT: 12, Fl 18 (C)
HIT POINTS: 55
ALIGNMENT: Lawful evil
EQUIPMENT: cloak of protection +2, amulet of proof against detection and location
BACKGROUND: Strahd fell in love with his brother's fiancée, Tatyana. Strahd made a pact with death and killed his brother. Tatyana spurned Strahd and fell to her death after he pursued her. Strahd became a vampire and now searches for Tatyana through eternity.

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Drums of Deafening



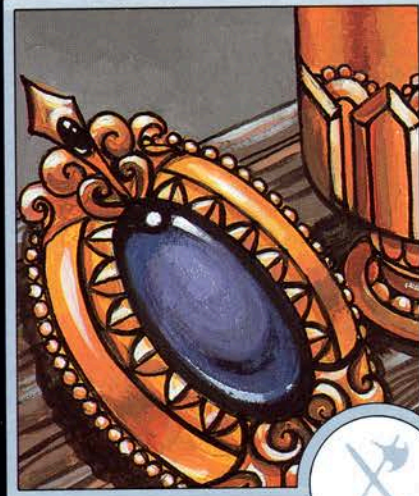
Eyes of Charming



Umber Hulk



Wand of Negation



Amulet of Proof Against
Detection and Location



Boots of Elvenkind



Rod of Beguiling



Wand of Earth and Stone



Wand of Magic Detection



Umbur Hulk

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 6, Br 1-6
HIT DICE: 8+8
ALIGNMENT: Chaotic evil
SIZE: L (8' tall)
INTELLIGENCE: Average (9)
COMBAT: #AT 3; Dmg 3-12/3-12/1-10
DESCRIPTION: Umbur hulks are powerful subterranean predators whose ironlike claws allow them to burrow through solid stone in search of prey. They usually dig to a point adjacent to a main corridor, then wait, peeking through a crack until a victim walks by. The umbur hulk then springs on its intended victim. The gaze of an umbur hulk has the effect of a *confusion* spell.

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Eyes of Charming

XP VALUE: 4,000
USABLE BY: Wizards
DESCRIPTION: This item is a pair of crystal lenses. When in place over the user's eyes, the wearer is able to *charm person* merely by meeting the gaze of a victim. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of the pair.

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Drums of Deafening

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This item is a pair of kettle drums about 1 1/2 feet in diameter. They radiate magic if detected, but are otherwise unremarkable. If either drum is struck, nothing happens, but if both are sounded together, all creatures within 70 feet are permanently deafened and will remain so until a *heal* spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums will be stunned by the noise for 2d4 rounds.

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Boots of Elvenkind

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus, the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise. The wearer is 95% undetectable in the worst of conditions and 100% silent in the best of situations.

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Amulet of Proof Against Detection and Location

XP VALUE: 4,000
USABLE BY: All classes
DESCRIPTION: This device protects the wearer from all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *telepathy*, *crystal balls*, or any other scrying device. No aura is discernible on the wearer of the amulet, and predictions cannot be made regarding him unless a powerful being is consulted.

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Wand of Negation

XP VALUE: 3,500
USABLE BY: All classes
DESCRIPTION: This device negates the spell or spell-like functions of rods, staves, wands, and other magical items. The individual with the negation wand points the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from a device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

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Wand of Magic Detection

XP VALUE: 2,500
USABLE BY: All classes
DESCRIPTION: This wand pulses and points to the strongest magic within a 30'-radius. This includes magical items, any magic currently in operation, or a person affected by a spell.
Operation requires one round, and successive rounds will point out less powerful magical radiations. The school of magic can be determined if one round is spent concentrating on the subject. One charge is expended per turn or fraction thereof. Starting with the second round of continuous operation, there is a 2% cumulative chance per round that the wand will temporarily malfunction, pointing out non-magical items as magical or vice versa.

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Wand of Earth and Stone

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: A wand of this sort is typically tipped with some form of mineral. It is imbued with the following powers:

<i>Dig</i>	1/2 charge per use
<i>Passwall</i>	one charge per use
<i>Move earth</i>	two charges per use

In addition, 50% of all such wands have the following powers:

Transmute mud to rock—one charge per use
Transmute rock to mud—one charge per use

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Rod of Beguiling

XP VALUE: 5,000
USABLE BY: Priest, Wizard, Rogue
DESCRIPTION: This rod enables its owner to radiate an emotional and mental wave of feeling to all creatures with Intelligence of 1 or greater. The rod causes all such creatures within a 2-foot radius of the device to regard the wielder as a comrade, friend, or mentor (no saving throw).
The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, as long as communication is possible and instructions given don't cause the beguiled needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It may be recharged.

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Bat, Giant



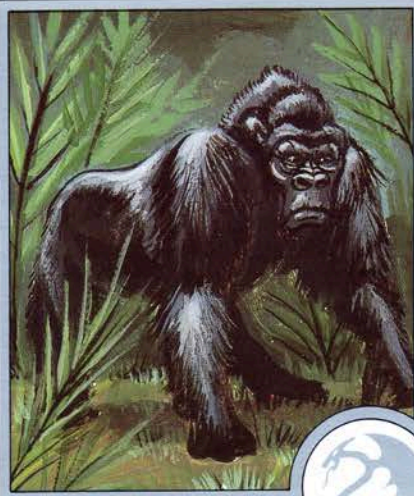
Lorin



Marith



Horse



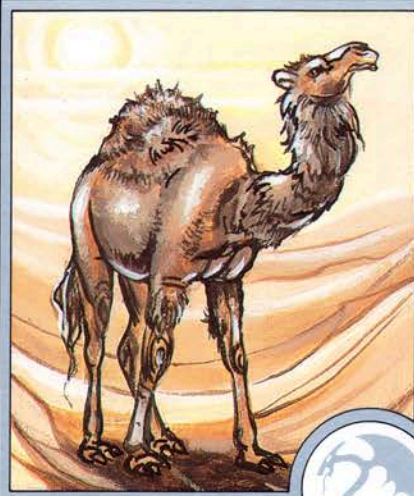
Ape, Carnivorous



Mergoyle



Displacer Beast



Camel



Cat



Marith

3rd / 3rd-level Wizard / Warrior

RACE: Half-elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: leather armor, backpack, sword +1, ring of jumping, girdle of many pouches
BACKGROUND: Marith has never understood the prejudice toward half-elves. Her friends Lorin and Niles never treated her differently from anyone else, and this became very comforting. When the three of them began adventuring together, they worked very well as a team. Marith finds Niles to be very handsome, but doesn't know how to handle the racial difference.

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Lorin

4th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: great helm, tattered scale mail, shield +2, sword +1 (+3 vs. regenerating creatures)
BACKGROUND: Lorin and his friends Marith and Niles have been adventuring for about two years. They have traveled about two hundred miles from their homes and have seen many monsters to whet their appetites for danger. Lorin's greatest foe was a large troll, which he defeated handily.

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Bat, Giant

ARMOR CLASS: 8
THACO: 20 or 19
MOVEMENT: 3, Fl 18 (C)
HIT DICE: 1-4 hp or 1 HD
ALIGNMENT: Nil
SIZE: M (5'-6' wingspan)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1-2 or 1-4
DESCRIPTION: Bats are common animals in many parts of the world. While ordinary bats are harmless, larger varieties are deadly. Giant bats have 3-foot-long bodies, and 10% of them are of 1 Hit Die. The bats must land on a victim in order to bite. Anyone bitten by a giant bat has a 1% chance per point of damage suffered of contracting rabies.

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Margoyle

ARMOR CLASS: 2
THACO: 15
MOVEMENT: 6, Fl 12 (C)
HIT DICE: 6
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 4; Dmg 1-6/1-6/2-8/2-8
DESCRIPTION: These monsters are typically found amid ruins or dwelling in underground caves. They do not need to eat or drink, so they can stand motionless for as long as they wish. Margoyles are a more horrid form of gargoyle. Their skin is so like stone that they are only 20% likely to be seen when standing against it. They attack with two claws, a pair of horns, and a bite.

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Ape, Carnivorous

ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12, 9 in trees
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: L (7' tall)
INTELLIGENCE: Low (7)
COMBAT: #AT 3; Dmg 1-4/1-4/1-8
DESCRIPTION: The carnivorous ape is a larger, stronger, and more aggressive relative of the gorilla. It lives in tropical jungles and plains, sometimes lairing in tall trees. Though aggressive by nature, carnivorous apes normally kill only for food or in defense of their families. They eat fruit and nuts, but most of their diet consists of rodents, reptiles, eggs, and fish.

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Horse

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 24
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: L (6' at shoulder)
INTELLIGENCE: Animal (1)
COMBAT: #AT 2; Dmg 1-2/1-2
DESCRIPTION: Horses vary greatly in size, color, and ability. (Statistics given are for a typical riding horse.) They are most often used as mounts and beasts of burden. Horses can carry between 160 pounds (pony) and 260 pounds (draft horse) before being considered encumbered.
 Warhorses will fight independently of the rider on the second and succeeding melee rounds.

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Cat

ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT DICE: 1-5 hp
ALIGNMENT: Neutral
SIZE: S (2' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 3; Dmg 1-2/1-2/1
DESCRIPTION: Cats are normally found as house pets or as exterminators around barns. Cats vary widely in degrees of tameness or wildness. They are commonly encountered as familiars to wizards. In this capacity, they are valued for companionship and for their abilities for observation, stealth, and reconnaissance. Cats tend to be aloof but can be extremely loyal.

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Camel

ARMOR CLASS: 7
THACO: 16
MOVEMENT: 21
HIT DICE: 3
ALIGNMENT: Nil
SIZE: L (8' tall)
INTELLIGENCE: Animal to semi (1-4)
COMBAT: #AT 1; Dmg 1-4
DESCRIPTION: Camels live in nearly all climates and terrains. They are most often used as beasts of burden. They normally will not attack unless threatened. Camels are known for their ability to endure without water for long periods of time. They are also known for their surly dispositions and stubbornness.

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Displacer Beast

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 15
HIT DICE: 6
ALIGNMENT: Neutral
SIZE: L (8' long)
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 2; Dmg 2-8/2-8
DESCRIPTION: The displacer beast is a magical creature resembling a puma with two black tentacles growing from its shoulders. These beasts are very rare and inhabit lands far from humans. The creature's first mode of attack is its tentacles. The beast's main advantage in combat is its displacement ability, causing it to appear to be 3 feet from its actual location. Anyone attacking does so with a -2 penalty. The beast saves as a 12th-level fighter.

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Vance



Gershom



Eyes of the Eagle



Noble Djinni



Quiornim



Charles



Niles



Intellect Devourer



Hasan Balu



Eyes of the Eagle

XP VALUE: 3,500

USABLE BY: All classes

DESCRIPTION: These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1 foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet). Wearing only one of the pair causes a character to become dizzy, and in effect, stunned for 1 round. Thereafter, one eye must always be covered to avoid the sensation of vertigo.

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Gershom

12th-level Ranger

RACE: Human

ARMOR CLASS: 4

THACO: 9

MOVEMENT: 12

HIT POINTS: 75

ALIGNMENT: Chaotic good

EQUIPMENT: leather armor, backpack, long sword of sharpness, ring of protection +3, girdle of frost giant strength, gem of seeing

BACKGROUND: Gershom was traveling alone in the wilderness when he fell down a large hole. He fell for what seemed like hours, but landed safely in a pond. After exploring, he determined he was in another plane of existence that was more primitive than his home plane.

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Vance

6th-level Warrior

RACE: Human

ARMOR CLASS: 5

THACO: 15

MOVEMENT: 12

HIT POINTS: 33

ALIGNMENT: Lawful evil

EQUIPMENT: light crossbow, heavy warhorse, large shield, chain mail +2, long sword +1, +4 vs. reptiles, rope of entanglement, horn of evil

BACKGROUND: Vance was an adventurer for many years, and he made a good living at it. One day, he read a message that the evil king was looking for soldiers to hire as mercenaries. The king's payment offer was too good to turn down. Vance thought it would be easy money, but the threat of war is making him question his decision.

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Charles

8th-level Warrior

RACE: Human

ARMOR CLASS: 3

THACO: 13

MOVEMENT: 12

HIT POINTS: 50

ALIGNMENT: Lawful good

EQUIPMENT: chain mail, heavy warhorse, dagger, large shield +1, +4 vs. missiles, long sword +2 dragon slayer, horseshoes of speed

BACKGROUND: Charles is a commander in his lord's cavalry. He trains his men and scouts the countryside for his enemies. Charles has fought many battles against the evil kingdom to the south, and finds that they are the largest threat to his home.

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Quiornim, Gold Dragon

ARMOR CLASS: -8

THACO: -3

MOVEMENT: 12, Fl 40 (C), Jp 3, Sw 12 (15)

HIT DICE: 20

ALIGNMENT: Lawful good

SIZE: G (97' body)

INTELLIGENCE: Genius (17)

COMBAT: #AT 3+special; Dmg 1-10/1-10/6-36; special attacks are breath weapons (fire and chlorine gas 16d12+8), wizard spells (two 1st, two 2nd, two 3rd, two 4th), and priest spells (one 1st)

DESCRIPTION: Quiornim is 426 years old (Old). He was trapped with a noble djinni on a different plane, where they tried for many years to free themselves.

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Noble Djinni

ARMOR CLASS: 2

THACO: 11

MOVEMENT: 9, Fl 24

HIT DICE: 10

ALIGNMENT: Chaotic good

SIZE: L (11' tall)

INTELLIGENCE: High (14)

COMBAT: #AT 1+special; Dmg 3-24; special attack is whirlwind (damage 3-18)

DESCRIPTION: The djinni are from the elemental plane of Air. They have several magical abilities: create nutritious food, water, wine, soft goods, wooden items, and metal items. They can create illusions, become invisible, assume gaseous form, wind walk, or form a whirlwind. Noble djinni are able to grant three wishes.

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Hasan Balu

6th-level Thief

RACE: Human

ARMOR CLASS: 6

THACO: 18

MOVEMENT: 12

HIT POINTS: 20

ALIGNMENT: Neutral good

EQUIPMENT: leather armor, dagger, thieves tools, scimitar +3, boots of speed, potion of gaseous form

BACKGROUND: Hasan Balu is a poor man who uses his ability to move silently to rob other people. He once found a map to a small cave that was rumored to house a great, abandoned temple with many gems. The map turned out to be a ruse by a djinni to get someone to free him and his pet who had been trapped for decades.

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Intellect Devourer, Adult

ARMOR CLASS: 4

THACO: 13

MOVEMENT: 15

HIT DICE: 6+6

ALIGNMENT: Chaotic evil

SIZE: S (2+' to 4')

INTELLIGENCE: Very (11)

COMBAT: #AT 4+special; Dmg 1-4/1-4/1-4/1-4; special attack is psionics

DESCRIPTION: An intellect devourer looks like a large human brain standing on four legs. The "brain" has a crusty protective covering. Each appendage ends in a foot with three great, stubby talons. Only magical weapons with a +3 bonus or greater can harm them. Once a victim is killed, they shrink and enter the body.

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Niles

4th-level Ranger

RACE: Human

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 12

HIT POINTS: 23

ALIGNMENT: Neutral good

EQUIPMENT: long bow, leather armor, long knife, rope of climbing, long sword +2, potion of extra-healing (3 doses)

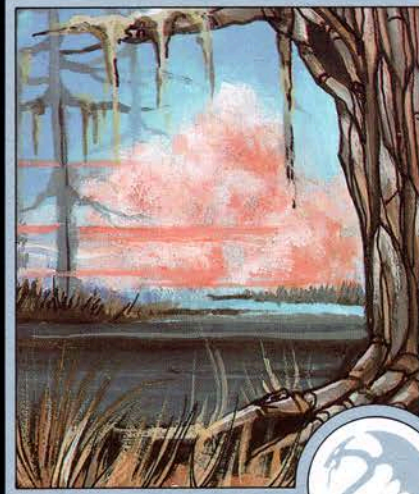
BACKGROUND: Niles is the oldest member of the small adventuring group that he travels with. He enjoys the outdoors very much. Niles finds the half-elf Marith to be attractive, but is unsure whether she will understand that he doesn't mind that she is a half-elf. Niles is protective of the group and respects the leader, Lorin.

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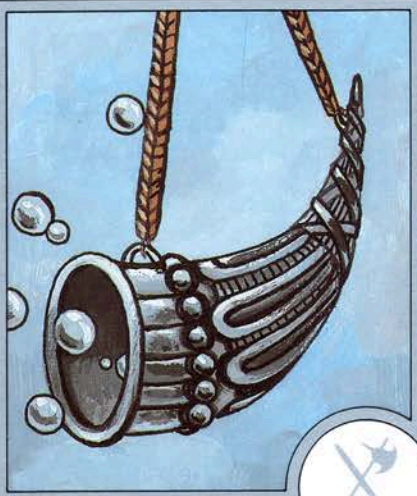
Potion of Delusion



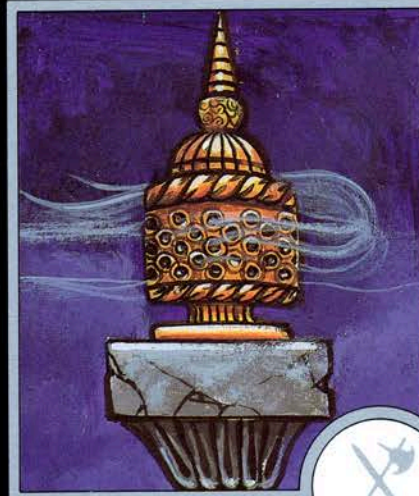
Vampiric Mist



Blood Sea Imp



Horn of Bubbles



Incense of Obsession



Libram of Silver Magic



Girdle of Giant Strength



Harp of Discord



Hat of Stupidity



Blood Sea Imp

ARMOR CLASS: 4 or 1 (in mist form)
THACO: 15
MOVEMENT: 12, Fl 24 (A), Sw 6
HIT DICE: 5+3
ALIGNMENT: Chaotic evil
SIZE: T (2' tall)
INTELLIGENCE: Very (11)
COMBAT: #AT 1; Dmg 1-6 or 1
DESCRIPTION: Blood Sea imps are hateful, vicious creatures dwelling in tropical oceans. When severe storms rock the sea at night, Blood Sea imps rise to ambush passing ships. They rock the ship, then turn into mist form, allowing them to enter portholes and attack after taking on physical form. They cannot affect objects while in mist form, and prefer to attack in physical form.

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Vampiric Mist

ARMOR CLASS: 4 (8 when substantial)
THACO: See below
MOVEMENT: 12
HIT DICE: 3
ALIGNMENT: Neutral evil
SIZE: M to L (5'-8' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-8
DESCRIPTION: These monsters prey on all living creatures, enveloping them with gaseous tendrils, then draining their blood for food. A vampiric mist may attack one victim per round with a gaseous tendril. Targets of a vampiric mist are treated as AC10, modified by the victim's Dexterity and magical protection (except magical shields). Enveloped victims are automatically hit each round for 1d8 hit points.

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Potion of Delusion

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This potion affects the mind of the character so that he believes the liquid is some other potion (*healing*, for example, is a good choice—damage is “restored” by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

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Libram of Silver Magic

XP VALUE: 8,000
USABLE BY: Wizards
DESCRIPTION: This mystic text is the reverse of the *libram of ineffable damnation*. It is greatly beneficial to good wizards and extremely harmful to nongood ones. A wizard who follows proper procedures and studies the book will gain experience points sufficient to place him at the midpoint of the next higher level. Nongood readers, on the other hand, suffer the ill effects listed for the *libram of gainful conjuration*.

Like all magical works of this sort, it vanishes after one week of study, and the character who benefitted from it can never gain from it again.

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Incense of Obsession

XP VALUE: None
USABLE BY: Priests
DESCRIPTION: These strange blocks exactly resemble *incense of meditation*. If meditation and prayer are conducted while the lit *incense of obsession* is near, its odor and smoke will cause the priest to become totally confident that his spell ability is superior due to the magical incense. The priest will be determined to use his spells at every opportunity, even when not needed or when useless. The priest will remain obsessed with his abilities and spells until all are cast or 24 hours have passed.

This incense is normally found in packets of 2d4 pieces. Each piece burns for 1 hour.

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Horn of Bubbles

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This cursed musical instrument will radiate magic if detected. It appears to be a normal horn or one of the many magical horns. It will sound a note and call forth a mass of bubbles that completely surrounds and blinds the individual who sounded it for 2d10 rounds. These bubbles appear only in the presence of a creature actively seeking to slay the creature that sounded the horn. Thus, if the horn is sounded under conditions of safety, no bubbles will result. The bubbles will not appear until the musician is threatened.

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Hat of Stupidity

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This hat is indistinguishable from other magical hats, even when carefully detected by magical means. Only by placing it upon the head can its powers be determined. Once it is worn, the wearer will believe it to be a beneficial item, for he will be overcome by stupidity. Intelligence is lowered to 7, or by -1 if the wearer has 7 or lower Intelligence normally. The wearer will always desire to have the hat on—especially when he is engaged in an activity that requires thinking, spellcasting, etc. Without a *remove curse* spell or similar magic, the wearer will never be free of the magic. If released, the wearer's Intelligence returns to normal.

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Harp of Discord

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: This harp appears normal in all respects. When played, the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time, it acts as a *harp of charming*. When discordant, the music has the effect of automatically enraging all creatures within 30 feet. Those enraged will attack the musician 50% of the time or the nearest other target the remaining 50% of the time. The player is not affected by this frenzy unless he is being attacked. The frenzy lasts for 1d4 + 1 rounds after the music stops.

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Girdle of Giant Strength

XP VALUE: 2,000
USABLE BY: Priest, Rogue, Warrior
DESCRIPTION: This belt increases the physical prowess of the wearer, giving him the Strength of a giant. It does not cause a change in the wearer's size. The strength gained is not cumulative with normal or magical Strength bonuses except in combination with *gauntlets of ogre power* and magical warhammers.

The girdle may be any of the following:

Giant Type	Strength	Attack	Dmg. Bonus
Hill	19	+3	+7
Stone	20	+3	+8
Frost	21	+4	+9
Fire	22	+4	+10
Cloud	23	+5	+11
Storm	24	+6	+12

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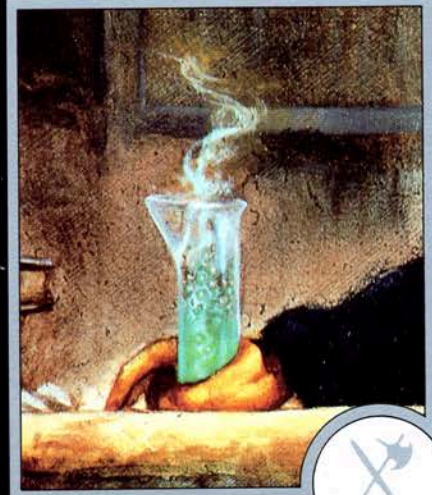
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Elixir of Madness



Oil of Disenchantment



Philter of Stammering
and Stuttering



Sabrita



Disir



Crypt Thing



Yeth Hound



Eyewing



Fetch



Philter of Stammering and Stuttering

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: When this liquid is consumed, it will seem to be beneficial—a *philter of glibness or persuasiveness*, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed—nothing can be said properly, and the reactions of all creatures hearing such nonsense will be at a -5 penalty.

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Oil of Disenchantment

XP VALUE: 750

USABLE BY: All classes

DESCRIPTION: This oil enables the removal of all enchantments and charms placed upon living things and the suppression of such effects on objects. If the oil is rubbed on a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic is lost for 1d10+20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

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Elixir of Madness

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level wizard spell *confusion*, until a *heal*, *restoration*, or *wish* spell is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

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Crypt Thing

ARMOR CLASS: 3

THACO: 15

MOVEMENT: 12

HIT DICE: 6

ALIGNMENT: Neutral

SIZE: M (6' tall)

INTELLIGENCE: Very (11-12)

COMBAT: #AT 1; Dmg 1-8

DESCRIPTION: Crypt things are strange undead creatures that guard tombs, graves, and corpses. Ancestral crypt things occur naturally, while summoned crypt things are called into existence by a wizard or priest. A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. Its main defense is a *teleportation* spell.

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Disir

ARMOR CLASS: 3

THACO: 15

MOVEMENT: 12

HIT DICE: 5

ALIGNMENT: Lawful evil

SIZE: M (6'-7' tall)

INTELLIGENCE: High (13-14)

COMBAT: #AT 3; Dmg 2-8/2-8/2-12; poisonous jelly causes intense pain and paralysis in 1d4+1 rounds, lasting 1d4 turns

DESCRIPTION: The disir are a race of deep-dwelling subterranean creatures. They are secretive, partly due to location and partly due to their hatred of other creatures. They attack with claws and bite, but have been known to use weapons. They are strong enough to crush rocks in one hand and their skin exudes a gelatinous poison.

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Sabrita, Shadow Dragon

ARMOR CLASS: -2

THACO: 2

MOVEMENT: 18, Fl 30 (D), Jp 3

HIT DICE: 15

ALIGNMENT: Chaotic evil

SIZE: G (38' body)

INTELLIGENCE: Genius (17-18)

COMBAT: #AT 3+special; Dmg 1-6/1-6/3-18; special attacks are breath weapon (4d4+1), wizard spells (two 1st, two 2nd, two 3rd, two 4th), priest spells (one 1st)

DESCRIPTION: Sabrita is 380 years old (Mature Adult). Like all shadow dragons, she is devious, sly, cunning, and not prone to risks. She lives in the overgrown ruins of an ancient castle. Her horde is deep underground, but she spends her time at the surface basking in the shadows.

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Fetch

ARMOR CLASS: 4

THACO: 11

MOVEMENT: 6

HIT DICE: 9

ALIGNMENT: Chaotic evil

SIZE: M (4'-7' tall)

INTELLIGENCE: High (13-14)

COMBAT: #AT 2; Dmg special; drains two levels per hit

DESCRIPTION: Fetch are harbingers of death that exist on the fringes of the Abyss. They can reach the Prime Material plane only through reflective surfaces such as mirrors or pools. They cannot emerge into this plane until they meet the eyes of their victim. A fetch attacks with a weapon similar to that wielded by its victim, causing appropriate damage.

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Eyewing

ARMOR CLASS: 4

THACO: 17

MOVEMENT: Fl 24 (B)

HIT DICE: 3

ALIGNMENT: Lawful evil

SIZE: L (15' wingspan)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 3 or 1; Dmg 1-6/1-6/1-4 or eyewing tears

DESCRIPTION: Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb—perfect servitors of evil creatures. They attack with either claw/claw/tail or a tear that is released from its single central eye. The tear is a 2' ball of blue poisonous fluid. A victim is allowed a saving throw; failure indicates 2d6 points of damage.

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Yeth Hound

ARMOR CLASS: 0

THACO: 17

MOVEMENT: 15, Fl 27 (B)

HIT DICE: 3+3

ALIGNMENT: Neutral evil

SIZE: M (4'-5' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 2-8

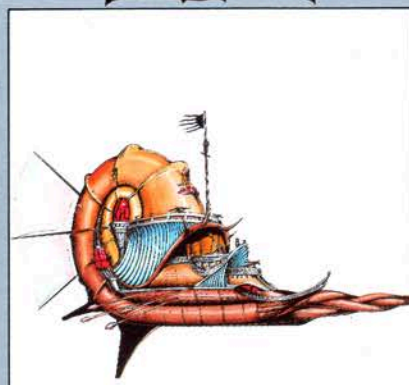
DESCRIPTION: These fearsome flying hounds are magical creatures of the night. They hunt humans, demi-humans, and faerie folk. They make no noise when flying. Their howl can be heard a mile away. Creatures within 90 feet of a hound when it howls must save vs. spell or flee in panic. Yeth hounds can be struck only by silver or magical weapons; silver weapons inflict 1 point of damage per hit and magical weapons cause 1 point per weapon bonus.

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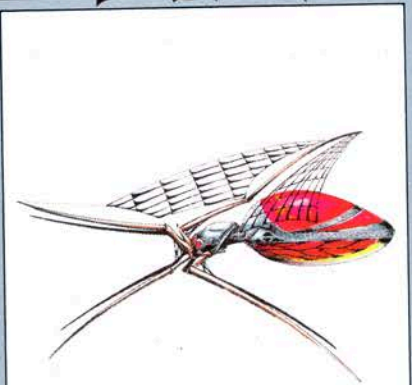
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Man-o-War



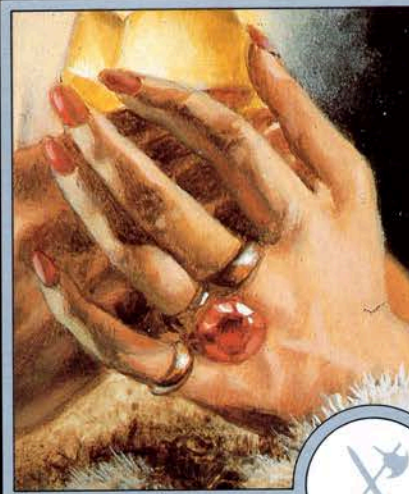
Nautiloid



Dragonfly



Ring of Mammal Control



Ring of Mind Shielding



Wasp



Potion of Sweet Water



Ring of Delusion



Ring of Human Influence





Dragonfly

Built by: Humans
Tonnage: 10 tons
Hull Points: 10
Crew: 3-10
Maneuverability Class: C
Armor Rating: 8
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 100'
Beam Length: 20'
Description: The dragonfly, like the tradesman, is one of the workhorses of space. These ships are excellent for transporting small groups, important packages, and important persons. The dragonfly is ideal for smuggling and fast exploration.

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Nautiloid

Built by: Mind flayers
Tonnage: 35 tons
Hull Points: 35
Crew: 10-35
Maneuverability Class: D
Armor Rating: 4
Power Type: Series or pool helm
Ship's Rating: 2-5 (series), 5 (pool)
Keel Length: 180'
Beam Length: 30'
Description: The coiled shell of the nautiloid protects its occupants, the illithids, from the irritating rays of the sun. Nautiloids are typically armed with 3 medium ballistas, 1 medium catapult, 1 medium jettison, and a piercing ram.

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Man-o-War

Built by: Elves
Tonnage: 60 tons
Hull Points: 60
Crew: 10-60
Maneuverability Class: C
Armor Rating: 7
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 200'
Beam Length: 20'
Description: The man-o-war is a highly maneuverable, well-built ship. These ships are grown from glossy, relatively brittle plants, giving them their shiny, ethereal appearance.

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Wasp

Built by: Lizard men
Tonnage: 18 tons
Hull Points: 18
Crew: 8-18
Maneuverability Class: D
Armor Rating: 6
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 80'
Beam Length: 20'
Description: The wasp is built to suit the lizard-man physique. The lower decks are bowed outward and flooded for use by the lizard men and as a storage area for their pets.

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Ring of Mind Shielding

XP VALUE: 500
USABLE BY: All classes
DESCRIPTION: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP*, *detect lie*, and *know alignment*. A person attempting to use these spells on the wearer of the ring will have no idea why the spells failed.

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Ring of Mammal Control

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less. Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great that he can even command them to kill themselves, but complete concentration is required. The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc. If the DM is in doubt about whether a creature can be controlled by the wearer of the ring, he should assume the creature cannot be controlled.

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Ring of Human Influence

XP VALUE: 2,000
USABLE BY: All classes
DESCRIPTION: This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also *charm* up to 21 levels or Hit Dice of humans/humanoids (saving throws apply) as if he were using the wizard spell *charm person*. The two latter uses of the ring are applicable once per day. *Suggestion* or *charm* has an initiative penalty of +3.

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Ring of Delusion

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: A *delusion ring* convinces the wearer that it is some other sort of ring—whatever type the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including other magical items available) to produce a result commensurate with the supposed properties of the *delusion ring*. The DM determines how successful the self-delusion is, as well as how observers are affected and what they observe. The ring can be removed at any time.

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Potion of Sweet Water

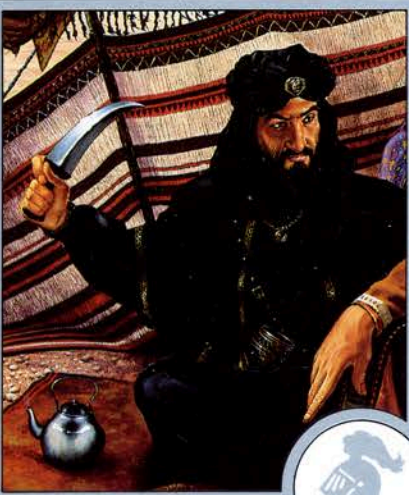
XP VALUE: 200
USABLE BY: All classes
DESCRIPTION: This liquid is not actually a potion to be drunk (although it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated again after an initial period of 5d4 rounds.

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FORGOTTEN REALMS

Trading Cards

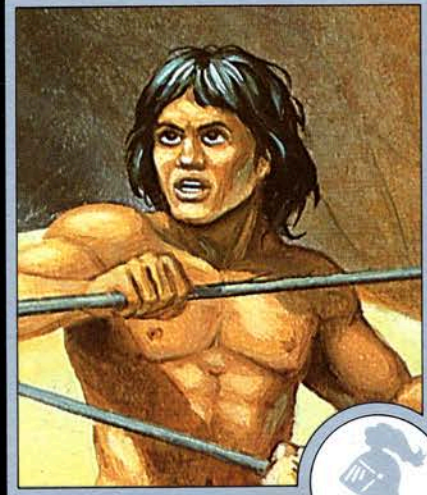


Koresh



FORGOTTEN REALMS

Trading Cards

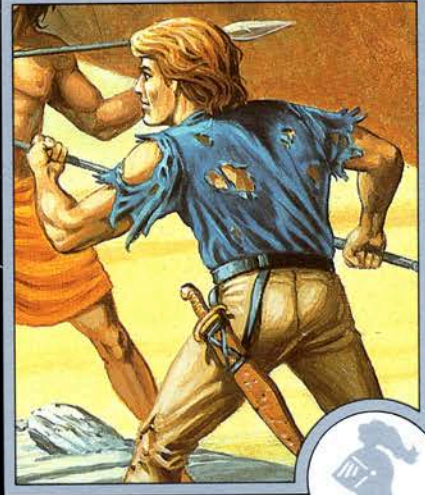


Swendi



FORGOTTEN REALMS

Trading Cards

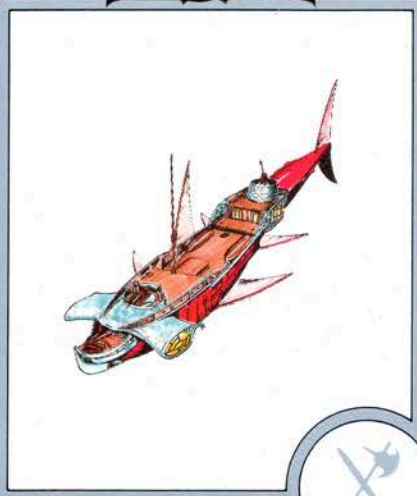


Joseph



SPELLJAMMER

Trading Cards



Hammership



SPELLJAMMER

Trading Cards



Squid Ship



FORGOTTEN REALMS

Trading Cards



Lander



SPELLJAMMER

Trading Cards

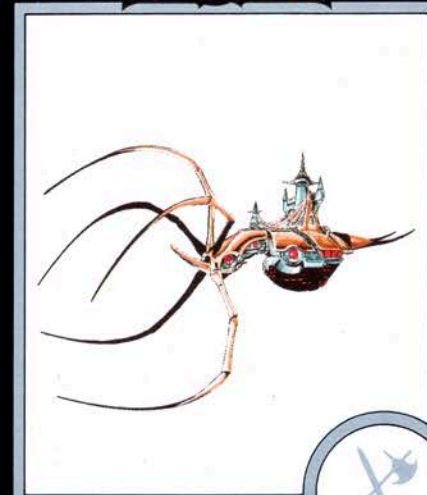


Tradesman



SPELLJAMMER

Trading Cards

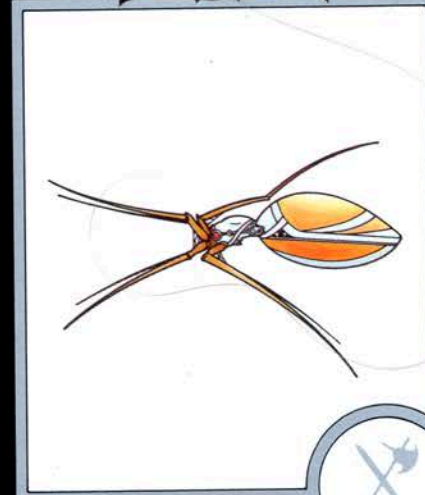


Neogi Mindspider



SPELLJAMMER

Trading Cards



Neogi Deathspider





Joseph

3rd-level Warrior

RACE: Human
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Chaotic good
EQUIPMENT: trident, *short sword +2*, *ring of feather falling*, *potion of healing*
BACKGROUND: Joseph is a high-spirited young man who wants to prove he is the best at everything. He is eager but not overly arrogant. Joseph ran away from his uncle and wanted to see the world. While stowing away on a ship, he was discovered and thrown overboard near an island.

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Swendi

4th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: trident, dagger, sling
BACKGROUND: Swendi is the eldest son of his family. His father is the chief of his tribe. He takes great risks in trying to make his father proud of him. He wants his father to think of him as a great warrior. Swendi recently helped defeat a Pteranodon with Joseph, a young man who is a visitor to his lands.

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Koresh

12th-level Thief

RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful evil
EQUIPMENT: many daggers, many types of poison, *dagger of venom*, *sword of wounding*, *carpet of flying*, *bracers of defense AC 5*
BACKGROUND: Koresh is the leader of a roguish band of mercenaries that travels the desert, trading and stealing anything to increase their riches. He has many enemies, but none are brave enough to challenge him openly.

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Lander

7th-level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful good
EQUIPMENT: *amulet of comprehending languages*, *potions of extra-healing* (6 doses)
BACKGROUND: Lander's mother was a Zhentarim agent. When his father discovered her secret, he was killed by assassins. Lander fought a battle against his mother and some Zhentarim thugs, but he allowed her to escape.

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Squid Ship

Built by: Humans
Tonnage: 45 tons
Hull Points: 45
Crew: 12-45
Maneuverability Class: D
Armor Rating: 5
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 250'
Beam Length: 25'
Description: The squid ship is known throughout space. Many scholars believe that the original design was created by revolting prisoners of an illithid slaveworld, who fused together elements of sea ships and the standard nautiloid design.

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Hammership

Built by: Humans, lizard men
Tonnage: 60 tons
Hull Points: 60
Crew: 24-60
Maneuverability Class: D
Armor Rating: 6
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 250'
Beam Length: 25'
Description: The hammership is large and powerful, capable of withstanding much punishment and dealing out a massive amount with its blunt ram. If the squid ship is the light warship of space, this is the heavy galleon.

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Neogi Deathspider

Built by: Neogi
Tonnage: 100 tons
Hull Points: 100
Crew: 30-100
Maneuverability Class: E
Armor Rating: 5
Power Type: Major helm
Ship's Rating: Per spelljammer
Keel Length: 175'
Beam Length: 50'
Description: One of the largest of the standard ships of space, the deathspider is the pride and joy of the deadly neogi. The top half of the abdomen section can slide back to reveal a small citadel perched on the lower haunches.

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Neogi Mindspider

Built by: Neogi
Tonnage: 40 tons
Hull Points: 40
Crew: 3-40
Maneuverability Class: C
Armor Rating: 4
Power Type: Lifejammer
Ship's Rating: Per target
Keel Length: 40'
Beam Length: 15'
Description: These are deadly craft that should be attacked on sight. They are used by the ruthless slaving race of neogi. The ship's weapons are usually manned by slaves under the influence of *charm* spells.

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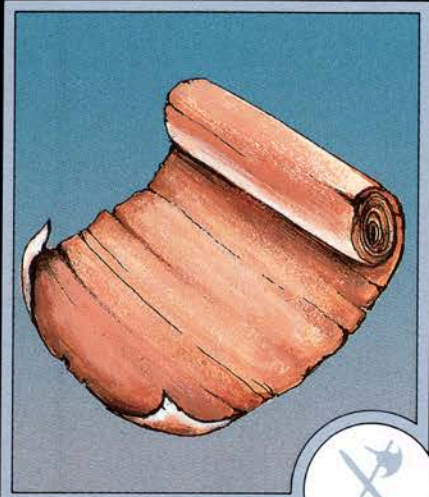


Tradesman

Built by: Humans
Tonnage: 25 tons
Hull Points: 25
Crew: 10-25
Maneuverability Class: D
Armor Rating: 5
Power Type: Major or minor helm
Ship's Rating: Per spelljammer
Keel Length: 120'
Beam Length: 30'
Description: The standard tradesman is the most common ship in civilized space, varying only in weaponry and added features from one solar system to another. It is a common short-range merchant ship.

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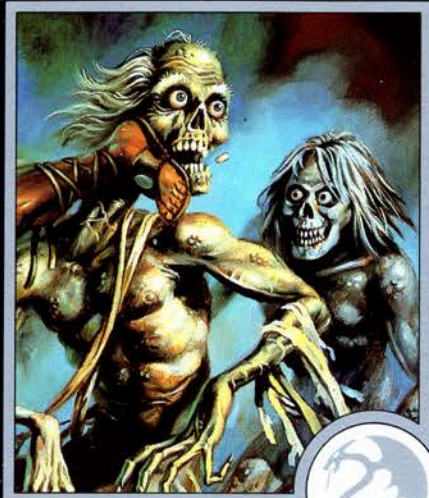
Scroll of Protection
from Dragon Breath



Scroll of Protection
from Electricity



Scroll of Protection
from Elementals



Ghoul



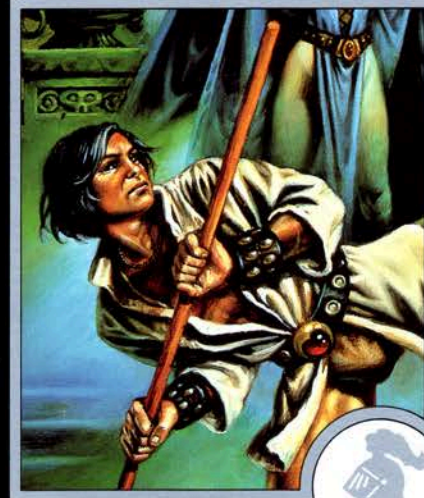
Sim Piang



Ring of X-Ray Vision



Pteranodon



Cairn



Ireisal



Scroll of Protection from Elementals

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: Roll 1d100:

D100 Roll	Scroll Type
01-15	Air Elementals
16-30	Earth Elementals
31-45	Fire Elementals
46-60	Water Elementals
61-100	All Elementals

The magic protects all creatures within 10 feet of the reader from the type of elemental noted. The protection affects a maximum of 24 Hit Dice of elemental creatures of a specific type, or 16 Hit Dice of elementals if the scroll affects all types. Protection lasts 5d8 rounds. Attacks may be made out of the circle.

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Scroll of Protection from Electricity

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: A character who reads this scroll creates a circle of protection in a 20' diameter sphere. The circle moves with the reader of the scroll. All creatures in the area are protected from all types of electrical attacks and related effects. The protection lasts 3d4 rounds.
(Reading time: 5)

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Scroll of Protection from Dragon Breath

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: The individual who reads this scroll is protected from all types of dragon breath. The protection does not extend to any other characters. The reader is protected from all dragon breath weapon attacks for 2d4 + 4 rounds.
(Reading time: variable)

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Ring of X-Ray Vision

XP VALUE: 4,000

USABLE BY: All classes

DESCRIPTION: This ring gives its owner the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-Ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or certain metals. Lead, gold, and platinum cannot be penetrated. It is possible to scan 100 square feet per round. Secret doors, compartments, and drawers are 90% likely to be located. The ring drains 1 point of Constitution if used more than once every six turns. Constitution loss is regained at the rate of 2 points per day of rest.

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Sim Piang 7th-level Warrior

RACE: Human

ARMOR CLASS: 1

THACO: 14

MOVEMENT: 12

HIT POINTS: 42

ALIGNMENT: Lawful good

EQUIPMENT: banded mail, dagger, *ring of free action*, *gauntlets of ogre power*, *sun blade*, *stone of good luck*

BACKGROUND: Sim Piang is a young man of only 21 years, but has trained as a warrior for ten years. He has become very adept at his craft and is highly respected among his peers. Sim has battled many creatures in his life, but longs to rid his village of the evil sea creatures that attack it.

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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 + special; Dmg 1-3/1-3/1-6; special attack is a paralyzing touch that lasts for (2 + 1d6 rounds)

DESCRIPTION: Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively. Ghouls are immune to sleep and charm spells.

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Ireisal

10th-level Wizard

RACE: Human

ARMOR CLASS: 8

THACO: 17

MOVEMENT: 12

HIT POINTS: 20

ALIGNMENT: Chaotic evil

EQUIPMENT: *wand of lightning*, *ring of regeneration*, *medallion of ESP*, *elixir of youth* (5 doses)

BACKGROUND: Ireisal is a necromancer who has built up a powerful reputation. She has found the methods for creating many different types of undead. Her favorite form is the ghoul, because their hunger for human flesh makes it easier for her to perform her experiments. Her ghouls ensure that she always has plenty of subjects.

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Cairn

8th-level Priest

RACE: Human

ARMOR CLASS: 0

THACO: 16

MOVEMENT: 12

HIT POINTS: 45

ALIGNMENT: Lawful good

EQUIPMENT: *jo stick*, *holy symbol*, *bracers of defense AC 3*, *girdle of cloud giant strength*, *necklace of adaptation*, *wand of fear*

BACKGROUND: Cairn is a priest of a religious sect that stresses the ability for self-defense. Members train in forms of unarmed combat, using their bodies as weapons. Cairn has spent many years studying both the forms of combat and the teachings of his god.

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Pteranodon

ARMOR CLASS: 7

THACO: 17

MOVEMENT: 3, Fl 15

HIT DICE: 3+3

ALIGNMENT: Nil

SIZE: G (30' wingspan)

INTELLIGENCE: Non (0)

COMBAT: #AT 1; Dmg 2-8

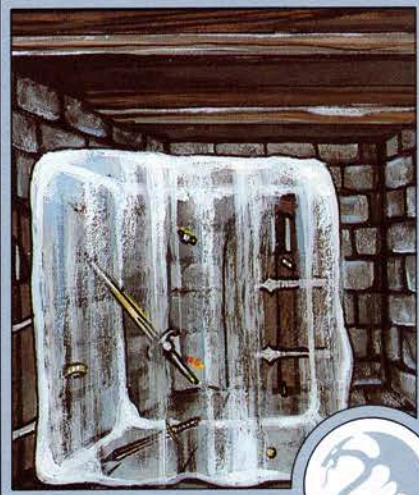
DESCRIPTION: Although this flying reptile typically dives for marine prey, it attacks any creature that appears vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp. The beak is about 4 feet long. The creature weighs only 40 to 50 pounds, but it can carry prey four times its own weight.

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Water Elemental



Gelatinous Cube



Green Slime



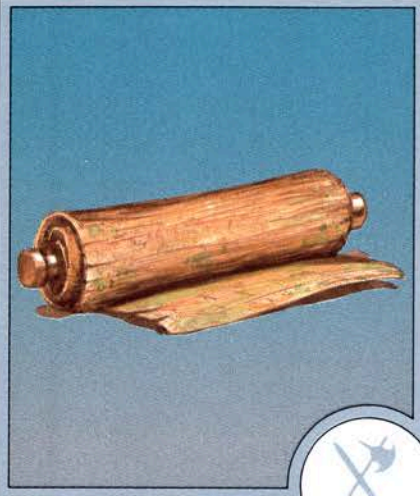
Kappa



Hook Horror



Fire Elemental



Scroll of Protection from Fire



Scroll of Protection from Gas



Kech



Green Slime

ARMOR CLASS: 9
THACO: 19
MOVEMENT: 0
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: S (2'-4')
INTELLIGENCE: Non (0)
COMBAT: #AT 0; Dmg Nil

DESCRIPTION: Green slime is a bright green, sticky, wet growth. It grows in dark subterranean places on walls, ceilings, and floors. It cannot attack but is sensitive to vibrations and often drops from the ceiling on a passing victim. Green slime attaches itself to living flesh and in 1d4 rounds turns the creature into green slime. No chance of resurrection is possible. The slime can be scraped off or frozen.

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Gelatinous Cube

ARMOR CLASS: 8
THACO: 17
MOVEMENT: 6
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: L (10' cube)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 2-8

DESCRIPTION: Gelatinous cubes travel down dungeon corridors, absorbing carrion and trash along the way. A cube attacks by touching a victim with anesthetizing slime. A victim who fails a saving throw vs. paralysis is paralyzed for 5d4 rounds. The cube then surrounds its prey and attempts to digest it. All damage caused is due to digestive acids. Gelatinous cubes are immune to electricity, paralyzation, fear, hold, and polymorph.

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Water Elemental

ARMOR CLASS: 2
THACO: 8 HD 12, 12 HD 9, 16 HD 7
MOVEMENT: 6, Sw 18
HIT DICE: 8, 12, or 16
ALIGNMENT: Neutral
SIZE: L to H (8-16' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 5-30

DESCRIPTION: Water elementals can be conjured in any area containing at least 1,000 cubic feet of liquid. Usually a large pool serves the purpose, but several kegs of ale or wine will suffice. Water elementals prefer to fight in a large body of water where they can continually disappear and swell up behind their opponents. They can easily overturn small craft and stop or slow almost any ship.

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Fire Elemental

ARMOR CLASS: 2
THACO: 8 HD 13, 12 HD 9, 16 HD 5
MOVEMENT: 12
HIT DICE: 8, 12, or 16
ALIGNMENT: Neutral
SIZE: L to H (8-16' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 3-25

DESCRIPTION: Fire elementals can be conjured in any area containing a large open flame of at least 6' diameter. On the Prime Material plane, fire elementals appear as sheets of flame. They resent being conjured and attack savagely. They are unable to cross water or nonflammable liquids. They rarely speak, but their voices can be heard as the crackle and hiss of a large fire.

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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 live in caves and underground warrens. They are unable to use weapons and tools, and therefore cannot amass large amounts of treasure. They always know their territory and frequently ambush intruders. They are excellent climbers, even on the steepest surfaces. They do not generally attack strong parties, but they consider most creatures to be potential meals.

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Kappa

ARMOR CLASS: 3 (-2 from rear shell)
THACO: 17
MOVEMENT: 6, Sw 18
HIT DICE: 4
ALIGNMENT: Chaotic evil
SIZE: T (2' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 2; Dmg 5-10/5-10

DESCRIPTION: Kappa are a race of amphibious creatures that live in freshwater lakes, rivers, and ponds. The tops of their heads are concave, which the creatures fill with water from their home. This water is the source of their strength; if it is spilled, kappa weaken. Kappa have their own style of martial arts.

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Kech

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 15 (6 climbing)
HIT DICE: 5
ALIGNMENT: Neutral evil
SIZE: M (6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 3; Dmg 2-5/2-5/1-6

DESCRIPTION: Kech are forest monsters that prey on humans and demi-humans. Their gait and appearance are like those of a monkey, but they have wrinkled green hides that look like leaves and provide camouflage. They prefer traps to outright attacks, building pits and snares. When they attack, they use claw/claw/bite routines. They prefer lone targets, but will attack large parties at night.

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Scroll of Protection from Gas

XP VALUE: 2,000
USABLE BY: All classes
DESCRIPTION: This scroll generates a 10-foot-diameter sphere of protection centered on the reader. All creatures in this area are immune to the effects of any gas—poison gas, gaseous dragon breath, spells that generate gas (such as *stinking cloud* and *cloudkill*), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4 + 4 rounds.
(Reading time: 3)

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Scroll of Protection from Fire

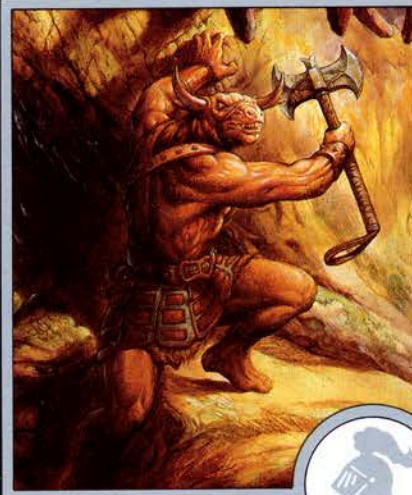
XP VALUE: 2,000
USABLE BY: All classes
DESCRIPTION: All creatures within 15 feet of the reader of this scroll are protected from fire. The protection moves with the reader. All creatures in the area of protection are able to withstand flame and heat of the hottest types, even of magical and elemental nature. The protection lasts 1d4 + 4 turns.
(Reading time: 8)

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Yeti



Kaz the Minotaur



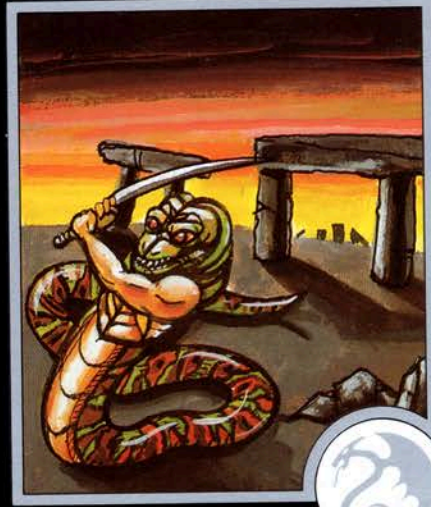
Leofric



Treant



Xorn



Yuan-ti



Piercer



Roper



Rust Monster



Leofric

16th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 15
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Neutral good
EQUIPMENT: many books, *crystal ball, cube of force, eyes of minute seeing, staff of magi, ring of telekinesis*
BACKGROUND: Leofric is known far and wide for his scrying abilities. He is often hired to find lost persons and lost riches. He is a natural observer and simply enjoys spending time spying on other parts of the world and other planes. He has cared for his granddaughter, Volita, ever since her parents were killed.

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Kaz the Minotaur

14th-level Warrior

RACE: Minotaur
ARMOR CLASS: 3
THACO: 7
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Lawful good
EQUIPMENT: three daggers, *Honor's Face (battle axe +3)*
BACKGROUND: Kaz is something of an outcast among minotaurs. He does not agree with the ways of his own kind, and therefore avoids other minotaurs. His magical battle axe returns to his hand after it has been thrown, and is capable of healing itself of nicks and chips. He travels with two minotaur friends and a kender.

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Yeti

ARMOR CLASS: 6
THACO: 15
MOVEMENT: 15
HIT DICE: 4+4
ALIGNMENT: Neutral
SIZE: L (8' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2; Dmg 1-6/1-6
DESCRIPTION: Sometimes confused with the abominable snowman, the yeti is a cousin of the great carnivorous apes of warmer climates. The yeti is a fierce hunter that likes to ambush prey. Its favorite attack is to dig a shallow pit and cover itself with snow. Such attempts are recognizable only by natives to arctic regions 25% of the time. Against the snow, the yeti is invisible due to coloration until its prey is 10 feet away.

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Yuan-ti

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12, slither 9
HIT DICE: 7-8
ALIGNMENT: Chaotic evil
SIZE: M to L (10' long)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 2; Dmg By weapon
DESCRIPTION: Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. Purebloods are practically human, with one or two snakelike facial features. Halfbreeds have the body and head of a snake with the torso of a man. Abominations are all snake or snake with one human feature. All are loathsome worshipers of evil.

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Xorn

ARMOR CLASS: -2
THACO: 13
MOVEMENT: 9, Br 9
HIT DICE: 7+7
ALIGNMENT: Neutral
SIZE: M (5' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 4; Dmg 1-3(×3)/6-24
DESCRIPTION: The xorn, native to the elemental plane of Earth, feed on precious metals deep underground. A xorn will not attack a creature of flesh except to defend itself or its property. A xorn can fight in two ways. Against a single opponent, it bends its legs, angling its body toward the enemy so all four attacks can reach him. Against several opponents, it attacks with all arms in different directions.

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Treant

ARMOR CLASS: 0
THACO: 7-8 HD 13, 9-10 HD 11, 11-12 HD 9
MOVEMENT: 12
HIT DICE: 7-12
ALIGNMENT: Chaotic good
SIZE: H (13-18' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 2; Dmg 7-8 HD 2d8, 9-10 HD 3d6, 11-12 HD 4d6
DESCRIPTION: Treants are strangely related to both trees and humans, combining features of both species. Peaceful by nature, treants can cause great damage when angered. They hate evil things and fires. A treant has the ability to animate two normal trees within 60 feet. Such trees fight as 12HD treants and have a movement rate of 3.

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Rust Monster

ARMOR CLASS: 2
THACO: 15
MOVEMENT: 18
HIT DICE: 5
ALIGNMENT: Nil
SIZE: M (5' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 2; Dmg Any hit to a metal object causes it to rust
DESCRIPTION: Rust monsters are subterranean creatures with an appetite for all sorts of metals. They are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source. Any hit by a rust monster's antennae causes a metal weapon or armor to rust.

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Roper

ARMOR CLASS: 0
THACO: 10 HD 11; 11-12 HD 9
MOVEMENT: 3
HIT DICE: 10-12
ALIGNMENT: Chaotic evil
SIZE: L (9' long)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 2 (1 strand, 1 bite); Dmg Special/5-20
DESCRIPTION: Ropers are terrifying subterranean creatures with high capacity for camouflage. Ropers attack by shooting their strands and drawing in snared victims to be bitten. Each time a strand hits, a victim must save vs. poison or lose half its Strength in 1d3 rounds. Unless a victim breaks free, it is pulled toward the roper's maw each round.

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Piercer

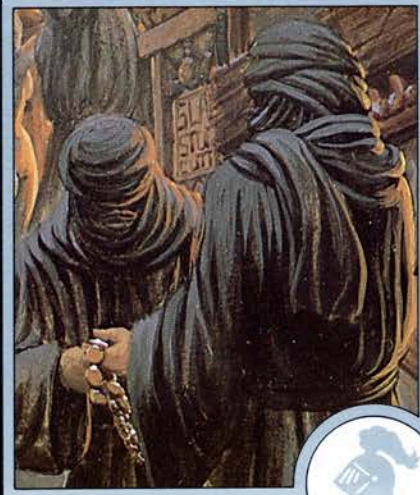
ARMOR CLASS: 3
THACO: 1-2 HD 19, 3-4 HD 17
MOVEMENT: 1
HIT DICE: 1-4
ALIGNMENT: Neutral
SIZE: T to M (1-6' tall)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 1d6 per Hit Die
DESCRIPTION: Piercers resemble stalactites found on cave roofs. They are actually a species of gastropod, that without their shells, resemble slugs with long tails. Piercers wait on the ceilings of caverns until they detect prey beneath them, then drop onto the victim, impaling with the sharp end of their shells. A piercer has only one chance to hit; if it misses, it must slowly crawl back to the ceiling.

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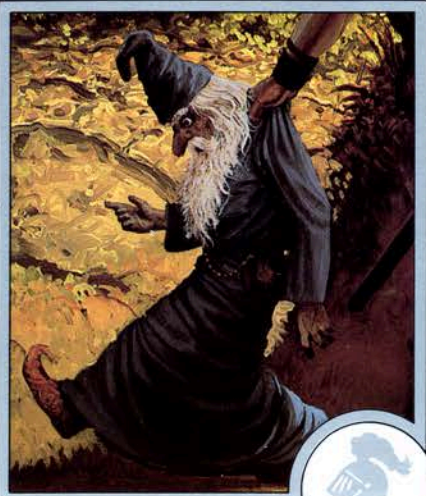
Olivia



Nameless Priest of Zard



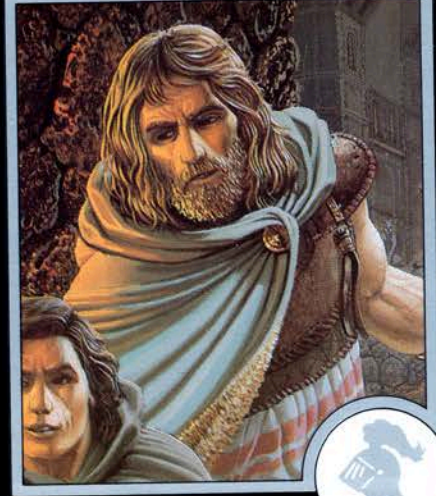
Emerald



Stribling



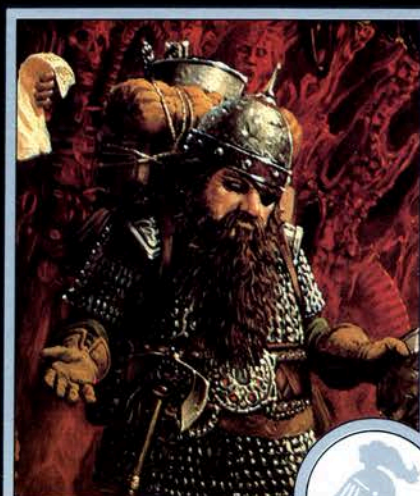
Kelton



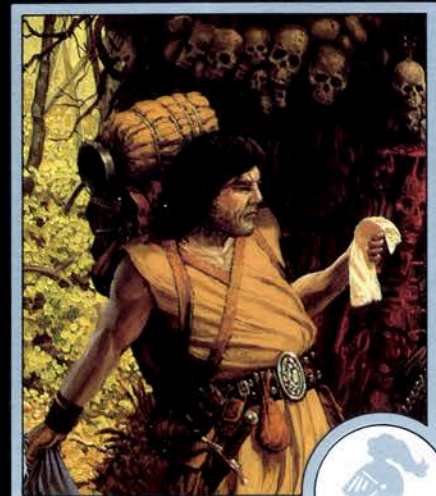
Halden



Volita



Garb Stonefoot



Romney



Emerald, Green Dragon

ARMOR CLASS: -1
THACO: 2
MOVEMENT: 9, Fl 30 (C), Sw 9
HIT DICE: 14
ALIGNMENT: Lawful evil
SIZE: G (48' body)
INTELLIGENCE: Very (11)
COMBAT: #AT 3 + special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (chlorine gas 10d6+5) and wizard spells (two 1st)
DESCRIPTION: Emerald is 62 years old (Young Adult). She lives in an ancient ruin that is constantly being attacked by adventurers. She is extremely cocky and does not view them as a threat, only as toys to tease and destroy. She considers herself invulnerable.

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Nameless Priest of Zard

5th-level Priest

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Chaotic evil
EQUIPMENT: two daggers, type B poisons, pipes of haunting, scarab of enraging enemies
BACKGROUND: Followers of Zard believe that individuals must give up their identities in order to serve their god. Every priest is issued identical clothing and weapons. Priests refer to themselves only as "brother," never by name. Each brother is given a code name of three letters strictly for purposes of recording performance.

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Olivia

5th-level Priest

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Chaotic evil
EQUIPMENT: silk clothing, ring of human influence, brooch of shielding, scarab of protection +2, slippers of spider climbing
BACKGROUND: Olivia is an ambitious priest who has turned many people against herself at the church. She is pushy and bossy and always wants her own way. She rarely thinks of the good of the church, instead looking for things that will benefit herself. She has thought about leaving the church and starting her own sect.

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Halden

8th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 13
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Chaotic good
EQUIPMENT: short sword, leather armor, bracers of defense AC4, broad sword +4 (CG, detects evil 10' radius, detects invisible objects 10' radius, illusion twice per day)
BACKGROUND: Halden is a large, sturdy man with an imposing appearance. His size and strength mean that he is rarely hassled by thieves or con men. He found his intelligent sword in an ancient crypt and is still learning how to use its powers.

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Kelton

7th-level Thief

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Chaotic good
EQUIPMENT: three daggers, cloak of protection +3, boots of elvenkind, gauntlets of dexterity, sword +2
BACKGROUND: Kelton is an agile thief who enjoys the hustle and bustle of city life. He never lacks for a challenge or for excitement when in a large city. He met his best friend, Halden, in a tavern. Both were finalists in an ale drinking contest. When they woke up together, they decided to work as a team around the city.

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Stribling

10th-level Wizard

RACE: Gnome
ARMOR CLASS: 10 (8 after first attack)
THACO: 17
MOVEMENT: 9
HIT POINTS: 20
ALIGNMENT: Lawful good
EQUIPMENT: wand of fear, dagger +2 longtooth, cloak of displacement, gem of brightness, pipes of sounding
BACKGROUND: Stribling is an overly cautious gnome who dislikes caves. He prefers adventures in old castles and ruins. He does not like the dark and carries many sticks on which he has cast *continual light*, so he is never without a light source. His friends Romney and Garic often trick him into adventuring into caves and caverns.

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Romney

8th-level Ranger

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Neutral good
EQUIPMENT: leather armor, rope of climbing, ring of protection +4, sword +3, crossbow of accuracy
BACKGROUND: Romney's Dexterity (16) gives him an Armor Class bonus. He is a tough adventurer who doesn't mind spending weeks exploring a cavern or traveling the wilderness. He never gives up unless he is seriously threatened. Garic Stonefoot enjoys adventuring with Romney because they are both rugged and hardy.

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Garic Stonefoot

7th-level Warrior

RACE: Dwarf
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 9
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: backpack, chain mail, axe +2, gauntlets of ogre power, boots of speed
BACKGROUND: Garic is a stalwart dwarf who is willing to take on any challenge. He enjoys any dungeon crawl, regardless of danger. His specialty is exploring caves and drawing maps of them. He can recognize piercers, slimes, and oozes with 95% accuracy, usually averting disaster.

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Volita

9th-level Warrior

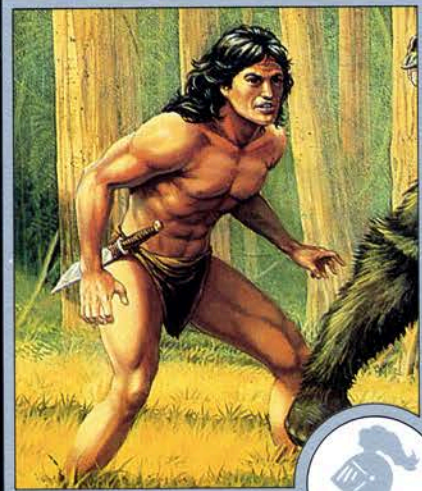
RACE: Human
ARMOR CLASS: -2
THACO: 12
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Chaotic good
EQUIPMENT: rings of invisibility and protection +3, plate mail +2, horn of Valhalla, figurine of wondrous power (onyx dog)
BACKGROUND: Volita is a talented fighter, but she is spoiled and used to getting her own way. Her grandfather, Leofric, raised her and indulges her. She is feisty and fun. She enjoys spending time with her grandfather and appreciates the many things he has taught her.

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Winslow



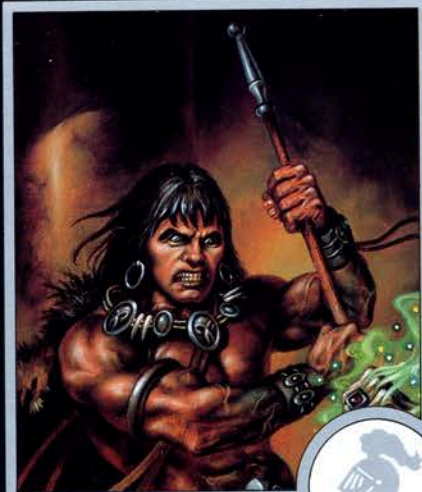
Selim



Darbee



Elminster



Ruga



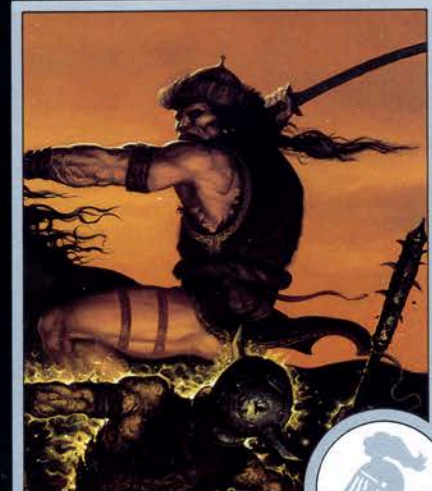
Autumn



Averill



Guntar Griswold



Hubadai



Darbee

8th-level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Neutral good
EQUIPMENT: long knife, longbow, spears (2), boots of striding and springing, gauntlets of dexterity, long sword +3, beads of force
BACKGROUND: Darbee had an unhappy childhood living with her uncle and became a lonely young girl. She ran away from her uncle and traveled in the great forest. An old druid befriended her and taught her the skills she needed to survive. Before he died, he gave her two caraculps.

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Selim

11th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 10
MOVEMENT: 12
HIT POINTS: 62
ALIGNMENT: Neutral good
EQUIPMENT: large knife, bracers of brachiation
BACKGROUND: Selim is the leader of his family and tribe. He is well respected among the jungle tribes. Many creatures and enemies have fallen to the swing of his blade. With his tribe always moving, he has become a talented trader.

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Winslow

10th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 11
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Chaotic good
EQUIPMENT: dagger +2, long sword +3, rod of security, ring of human influence, potion of water breathing (8 doses)
BACKGROUND: Winslow ran away from home when he was young. He stowed away on a ship, and when he was discovered he was put to work as a cabin boy. He developed a love for the sea and the freedom of the sailing life. He bought his ship after rescuing treasure and surviving a shipwreck.

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Autumn

5th-level Wizard

RACE: Elf
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: bracers of defense AC7, ring of feather falling, gem of seeing, boots of elvenkind, potion of healing (3 doses)
BACKGROUND: Autumn wanted to be a wizard ever since she was young. After studying the magical arts, she also discovered a love for animals. She now uses magic to make friends with and care for the animals she encounters. She is cheerful and outgoing and has made many friends throughout her adventures.

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Ruga

8th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Neutral good
EQUIPMENT: tribe ornamentation, fur cloak, bracers of defense AC 3, spear +3, amulet versus undead, girdle of fire giant strength
BACKGROUND: Ruga is a powerful leader of the tribe in which he lives. Members of his tribe engage in contests of strength and bravery to determine the tribe's leaders. Ruga is pursued by many women, but wishes to have many adventures before taking a wife.

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Elminster

26th-level Wizard

RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 96
ALIGNMENT: Chaotic good
EQUIPMENT: pipe, staff, ring of protection +3, ring of regeneration, ioun stones
BACKGROUND: Elminster is one of the most famous wizards in the Forgotten Realms. He is impulsive and is a natural storyteller. He enjoys dropping in on friends without notice in order to tell his tales or offer advice. He has served as teacher to many wizards who later became famous.

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Hubadai

16th-level Warrior

RACE: Human
ARMOR CLASS: -2
THACO: 2
MOVEMENT: 12
HIT POINTS: 112
ALIGNMENT: Chaotic neutral
EQUIPMENT: sword +3, ring of protection +4
BACKGROUND: Hubadai is the son of Yamun Khahan. He is in love with Princess Bhrokiti and wishes to help her people, but his father has other plans for him. Hubadai was granted control of Sandiraksiva, the magical black courser that holds the spirit of a purple dragon.

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Guntar Griswold

9th-level Warrior

RACE: Dwarf
ARMOR CLASS: 0
THACO: 12
MOVEMENT: 9
HIT POINTS: 63
ALIGNMENT: Chaotic good
EQUIPMENT: plate mail, shield, cloak of displacement, battle axe +2, spade of colossal excavation
BACKGROUND: Guntar was reluctant to try adventuring at first, but has grown to like the excitement of discovering new things. After each adventure, he insists on resting at an expensive inn and eating and drinking the best food and ale.

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Averill

11th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 10
MOVEMENT: 12
HIT POINTS: 79
ALIGNMENT: Chaotic good
EQUIPMENT: breast plate, helmet, necklace of adaptation, shield +2, sword +2, bag of holding
BACKGROUND: Averill is a young fighter who is eager to see the world and take on its many adventures. He hopes to encounter every known monster at some time during his career. He keeps a record of the creatures he has fought. He has visions of becoming a legendary warrior.

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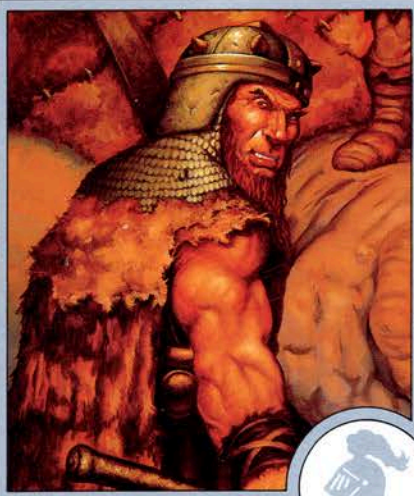
Rat, Common



Curcio



Uthgar



Udall Granitecrusher



Tibold Hillmover



Strahd



Carcavulp



Worden Ironfist



Vasos Flameslayer





Uthgar

8th-level Warrior

RACE: Half-orc
ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Lawful evil
EQUIPMENT: heavy warhorse, poison, lance, chainmail +3, bastard sword +2, ring of invisibility, gauntlets of ogre power
BACKGROUND: Like most half-breeds, Uthgar is shunned by both humans and orcs. He has become a renegade, and has found work as a mercenary and a bounty hunter. Over his many years of travel, Uthgar has assembled a mismatched band of creatures into a powerful army.

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Curcio

8th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Chaotic good
EQUIPMENT: large wagon, eight horses, dagger +2, rope of entanglement, decanter of endless water, hat of disguise, robe of eyes
BACKGROUND: Curcio is a flamboyant wizard who enjoys putting on shows with his magic. He is not good at causing damage in combat, but creates illusions and spectacular effects that surprise and bewilder his enemies. Curcio loves to eat and his decanter of endless water ensures that he always has water for cooking.

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Rat, Common

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 15
HIT DICE: 1/4
ALIGNMENT: Neutral
SIZE: T (1' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1+special; Dmg 1; special attack victim has 5% chance per successful attack to contract a disease
DESCRIPTION: Rat is the general name applied to a number of species of long-tailed rodent scavengers between 5 inches and 1 foot long. Rats are aggressive, active, omnivorous, and adaptable. The chief goal of a pack of rats is to find food. They will normally flee anything larger than themselves, but if hungry, will attack anything.

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Strahd

16th-level Necromancer

RACE: Human
ARMOR CLASS: -1
THACO: 11 (8 with weapon)
MOVEMENT: 12, Fl 18 (C)
HIT POINTS: 55
ALIGNMENT: Lawful evil
EQUIPMENT: cloak of protection +2, amulet of proof against detection and location, ring of fire resistance
BACKGROUND: Strahd killed his brother in order to win his fiancée, Tatyana. Tatyana spurned Strahd and fell to her death after he pursued her. Strahd became a vampire and now searches for Tatyana through eternity. Strahd is constantly tormented by discovering women who look like her.

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Tibold Hillmover

13th-level Cleric

RACE: Dwarf
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 9
HIT POINTS: 70
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, large shield, staff of curing, rod of smiting, hammer +3, girdle of dwarvenkind
BACKGROUND: Tibold is cousin of the clan hero Worden Ironfist. He enjoys combat but also understands the need for religion and for the healing arts. Tibold is normally soft-spoken but is a fierce warrior in battle.

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Udall Granitecrusher

9th-level Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 9
HIT POINTS: 80
ALIGNMENT: Lawful good
EQUIPMENT: chain mail, shield +4, axe of hurling +5, gauntlets of ogre power, ring of fire resistance, gem of seeing, bag of holding
BACKGROUND: Udall has a powerful swing with any weapon he uses. He loves an adventure and always practices combat with his friend Vasos Flameslayer.

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Vasos Flameslayer

11th-level Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 10
MOVEMENT: 9
HIT POINTS: 87
ALIGNMENT: Lawful good
EQUIPMENT: plate mail, girdle of frost-giant strength, ring of protection +2, pole arm +3, potion of fire breath (4 doses)
BACKGROUND: Vasos is a skilled fighter with great agility. He is always eager for a mission with Worden Ironfist, the clan hero. He practices combat techniques regularly and is always prepared for battle. He comes from a long line of warriors.

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Worden Ironfist

14th-level Warrior

RACE: Dwarf
ARMOR CLASS: -1
THACO: 7
MOVEMENT: 9
HIT POINTS: 114
ALIGNMENT: Lawful good
EQUIPMENT: great helm, field plate armor +3, bronze horn of Valhalla, hammer +3 dwarven thrower, ring of earth elemental command
BACKGROUND: Worden Ironfist is the leader of a small band of adventuring dwarves. Their current mission is to eliminate a tribe of giants that threatens their lands. Worden is highly respected and regarded as a hero among his clan.

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Carcavulp

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 15
HIT DICE: 6+3
ALIGNMENT: Neutral good
SIZE: M (4' tall, 6' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3+special; Dmg 1-6/1-6/2-16; special attack is a bonus of +4 to attack and damage due to its strength and speed
DESCRIPTION: The carcavulp is a magically created creature combining the best attributes of the fox and wolverine. The creature has enlarged size, giving it greater muscle mass and strength. Carcavulps can be created to recognize a specific master.

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Stirge



Asperii



Brownie



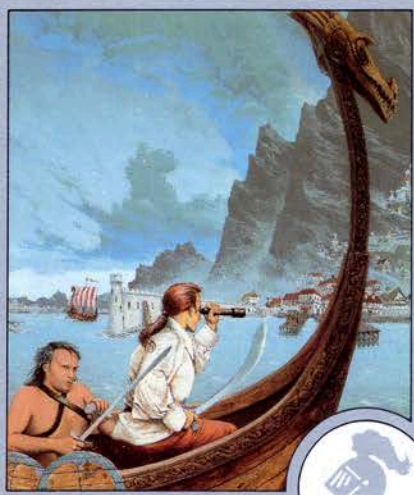
Frog, Giant



Pixie



Iron Golem



Checklist



Checklist



Checklist



Brownie

ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT DICE: 1/2
ALIGNMENT: Neutral good
SIZE: T (2')
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg 1-2 (weapon), spells
DESCRIPTION: Brownies are small, benign humanoids who live in pastoral areas. Brownies prefer to avoid combat and will fight only if threatened. They rarely engage in hand-to-hand combat, preferring to use magic. They can use the following spells once per day: *protection from evil*, *ventriloquism*, *dancing lights*, *continual light*, *mirror image*, *confusion*, *dimension door*. They use short swords if necessary.

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Asperii

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 21, Fl 42 (C)
HIT DICE: 4
ALIGNMENT: Neutral good
SIZE: L (8')
INTELLIGENCE: High to Exceptional (13-16)
COMBAT: #AT 3; Dmg 1-8/1-8/1-4
DESCRIPTION: Commonly known as wind steeds, asperii are highly prized as mounts and can be very loyal to their riders. Although they are gentle, they are fierce fighters if attacked. They are immune to cold-based attacks but suffer double damage from flames. They can see as if with *true sight* and can see the Astral plane.

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Stirge

ARMOR CLASS: 8
THACO: 17
MOVEMENT: 3, Fl 18 (C)
HIT DICE: 1 + 1
ALIGNMENT: Nil
SIZE: S (2' wingspan)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1-3
DESCRIPTION: Stirges are birdlike creatures that drink the blood of their victims for sustenance. They live in attics, dungeons, and hollow trees. They hang upside-down when sleeping, suggesting a relationship to bats. A stirge has a long proboscis that inflicts 1-3 points of damage when it hits and drains 1d4 points of blood (damage) every round thereafter. When a stirge drains a total of 12 points of blood, it becomes bloated and flies away.

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Iron Golem

ARMOR CLASS: 3
THACO: 3
MOVEMENT: 6
HIT DICE: 18 (80 hp)
ALIGNMENT: Neutral
SIZE: L (12' tall)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 4-40; can breathe poison gas every 7 rounds
DESCRIPTION: Golems are magically created automatons that can be created only by wizards of 18th level or greater. An iron golem weighs about 5,000 pounds. It cannot speak or make sounds. It can be hit only by weapons of +3 or better enchantment. Magical electrical attacks *slow* it for 3 rounds. Magical fire attacks repair 1 hit point of damage for each hit die of damage that would have been caused.

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Pixie

ARMOR CLASS: 5
THACO: 20 (16)
MOVEMENT: 6, Fl 12 (B)
HIT DICE: 1/2
ALIGNMENT: Neutral
SIZE: S (2' 1/2' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: Of all the magical faerikin, pixies are perhaps the most intelligent and mischievous. They dwell in idyllic woodlands and enjoy harassing travelers with their pranks. Pixies carry tiny swords and bows. Pixie bows have half the range of short bows. They use three types of arrows, each with a +4 bonus to attack. The first type causes 1d4 + 1 damage, the second causes sleep, and the third causes memory loss.

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Frog, Giant

ARMOR CLASS: 7
THACO: 1 HD 19, 2-3HD 16
MOVEMENT: 3, Sw 9
HIT DICE: 1-3
ALIGNMENT: Nil
SIZE: T-M (2'-6' long)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 1 HD 1-3, 2 HD 1-6, 3 HD 2-8
DESCRIPTION: Giant frogs resemble smaller frogs in all respects but size. They consider creatures of size L and smaller to be food, including humans and demihumans. A giant frog can range from 2 to 6 feet in length and 50-250 pounds. It attacks with its sticky tongue, which measures three times the frog's length. When the tongue hits, the frog attempts to reel in its victim and swallow it whole.

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| <input type="checkbox"/> 579 Piercer | <input type="checkbox"/> 599 Hubadai |
| <input type="checkbox"/> 580 Roper | <input type="checkbox"/> 600 Elminster |
| <input type="checkbox"/> 581 Rust Monster | <input type="checkbox"/> 601 Ruga |
| <input type="checkbox"/> 582 Treant | <input type="checkbox"/> 602 Autumn |
| <input type="checkbox"/> 583 Korn | <input type="checkbox"/> 603 Winslow |
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| <input type="checkbox"/> 594 Olivia | <input type="checkbox"/> 614 Uthgar |
| <input type="checkbox"/> 595 Nameless Priest of Zard | <input type="checkbox"/> 615 Checklikt |
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| <input type="checkbox"/> 510 Horse | <input type="checkbox"/> 528 Horn of Bubbles |
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Wand of Magic Missiles



Wand of Paralyzation



Horn of Goodness/Evil



Iguanodon



Rod of Rulership



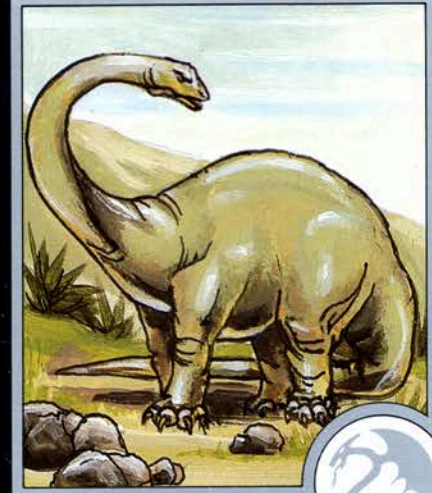
Wand of Lightning



Couatl



Darkenbeast



Brontosaurus



Horn of Goodness/Evil

XP VALUE: 750

USABLE BY: All classes

DESCRIPTION: This magical instrument adapts itself to the alignment of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good, then blowing the horn has the effect of a *protection from evil* spell in a 10' radius; this protection lasts 10 rounds. Each friendly/allied creature within this area will be affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day.

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Wand of Paralyzation

XP VALUE: 3,500

USABLE BY: Wizards

DESCRIPTION: This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll a successful saving throw vs. wands or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stops—the wand can attack only one target per round. The wand has an initiative modifier of +3, and each use costs one charge. The wand may operate once per round. It may be recharged.

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Wand of Magic Missiles

XP VALUE: 4,000

USABLE BY: All classes

DESCRIPTION: This wand discharges magical missiles similar to those of the wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits the target when the wand is wielded by a wizard, otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two may be expended in one round. The wand may be recharged.

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Wand of Lightning

XP VALUE: 4,000

USABLE BY: Wizards

DESCRIPTION: This wand has two functions similar to wizard spells:

Shock: Causes 1-10 points of damage to a target struck in melee, with no saving throw. Characters with metal armor and/or shields are treated as AC 10. Magical bonuses on metal armor do not affect AC, but a *ring of protection* does. (1 charge)

Lightning bolt: The stroke can be either forked or straight. Damage is 12-36 (6d6, treating 1s as 2s), and a saving throw is allowed. This function uses 2 charges and has an initiative modifier of +2.

The wand may be recharged. It can perform only one function per round.

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Rod of Rulership

XP VALUE: 8,000

USABLE BY: All classes

DESCRIPTION: The person who possesses this rod is able to command the obedience and fealty of creatures within 120 feet when the device is activated. Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are allowed a saving throw vs. spell to avoid the effect. The device affects 200 to 500 Hit Dice or levels of creatures. Ruled creatures obey the wielder of the rod as if he were their absolute sovereign. If the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic is broken. The rod has a casting time of 5. Each charge lasts 1 turn. The rod cannot be recharged.

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Iguanodon

ARMOR CLASS: 4

THACO: 15

MOVEMENT: 15

HIT DICE: 6

ALIGNMENT: Nil

SIZE: G (30' long)

INTELLIGENCE: Non (0)

COMBAT: #AT 3; Dmg 1-3/1-3/2-8

DESCRIPTION: The Iguanodon is a primitive dinosaur that walks on all fours but can stretch up to reach vegetation. The creature is comparatively light, weighing only 5 tons. They normally travel in herds and run from carnivores, but can attack with thumb spikes and lashing tail for defense if necessary.

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Brontosaurus

ARMOR CLASS: 5

THACO: 5

MOVEMENT: 6

HIT DICE: 30

ALIGNMENT: Nil

SIZE: G (70' long)

INTELLIGENCE: Non (0)

COMBAT: #AT 2; Dmg 3-18/1-6

DESCRIPTION: The "thunder lizard" is a 40-ton plant-eater found near marshes and lakes. The creature spends much of its time in shallow water to support its bulk (and because food is plentiful there), but never moves to deep water because the increase in pressure makes it difficult for the creature to breathe. The brontosaurus is prone to step on anything in its path, causing 4d10 points of damage.

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Darkenbeast

ARMOR CLASS: 4

THACO: 19

MOVEMENT: 18

HIT DICE: 5+5

ALIGNMENT: Neutral evil

SIZE: M (4'-5')

INTELLIGENCE: Semi (2-4)

COMBAT: #AT 1 or 3; Dmg 1-4/1-4/3-12

DESCRIPTION: The darkenbeast is a normal animal that has been magically transformed into a savage beast under the control of a wizard. Darkenbeasts attack with either fangs or fangs and claws. They operate under the telepathic direction of the wizard who created them and are immune to mind- or monster-controlling spells. They suffer a -1 penalty to attacks if exposed to bright light.

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Couatl

ARMOR CLASS: 5

THACO: 11

MOVEMENT: 6, Fl 18 (A)

HIT DICE: 9

ALIGNMENT: Lawful good

SIZE: L (12' long)

INTELLIGENCE: Genius (17-18)

COMBAT: #AT 2; Dmg 1-3/2-8

DESCRIPTION: The couatl are feathered serpents of myth and lore. They are believed to be distant relatives of dragons. They can communicate telepathically with almost any creature. When attacking, couatl prefer to attack from the air or at a distance in order to use spells. Couatl may have the abilities of a 5th-level wizard (45% of couatl), a 7th-level priest (35%), or both classes (20%). They can *polymorph* at will.

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Eagle, Giant



Shrieker



Cloud Giant



Pearl of the Sirens



Pipes of Sounding



Doppelganger



Manual of Quickness of Action



Maul of the Titans



Murlynd's Spoon



Cloud Giant

ARMOR CLASS: 0
THACO: 3
MOVEMENT: 15
HIT DICE: 16+2-7 hp
ALIGNMENT: Neutral (good 50%, evil 50%)
SIZE: H (24' tall)
INTELLIGENCE: Average to Very (8-12)
COMBAT: #AT 1; Dmg 1-10 or weapon (6-24 +11)
DESCRIPTION: Cloud giants consider themselves above all other giants except storm giants, whom they consider equals. They are creative, appreciative of fine things, and are master strategists. They fight in well-organized units. A favorite tactic is to encircle an enemy and throw rocks (maximum 240 yards, 2-24 damage).

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Shrieker

ARMOR CLASS: 7
THACO: 16
MOVEMENT: 1
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: M (4'-7' feet)
INTELLIGENCE: Non (0)
COMBAT: #AT 0; Dmg Nil
DESCRIPTION: Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to adventurers because of the horrible racket they make. Light within 30' or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1d3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter. Shriekers often live in company with violet fungi, which can be deadly.

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Eagle, Giant

ARMOR CLASS: 7
THACO: 15
MOVEMENT: 1, Fl 30 (C)
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: L (20' wingspan)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 3; Dmg 1-6/1-6/2-12
DESCRIPTION: Giant eagles stand 10' tall and resemble their smaller cousins. They have their own language and can communicate through limited telepathy. If a giant eagle attacks by diving more than 50 feet, it adds +4 to its attack roll and doubles its normal claw damage. They have exceptional eyesight and can be surprised only at night or in their lair, and then only 10% of the time.

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Doppelganger

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 9
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: M-L (4'-8')
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-12
DESCRIPTION: The doppelganger is a master of mimicry that survives by taking the shapes of men, demi-humans, and humanoids. This monster is able to assume the shape of any humanoid creatures between 4 and 8 feet tall. The doppelganger chooses a victim, duplicates him, then attempts to kill him and take his place. It can use ESP and can imitate its victim with 90% accuracy. Doppelgangers work in groups to enhance their success.

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Pipes of Sounding

XP VALUE: 1,000
USABLE BY: All classes
DESCRIPTION: When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener, the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are as follows: blowing wind, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. The DM may rule that other sounds are possible.

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Pearl of the Sirines

XP VALUE: 900
USABLE BY: All classes
DESCRIPTION: This ordinary-looking pearl radiates faintly of enchantment magic if detected. These pearls are quite beautiful and are worth at least 1,000 gp as ordinary pearls. If a pearl is clasped firmly in hand and the possessor attempts actions related to the pearl's powers, he will understand and be able to use the item.
 The pearl enables its owner to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within 10 feet of the possessor to convey its powers to the owner.

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Murlynd's Spoon

XP VALUE: 750
USABLE BY: All classes
DESCRIPTION: This unremarkable eating utensil is typically fashioned of horn. It radiates a dim aura of conjuration if magic is detected. If the spoon is placed in an empty container—a bowl, cup, dish, etc.—the vessel will fill with a thick, pasty, warm gruel. Although this substance has a flavor similar to wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

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Maul of the Titans

XP VALUE: 4,000
USABLE BY: Special
DESCRIPTION: This huge mallet is 8 feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or greater can employ it to drive piles of up to 2-foot diameter into normal earth at 4 feet per blow, two blows per round. The maul will smash to splinters an oaken door up to 10 feet in height, 4 feet in width, and 2 inches in thickness with a single blow. Two blows are required if such a door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

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Manual of Quickness of Action

XP VALUE: 5,000
USABLE BY: All classes
DESCRIPTION: The heavy covers of this tome do not distinguish it from other semivaluable, nonmagical texts. This work contains secret formulae and prescriptions for unguents and exercises that enable one reader to absorb the text (3 days of uninterrupted study) and then practice the detailed skills.
 If this practice is faithfully done for one month, the character gains 1 point of Dexterity. The manual disappears immediately after reading, but the contents may be remembered for three months. The reader cannot articulate or record the information.

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FORGOTTEN REALMS

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Priest of Waukeen



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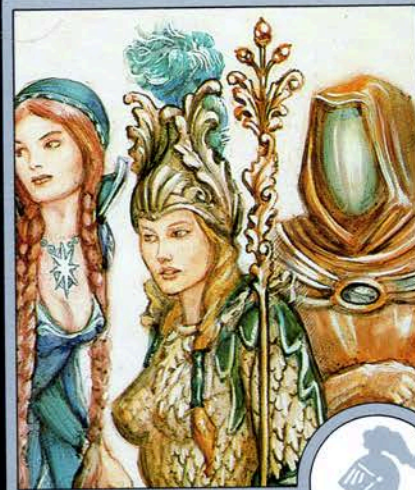


Priest of Gond



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Priest of Silvanus



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Priest of Milil



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Priest of Lathander



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Priest of Torm



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Trapper



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Weretiger





**Priest of Silvanus
(Oak Father)**
Greater Power of Concordant
Opposition

PORTFOLIO: Nature, druids
MAJOR SPHERES: All, Animal, Elemental, Healing, Plant, Weather
MINOR SPHERES: Divination
ALIGNMENT: Neutral
DESCRIPTION: The clerics of Silvanus are druids. Many druids worship different gods in the Realms, but each group maintains its own hierarchy of great druids, grand druids, and archdruids. Interfaith relations are cordial, and each will defer to the others in their areas of expertise.

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**Priest of Gond
(Wonderbringer)**
Lesser Power of Concordant
Opposition

PORTFOLIO: Artifice, craft, construction
MAJOR SPHERES: All, Astral, Combat, Divination, Elemental, Protection, Sun
MINOR SPHERES: Charm, Guardian, Healing
ALIGNMENT: Neutral
DESCRIPTION: The greatest concentration of priests of Gond is in Lantan, where veneration of Gond is the state religion. Gondsman wear a crimson sash dotted with small metal tools and objects, ranging from interesting bits of tin to lockpicking tools. Gond recently granted his followers smoke powder and the arquebus.

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**Priest of Waukeen
(Merchants' Friend)**
Lesser Power of Concordant
Opposition

PORTFOLIO: Trade, money, wealth
MAJOR SPHERES: Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Weather
MINOR SPHERES: All, Elemental, Summoning, Sun
ALIGNMENT: Neutral
DESCRIPTION: Waukeen was apparently destroyed in the Time of Troubles. Many of her clerics chose to worship other gods, but the bulk of the clergy maintains that their goddess is still wandering the Realms. Magic has not revealed her presence. The faith will likely die out in a generation.

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Priest of Torm (The True)
Demipower of the Prime Material

PORTFOLIO: Duty, loyalty, obedience
MAJOR SPHERES: All, Astral, Combat, Divination, Guardian, Healing, Protection, Summoning, Sun
MINOR SPHERES: Charm, Elemental, Necromantic, Weather
ALIGNMENT: Lawful good
DESCRIPTION: Torm is called "the True" and "the Brave." His worshipers are notoriously single-minded. Rank is important to priests of Torm and is designated by church-approved colored polishes that are rubbed onto a cleric's armor. Torm died in combat with Bane, but he was reinstated by Lord Ao, an overlord of the gods.

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**Priest of Lathander
(Morninglord)**
Greater Power of Elysium

PORTFOLIO: Spring, dawn, birth, renewal
MAJOR SPHERES: All, Astral, Charm, Creation, Elemental, Healing, Plant, Sun, Weather
MINOR SPHERES: Combat, Divination, Guardian
ALIGNMENT: Neutral good
DESCRIPTION: Priests of Lathander call themselves Morninglords or Dawn Priests. They dress in bright shades of red, yellow, and pink, and wear sunburst headpieces. Most ceremonies of Lathander are held at dawn. Actions performed and contracts signed at dawn are considered blessed by the god.

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**Priest of Milil
(Lord of All Songs)**
Demipower of the Beastlands

PORTFOLIO: Poetry, song
MAJOR SPHERES: All, Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning
MINOR SPHERES: Elemental, Sun, Weather
ALIGNMENT: Neutral good
DESCRIPTION: Followers of Milil make up an organized faith, with all churches in the north paying heed to the Patriarch of Song in Waterdeep. The influence of the patriarch diminishes with distance. All temples of Milil have excellent choirs, songmasters, organists, and/or musicians, but the type of music varies.

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Weretiger

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT DICE: 6+2
ALIGNMENT: Neutral
SIZE: M-L (6'-9')
INTELLIGENCE: Average (8-10)
COMBAT: #AT 3; Dmg 1-4/1-4/1-12
DESCRIPTION: Weretigers are humans, usually female, that have the ability to transform into tigerlike forms. They have a strong affinity with all felines. They may appear in human form, in tiger form, or in hybrid form, with features of both a human and a tiger. In tiger form, they attack with a variety of punches, raking claws, and bites. Their teeth are deadly and can tear a victim apart.

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Trapper

ARMOR CLASS: 3
THACO: 9
MOVEMENT: 3
HIT DICE: 12
ALIGNMENT: Neutral
SIZE: H-G (20'-30' diameter)
INTELLIGENCE: High (13-14)
COMBAT: #AT 4+; Dmg Victim suffers hit points equal to 4 points per round plus his Armor Class
DESCRIPTION: Trappers are found only in caves and other dark places. They can alter shape and color to resemble the local floor and to form a protuberance in their center that resembles a box. When prey wanders into the center of a trapper, its edges rise up to wrap around the victim. Victims smother in 6 rounds regardless of damage suffered.

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Korred

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 9
HIT DICE: 6+1
ALIGNMENT: Chaotic neutral
SIZE: S (3' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1d2+4 or by weapon +4
DESCRIPTION: The most striking feature of these creatures is their wild, flowing hair and beards. The race is close to nature and protects its way of life. They are often heard singing and dancing in sylvan forests. Their favored weapon is a stout oaken cudgel. Despite their size, they have great strength and can hurl boulders up to 100 feet for 2d8 damage. They trap victims by weaving their hair into snares.

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Dwarf of Earthfast



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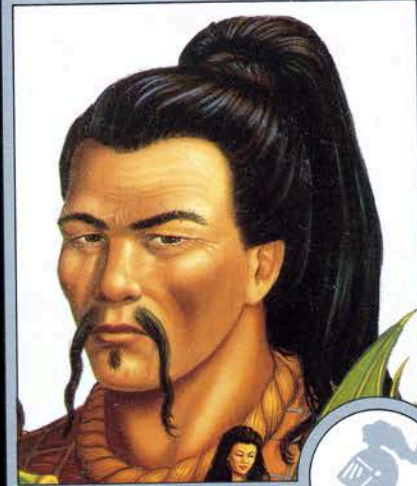


Emperor Kai Tsao Shou Chin



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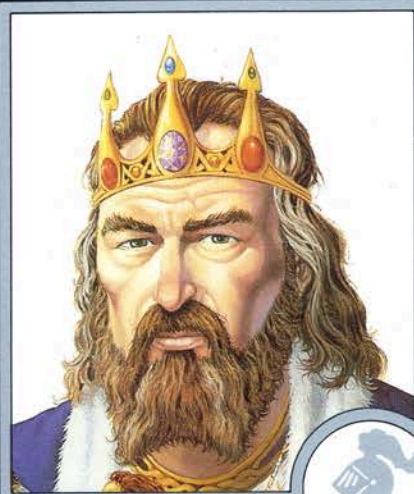


Batu Min Ho



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King Azoun IV



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Princess Alusair



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Torg mac Cei



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Priest of Mask



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Priest of Talona



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Priest of Malar





Batu Min Ho

12th-level Samurai

RACE: Human
ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful neutral
EQUIPMENT: long sword +1, decanter of endless water, ring of protection +3
BACKGROUND: Batu is a third generation descendant of Tuigan barbarians. He is a competent and dedicated general and is Shou Lung's only hope for stopping the Horde invasion. Batu's love of war is rivaled only by his love for his wife Wu and his children.

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Emperor Kai Tsao Shou Chin

10th-level Samurai

RACE: Human
ARMOR CLASS: 2
THACO: 11
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: a wide selection of armor and weapons from the royal armory and treasury
BACKGROUND: Kai Chin rules the Empire with a firm hand. He is calm and slow to anger. He rebuilt the Empire's armies and navies, made peace with Wa and Kozakura, recovered much of what previous weak Emperors lost.

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Dwarf of Earthfast

RACE: Dwarf
ARMOR CLASS: By equipment
THACO: By class and level
MOVEMENT: 9
ALIGNMENT: Lawful good
BACKGROUND: Earthfast was once a thriving community of 100,000 dwarves, but it now holds only one-tenth of that number. The city is located in the midst of the Earthfast mountains. The city risks extinction at the hands of goblins and orcs that continually attack. Earthfast is famous for its armor and weapons, especially its fine axes. These items cannot be commissioned by outsiders, and only a few suits of armor exist that are designed for human proportions.

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Torg mac Cei, Ironlord of Earthfast

15th-level Warrior

RACE: Dwarf
ARMOR CLASS: -1
THACO: 6
MOVEMENT: 9
HIT POINTS: 112
ALIGNMENT: Lawful good
EQUIPMENT: Earthfast plate mail (non-magical, although equivalent to full plate +2), axes, short swords, pole arms
BACKGROUND: Torg is commander of the army and lawmaker of Earthfast. He holds a general aversion to foreigners, especially forest-dwellers. Although a strong ruler and noble fighter, Torg died at the hand of Yamun Khahan during the Empires War.

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Princess Alusair

7th/6th-level Warrior/Thief

RACE: Human
ARMOR CLASS: -1
THACO: 14
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral good
EQUIPMENT: Earthfast plate mail (non-magical, although equivalent to full plate +2), magical ring that allows communication with her father
BACKGROUND: Alusair is the daughter of King Azoun. Because of her stormy relationship with her parents, she ran away from home. She became a thief, but later changed her profession to a warrior.

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King Azoun IV

20th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 1
MOVEMENT: 12
HIT POINTS: 105
ALIGNMENT: Lawful good
EQUIPMENT: bracers of defense AC 3, ring of protection +3, full plate +5, shield +2, vorpal sword, sword +4 defender
BACKGROUND: King Azoun has ruled Cormyr for many prosperous years. His reputation as a fair and just ruler has made his subjects loyal and content. Azoun is responsible for convincing the nations of the Heartlands to band together to fight Yamun Khahan in the Empires War.

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Priest of Malar (The Beastlord)

Demipower of Tarterus

PORTFOLIO: Hunters, beasts, blood
MAJOR SPHERES: All, Animal, Combat, Healing, Plant, Summoning, Sun, Weather
MINOR SPHERES: Divination, Elemental, Protection
ALIGNMENT: Chaotic evil
DESCRIPTION: The church of Malar is built around the concept of the hunt. The huntmaster, who rules the followers, is the most powerful member. He decides the time and location of ceremonial hunts and the type of prey. A weapon known as the claws of Malar is considered the property of followers of Malar.

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Priest of Talona (Lady of Poison)

Demipower of Tarterus

PORTFOLIO: Disease, poison
MAJOR SPHERES: Astral, Combat, Divination, Guardian, Healing, Necromantic, Summoning
MINOR SPHERES: All, Charm, Protection
ALIGNMENT: Chaotic evil
DESCRIPTION: Talona, like most chaotic evil gods, is more feared than worshiped, and propitiated to avoid her attention, not to draw it. Those who actively worship her tend to gather in secret in the catacombs beneath cities or in the wilderness. Specialty priests of Talona carry the poison daggers of the faith.

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Priest of Mask (Lord of Shadows)

Lesser Power of Hades

PORTFOLIO: Thieves, intrigue
MAJOR SPHERES: All, Astral, Charm, Combat, Divination, Guardian, Healing, Protection, Sun
MINOR SPHERES: Elemental, Necromantic, Summoning, Weather
ALIGNMENT: Neutral evil
DESCRIPTION: As part of their ceremonial dress, priests of Mask wear a black fabric mask. In areas where thieves are tolerated and worship of Mask is open, these masks are of sheer fabric, while in the north, they are a thick wool to hide identities: "the degree of law in a town can be seen on the face of a cleric of Mask."

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Slithering Tracker



Sprite



Living Web



Black Pudding



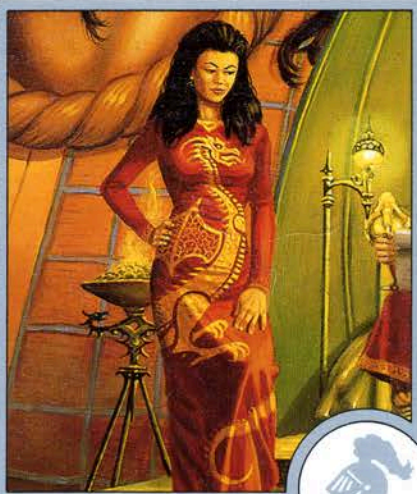
Dun Pudding



Giant Shark



Lady Batu Hsuang Wu



Mandarin Ting Mei Wan



Nymph





Living Web

ARMOR CLASS: 9
THACO: 1/2 to 2 HD 19, 3-4 HD 17, 5-6 HD 15
MOVEMENT: 6
HIT DICE: 1/2 to 6
ALIGNMENT: Neutral
SIZE: S-M (1'-7')
INTELLIGENCE: Semi (2-4)
COMBAT: #AT 1; Dmg 1/2 to 2 HD 1d4, 3-5 HD 1d6, 6 HD 2d4
DESCRIPTION: Living webs are omnivores that roam caverns, caves, and ruins. They resemble filaments of cobwebs. The touch of a living web delivers an electrical shock, and they can fire a miniature lightning bolt twice per turn (20 yard range, 3d4 damage). They absorb all electricity and gain 1 HD per 8 points absorbed.

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Sprite

ARMOR CLASS: 6
THACO: 19
MOVEMENT: 9, Fl 18 (B)
HIT DICE: 1
ALIGNMENT: Neutral (good)
SIZE: S (2' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4 (sword) or 1-3 (arrow)
DESCRIPTION: Sprites are shy, reclusive faerie people who dwell in meadows and wooded glens. They hate all evil and ugliness and are capable of militant behavior if their homes are invaded. When they use bow and arrow, their arrows are tipped with a special ointment that causes sleep for 1-6 hours (save vs. poison). Sprites typically remove such victims to a location far from their home.

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Slithering Tracker

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: S (3' long)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 0; Dmg Nil
DESCRIPTION: Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places. They can slip through cracks and holes as small as a rat hole. They prefer to attack sleeping or unconscious creatures. They secrete a paralyzing fluid that immobilizes a victim for 12 hours unless a saving throw is successful. The tracker then covers the victim and drains its plasma, killing it in 1 hour.

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Giant Shark

ARMOR CLASS: 5
THACO: 10 HD 11, 11-12 HD 9, 13-14 HD 7, 15 HD 5
MOVEMENT: Sw 18
HIT DICE: 10-15
ALIGNMENT: Nil
SIZE: L-G (20'-50' long)
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 4-16, 5-20, or 6-24
DESCRIPTION: Giant sharks inhabit all known oceans and seas. They sense pressure changes and noises underwater, drawing them to thrashing fish or swimmers. They attack mercilessly at the scent of blood, which they can detect from a mile or more. If a giant shark's attack roll is successful by 4 greater than the number needed to hit, the shark has swallowed its prey whole.

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Dun Pudding

ARMOR CLASS: 7
THACO: 13
MOVEMENT: 12
HIT DICE: 8+1
ALIGNMENT: Nil
SIZE: S-L (3'-8')
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 4-24
DESCRIPTION: Deadly puddings attack any animal or vegetable matter, including humans, on sight. All puddings are immune to cold, acid, and poison. Dun puddings have adapted to dwell in arid regions. They scavenge barrens and deserts to feed on silicates if animal and vegetable matter are unavailable.

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Black Pudding

ARMOR CLASS: 6
THACO: 11
MOVEMENT: 6
HIT DICE: 10
ALIGNMENT: Nil
SIZE: S-L (3'-8')
INTELLIGENCE: Non (0)
COMBAT: #AT 1; Dmg 3-24
DESCRIPTION: Puddings are voracious, puddinglike monsters composed of groups of cell colonies that scavenge and hunt for food. Black pudding acid is highly corrosive, dissolving a 2-inch thickness of wood equal to its diameter in 1 round. Chain mail dissolves in 1 round, plate mail in 2; each magical bonus adds 1 round to the time required to dissolve.

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Nymph

ARMOR CLASS: 9
THACO: 17
MOVEMENT: 12
HIT DICE: 3
ALIGNMENT: Neutral (good)
SIZE: M (4'-6' tall)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 0; Dmg Nil
DESCRIPTION: A nymph's beauty is beyond words. A glimpse can blind or even kill a man. Nymphs do not fight, but flee if challenged or confronted by danger. Nymphs can use *dimension door* once per day and can cast spells as a 7th-level druid. Viewing a nymph caused blindness unless a saving throw is successful.

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Mandarin Ting Mei Wan 8th-level Ninja

RACE: Human
ARMOR CLASS: 7
THACO: 13
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Chaotic evil
EQUIPMENT: *ring of protection +1, long sword +2*
BACKGROUND: Ting has a sharp mind and a ruthlessly driven personality. She was born into the family of a dishonest rice merchant, but has overcome this handicap to become a respected public servant. She has an uncontrolled lust for power and is careful to take actions that put her in line for greater power.

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Lady Batu Hsuang Wu 8th-level Ninja

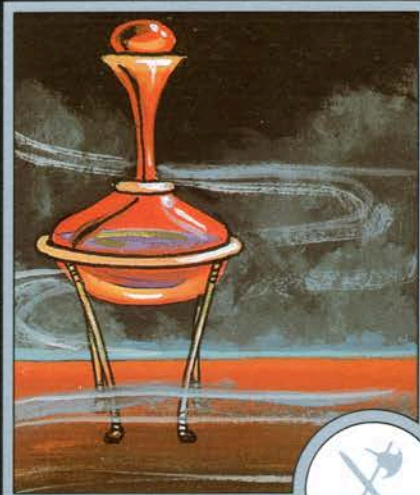
RACE: Human
ARMOR CLASS: 7
THACO: 13
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: *ring of protection +2, short sword +1*
BACKGROUND: Wu is the daughter of Lord Hsuang Yo Po, an important noble. Wu caught the attention of Batu Min Ho, and the pair fell in love. Wu's father did everything to discourage the marriage, but Batu and Wu eventually wed. Wu is independent, headstrong, and intelligent.

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Potion of Diminution



Elixir of Youth



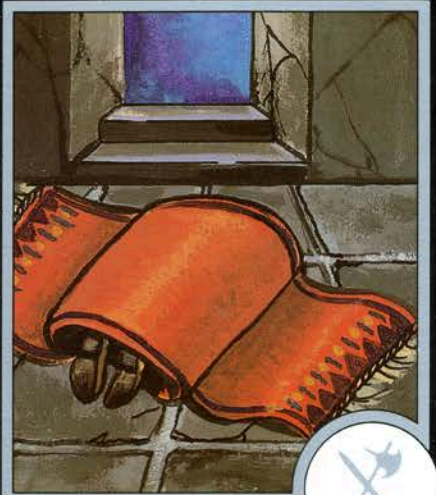
Philter of Glibness



Scarab of Insanity



Wind Fan



Rug of Smothering



Wraith



Scarab of Enraging Enemies



Rope of Climbing



Philter of Glibness

XP VALUE: 500

USABLE BY: All classes

DESCRIPTION: This potion enables the imbibers to speak fluently—even tell lies—smoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell *detect lie*) will not give the usual results, but will reveal that some minor “stretching of the truth” may be occurring.

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Elixir of Youth

XP VALUE: 500

USABLE BY: All classes

DESCRIPTION: Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbibers age by 1d4 + 1 years. Taking just a sip first instead of drinking it down will reduce the potency of the liquid. Drinking the lower-potency liquid reduces age by only 1d3 years.

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Potion of Diminution

XP VALUE: 300

USABLE BY: All classes

DESCRIPTION: After drinking this potion, the individual (and everything he is carrying and wearing) diminishes in size to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks. For example, if 40% of the contents is swallowed, the person shrinks to 60% of normal size. The effects of this potion last for 7 turns plus 1d4 turns.

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Rug of Smothering

XP VALUE: None

USABLE BY: All classes

DESCRIPTION: This finely woven carpet resembles a *carpet of flying* and will detect as magical. The character seating himself upon it and giving a command will be surprised, however, as the *rug of smothering* rolls itself tightly around him, suffocating him in 1d4 + 2 rounds. The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: *animate object*, *hold plant*, *wish*.

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Wind Fan

XP VALUE: 500

USABLE BY: All classes

DESCRIPTION: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering a command word, the possessor can cause the fan to generate air movement duplicating a *gust of wind* spell as if cast by a 5th-level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

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Scarab of Insanity

XP VALUE: 1,500

USABLE BY: All classes

DESCRIPTION: This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (10% penalty applies to any magic resistance). Those failing the save are completely insane for 1d4 + 8 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion* spell with no chance for acting in a nonconfused manner.) The scarab has 1d8 + 8 charges.

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Rope of Climbing

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: A 60-foot long *rope of climbing* is no thicker than a slender wand and weighs no more than 3 pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A *rope of climbing* can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

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Scarab of Enraging Enemies

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: When one of these devices is displayed and a command is uttered, all intelligent hostile creatures within a 40-foot radius must save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 bonus to their own AC).

The rage lasts for 1d6 + 6 rounds. During this period, the enraged creatures attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain.

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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

DESCRIPTION: The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy. The chilling touch of a wraith causes 1d6 damage, and such a hit drains one level of experience from the victim. Chill damage can be cured normally, but experience must be earned again or magically *restored*. Wraiths are immune to *sleep*, *charm*, *hold*, *death*, cold-based spells, poison, and paralyzation.

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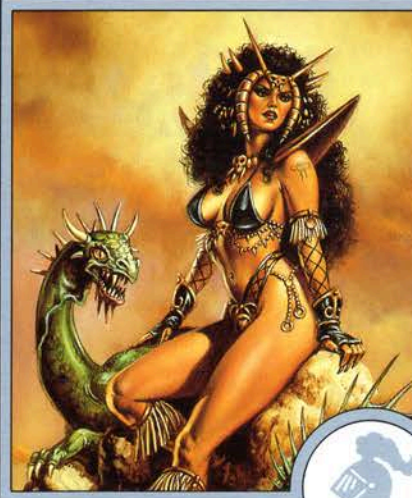


The Magister



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Takhisis



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Firestar



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Kienan



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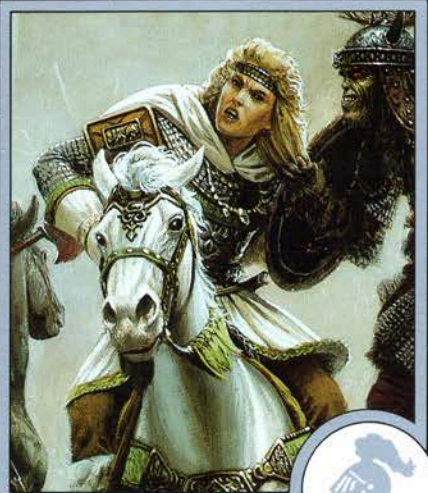


Oorag



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Aeriell



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Neirgral



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Maison Thorvald



Ravenloft

Trading Cards



Eleazar Clyde





Firestar

ARMOR CLASS: 2
THACO: 19
MOVEMENT: Fl 15 (A)
HIT DICE: 2+2
ALIGNMENT: Neutral
SIZE: T (3"-6" diameter)
INTELLIGENCE: High (13-14)
COMBAT: #AT 5 per day; Dmg 2d6
DESCRIPTION: Firestars are glowing creatures that roam forests and hills and ignore travelers. They can control their illumination, varying from darkness to bright torchlight. They never initiate combat, but can release a jolt of electricity causing 2d6 damage. They can absorb energy from normal or magical flames, gaining hit points equal to damage caused.

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Takhisis, Queen of Darkness, Dragonqueen, She of Many Faces

40th/40th-level Wizard/Priest
RACE: God
ARMOR CLASS: -10
THACO: -2
MOVEMENT: 18, Fl 48 (C)
HIT POINTS: 999
ALIGNMENT: Lawful evil
COMBAT: #AT 4; Dmg 1-1000 (1d10 x 1d100)
EQUIPMENT: any equipment, any known magical item
BACKGROUND: Takhisis, the Queen of Darkness, is known in all lands and cultures of Krynn as the visage of evil. She is extraordinarily powerful and manipulative.

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The Magister 14th-level Wizard

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Lawful evil
EQUIPMENT: *cloak of displacement, bracers of defense AC 3, necklace of adaptation, winged boots, wand of illumination*
BACKGROUND: The magister is a powerful necromancer who is always searching for knowledge about undead. He has put together a large army of many different kinds of undead creatures. He has many powerful ghosts and wights roaming the lands looking for other undead creatures.

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Aeriell

9th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: light war horse, shield, *girdle of hill giant strength, chain mail +2, long sword +3, medallion of ESP*
BACKGROUND: Aeriell is a female warrior in a matriarchal society. She is in charge of the cavalry, supervising the training of the many warriors. Aeriell has been on many adventures and has battled many monsters and enemies of her homeland.

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Oorag

8th-level Warrior

RACE: Half-orc
ARMOR CLASS: 2
THACO: 13
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Chaotic evil
EQUIPMENT: banded mail, short sword, *gauntlets of swimming and climbing, bracers of archery, axe +2, ring of regeneration*
BACKGROUND: Oorag is an evil character who has joined up with a powerful leader. He is in charge of many scouting and ambush missions. Oorag rides a nightmare in battle, and is a ferocious sight to behold. He is given to fits of unrestrained violence and brutality.

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Kienan

7th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful good
EQUIPMENT: heavy warhorse, plate mail, *shield +2, long sword +3, stone of good luck, gauntlets of ogre power*
BACKGROUND: Kienan is an easy-going and even-tempered warrior. He recently entered and won a major jousting tournament at the traveling fair. The knights who traveled to be in the contest were amazed at the strength and luck that he had. Kienan was asked by many of the knights to join them in future adventures.

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Eleazar Clyde, Vampire

9th-level Priest

RACE: Human
ARMOR CLASS: -2
THACO: 13
MOVEMENT: 12, Fl 18 (C)
HIT POINTS: 62
ALIGNMENT: Lawful evil
EQUIPMENT: *ring of spell storing, staff of thunder and lightning, cloak of protection, talisman of ultimate evil*
BACKGROUND: Eleazar encountered a vampire on an unlucky adventure. He was overpowered by the vampire, but his body was not destroyed. Eleazar rose as a vampire shortly after death. His devotion to his god earned him the power to retain his priest abilities.

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Maison Thorvald

11th-level Cleric

RACE: Dwarf
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 9
HIT POINTS: 48
ALIGNMENT: Lawful good
EQUIPMENT: chain mail, *robe of scintillating colors, stone of controlling earth elementals, staff of curing, staff of striking*
BACKGROUND: Maison Thorvald is a revered member of his dwarven clan. Members of his family have always served as powerful priests in the worship of a thunder god. Maison follows in these ways and has served the clan and his god faithfully. Maison is 372 years old and is becoming a venerable old dwarf who rarely leaves home.

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Neirgral, Green Dragon

ARMOR CLASS: -2

THACO: 1
MOVEMENT: 9, Fl 30 (C), Sw 9
HIT DICE: 15
ALIGNMENT: Lawful evil
SIZE: G (55' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3+special; Dmg 1-8/1-8/2-20; special attacks are breath weapon (poisonous chlorine gas 12d6+6) and wizard spells (three 1st)
DESCRIPTION: Neirgral is 110 years old (Adult). He is a typical green dragon in that he is bad-tempered, mean, cruel, and rude. He hates goodness and good-aligned creatures. Neirgral is the terror of the forest in which he lives, coercing many woodland creatures into doing his bidding through intimidation.

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Lord Gunthar



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Giltarald



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Vampire

ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12, Fl 18 (C)
HIT DICE: 8+3
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Exceptional (16)
COMBAT: #AT 1+special; Dmg 5-10 (1d6+4); special attacks are gaze (*charm person*), and energy drain (able to drain two life levels)
DESCRIPTION: Of all the undead creatures that stalk the world, none is more powerful than the vampire. Moving silently through the night, vampires prey without mercy on the living.

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Giltarald, Gold Dragon

ARMOR CLASS: -9
THACO: -4
MOVEMENT: 12, Fl 30 (C), Jp 3, Sw 12 (15)
HIT DICE: 21
ALIGNMENT: Lawful good
SIZE: G (116' body)
INTELLIGENCE: Genius (18)
COMBAT: #AT 3+special; Dmg 1-10/1-10/6-36; special attacks are breath weapons (fire and chlorine gas 18d12+9), wizard spells (two 1st, two 2nd, two 3rd, two 4th, two 5th), and priest spells (two 1st)
DESCRIPTION: Giltarald is 724 years old (Very Old). He is Lord Gunthar's chosen mount. Giltarald often polymorphs himself into human form to find answers about evil in Krynn.

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Lord Gunthar 14th-level Warrior

RACE: Human
ARMOR CLASS: -4
THACO: 7
MOVEMENT: 12
HIT POINTS: 84
ALIGNMENT: Lawful good
EQUIPMENT: bastard sword, *field plate* +2, *large shield* +3, *dragonlance*, *long sword* +3, *potion of superheroism* (3 doses)
BACKGROUND: Lord Gunthar is the accepted leader of the Solamnic Knights council. He is a Knight of the Rose. Lord Gunthar went to Palanthus in the latter part of the War to see to its defense. He thought that Sturm was an excellent knight of Solamnia.

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Trading
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Paladine, Fizban the Fabulous, Father of Good and Master of the Law 40th/40th-level Wizard/Priest

RACE: God
ARMOR CLASS: -10
THACO: -2
MOVEMENT: 12
HIT POINTS: 999
ALIGNMENT: Lawful good
COMBAT: #AT 5; Dmg 1-1000 (1d10 x 1d100)
EQUIPMENT: any equipment, any known magical items
BACKGROUND: Paladine is the spokesman for the gods of good. A supreme leader, he does not interfere with the affairs of his fellow beings.

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Trading
Cards

Turqual, Blue Dragon

ARMOR CLASS: -6
THACO: -2
MOVEMENT: 9, Fl 30 (C), Br 4
HIT DICE: 20
ALIGNMENT: Lawful evil
SIZE: G (124' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3+special; Dmg 1-8/1-8/3-24; special attacks are breath weapon (lightning bolt 20d8+11), wizard spells (three 1st, three 2nd, one 3rd), and priest spells (one 1st)
DESCRIPTION: Turqual is 867 years old (Venerable). Blue dragons are territorial and calculating. Turqual is especially sly. One of his favorite ambush techniques is to use his ability to control winds, blowing sand to block his prey's view of him.

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Trading
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Topaz, Yellow Dragon

ARMOR CLASS: -2
THACO: 1
MOVEMENT: 12, Fl 30 (C)
HIT DICE: 15
ALIGNMENT: Chaotic evil
SIZE: G (60' body)
INTELLIGENCE: Very (12)
COMBAT: #AT 3+special; Dmg 1-8/1-8/2-16; special attacks are breath weapon (12d4+6) and wizard spells (one 1st, one 2nd)
DESCRIPTION: Topaz is 140 years old (Adult). She lives in a cave in the sandstone cliffs of a vast desert. She enjoys her lair for the view it affords. She has become famous in a short time, since yellow dragons have only recently been discovered.

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Trading
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Myconid

ARMOR CLASS: 10
THACO: 1-2 HD 19, 3-4 HD 17, 5-6 HD 15
MOVEMENT: 9
HIT DICE: 1-6
ALIGNMENT: Lawful neutral
SIZE: T-L (2' per HD)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-4 per HD, spore cloud (number of times per day equal to Hit Dice)
DESCRIPTION: Myconids are a race of intelligent fungi that lives in remote reaches of the Underdark. They despise violence, have no desire to conquer anything, and prefer to be left alone. They fight by clubbing with their hands. They release spore clouds, gaining one additional type with each Hit Die.

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Trading
Cards

Merman

ARMOR CLASS: 7
THACO: 18
MOVEMENT: 1, Sw 18
HIT DICE: 1+1
ALIGNMENT: Neutral
SIZE: M (5'-6' long)
INTELLIGENCE: Average to Very (8-12)
COMBAT: #AT 1; Dmg By weapon
DESCRIPTION: Mermen are marine-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish. They live by herding fish, but in times of need may attack ships or other sea-peoples. Weapons are typically trident, crossbow, javelin, and dagger. Some javelin wielders (20%) are armed with a hook and grappling line. A ship that is hit by a grapple held by 10 mermen is slowed by 1.

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Trading
Cards

Gnoll

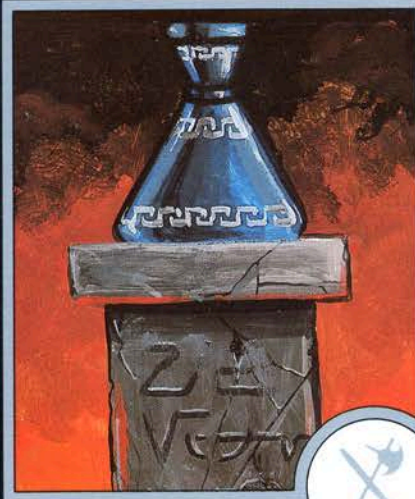
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 9
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: L (7'-8' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 2-8 (weapon)
DESCRIPTION: Gnolls are large humanoids that roam about in loosely organized bands. They seek to overwhelm opponents by sheer numbers, using horde tactics. They can be made to hold rank and fight as a unit. They do not often lay traps, but will ambush or attack from a flank or rear position. They typically use swords, pole arms, battle axes, bows, and morningstars. Gnolls are normally found underground.

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Potion of Rainbow Hues



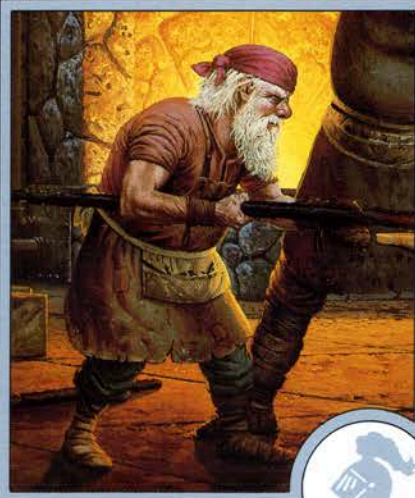
Potion of Vitality



Ring of Free Action



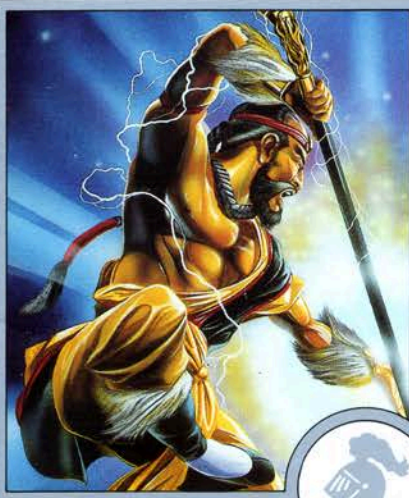
Grogan



Belkarall



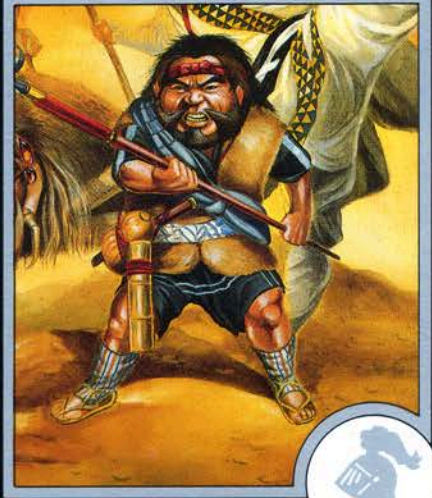
Theros Ironfeld



Okuma



Toraga



Min Lang



Ring of Free Action

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (such as axes and scimitars) and smashing weapons (such as flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This ring will not, however, enable breathing under water without further appropriate magic.

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Potion of Vitality

XP VALUE: 300

USABLE BY: All classes

DESCRIPTION: This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation. If the consumer is deprived for fewer than seven days, the potion will continue in effect for the remainder of its seven-day duration. The potion also protects the user from poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

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Potion of Rainbow Hues

XP VALUE: 200

USABLE BY: All classes

DESCRIPTION: This rather syrupy potion must be stored in a metallic container. The imbibor can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one-hour duration each.

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Theros Ironfeld

7th-level Warrior

RACE: Human

ARMOR CLASS: 4

THACO: 14

MOVEMENT: 12

HIT POINTS: 57

ALIGNMENT: Neutral good

EQUIPMENT: large shield, chain mail, hammer, *girdle of stone giant strength*, *axe +3*

BACKGROUND: Theros Ironfeld is a blacksmith in the town of Solace. He has a past of adventuring and traveling, but he now enjoys the life of working each day on new and useful tools. Theros lost his arm in a mysterious accident and it was replaced magically with a strong metal arm.

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Belkarall

6th-level Warrior

RACE: Dwarf

ARMOR CLASS: 3

THACO: 15

MOVEMENT: 9

HIT POINTS: 41

ALIGNMENT: Neutral good

EQUIPMENT: chain mail, *shield +2*, *hammer +3*, *ring of feather falling*, *Heward's handy haversack*

BACKGROUND: Belkarall is an ironsmith who has found living in Solace both enjoyable and profitable. He works with Theros Ironfeld, the blacksmith. Belkarall finds Theros to be a bit stuffy, but understands his personality. He has become good friends with Otik because of Otik's excellent cooking.

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Grogan

8th-level Priest

RACE: Dwarf

ARMOR CLASS: 5

THACO: 16

MOVEMENT: 9

HIT POINTS: 40

ALIGNMENT: Lawful good

EQUIPMENT: leather armor, *hammer +2*, *cloak of protection +3*, *phylactery of long years*, *staff of curing*

BACKGROUND: Grogan is a highly respected dwarven cleric. He has traveled the lands to learn more of the teachings of the true gods' return. He teaches his people about the values of following the ways of Paladine and Reorx. He hopes to someday travel to Palanthus and meet Crysania.

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Min Lang

5th-level Warrior

RACE: Korobokuru (dwarf)

ARMOR CLASS: 5

THACO: 16

MOVEMENT: 9

HIT POINTS: 40

ALIGNMENT: Chaotic good

EQUIPMENT: *haramaki-do*, *kyoketsu-shogi*, *kumade +2*, *chu-ko-nu +1*, *rings of protection +3* and *telekinesis*, *potion of climbing*

BACKGROUND: Min Lang is an oriental dwarf who has lived in Kara-Tur all his life. He has become good friends with a samurai named Toraga. He senses Toraga's inner turmoil, but as a loyal friend, he doesn't pry.

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Toraga

10th-level Warrior

RACE: Human

ARMOR CLASS: 2

THACO: 11

MOVEMENT: 12

HIT POINTS: 70

ALIGNMENT: Lawful good

EQUIPMENT: two *Sang kauw +3*, *robe of blending*, *bracers of defense AC 3*, *ring of regeneration*, *potion of healing (5 doses)*

BACKGROUND: Toraga is a powerful samurai who travels the lands trying to forget what his brother has become. His brother Okuma hunts him because he blames Toraga for his disgrace due to insanity.

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Okuma

11th-level Warrior

RACE: Human

ARMOR CLASS: 3

THACO: 10

MOVEMENT: 12

HIT POINTS: 66

ALIGNMENT: Chaotic evil

EQUIPMENT: *robe*, *naginata +4*, *bracers of defense AC 4*, *cube of force*, *amulet of the planes*

BACKGROUND: Okuma is a crazed warrior who easily goes into fits of rage. During these fits, he goes on a killing spree, hacking anyone near him. He once was a praised and honored samurai, but when he began suffering from insanity, he was disgraced.

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Scroll of Protection
from Undead



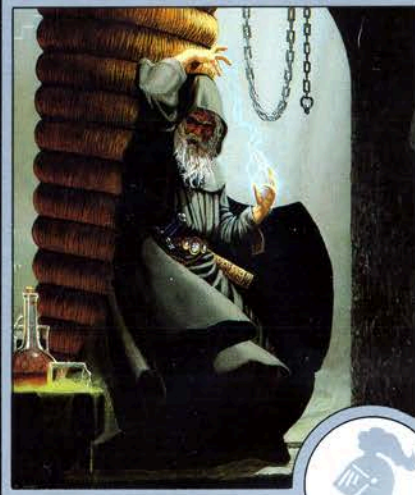
Scroll of Protection
from Poison



Scroll of Protection
from Lycanthropes



Lord Soth



Fistandantilus



Ring of Water Walking



Ring of Warmth



Ring of Swimming



Ring of Jumping



Scroll of Protection from Lycanthropes

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: There are seven types:

D100 Roll Scroll Type

01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from All
99-00	Protection from Shapechangers

Reading this scroll creates a 10-foot radius circle that moves with the reader and lasts 5d6 rounds. Each scroll protects against 49 HD of lycanthropes. (Reading time: 4)

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Scroll of Protection from Poison

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: The protection afforded by this scroll extends only to the reader. No form of poison—ingested, contacted, breathed, etc.—will affect the protected individual. Any poison in the reader's system is permanently neutralized. The protection lasts 1d10+2 rounds. (Reading time: 3)

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Scroll of Protection from Undead

XP VALUE: 2,000

USABLE BY: All classes

DESCRIPTION: When this scroll is read, a 5-foot-radius circle of protection extends from and moves with the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, etc.). It does not protect from spells or other attack forms. The protection restrains up to 35 hit dice/levels of undead; excess hit dice/levels can enter the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (Reading time: 4)

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Ring of Water Walking

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a *ring of water walking*. The ring wearer's feet do not actually contact the surface he is walking upon, but oval depressions about 1½ feet deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow. The wearer moves at his standard movement rate.

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Fistandantilus 17th-level Wizard

RACE: Human

ARMOR CLASS: Variable

THACO: 15

MOVEMENT: 12

HIT POINTS: Variable

ALIGNMENT: Chaotic evil

EQUIPMENT: *bloodstone pendant of Fistandantilus, crystal ball, book of infinite spells*

BACKGROUND: Before his battle with Raistlin, this great, evil wizard appeared as a frail, old man. A tremendous feeling of power and evil radiates from him. He has lived through the ages by the use of his pendant, which allows him to steal the life essence of his victims.

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Lord Soth, Deathknight

ARMOR CLASS: 0

THACO: 12

MOVEMENT: 12

HIT DICE: 9

ALIGNMENT: Chaotic evil

SIZE: M (6')

INTELLIGENCE: Genius (17)

COMBAT: #AT 2+special; Dmg By weapon type; special attacks are a continual radiation of fear (5' radius), and innate magical powers

DESCRIPTION: Lord Soth is a deathknight, even though he wears the armor of a Knight of the Rose. He is a fallen Solamnic knight who had the chance to save Krynn from the cataclysm. His desire for Kitiara drove him to plot her death and steal her body so they could be together forever.

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Ring of Jumping

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about 2 feet for every 10 feet traveled. The wearer must use the ring's power sparingly, for it can perform only four times per day.

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Ring of Swimming

XP VALUE: 1,000

USABLE BY: All classes

DESCRIPTION: The *ring of swimming* bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive from a 50-foot height into water without injury, providing the depth of the water is at least 1½ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one-hour rest (floating) is needed. The ring confers the ability to stay afloat under all but typhoonlike conditions.

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Ring of Warmth

XP VALUE: 1,000

USABLE BY: All classes

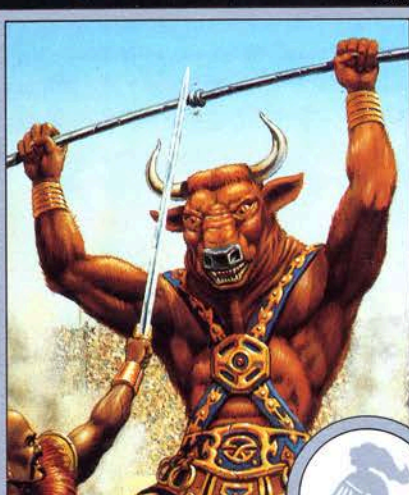
DESCRIPTION: This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of 1 point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die of damage.

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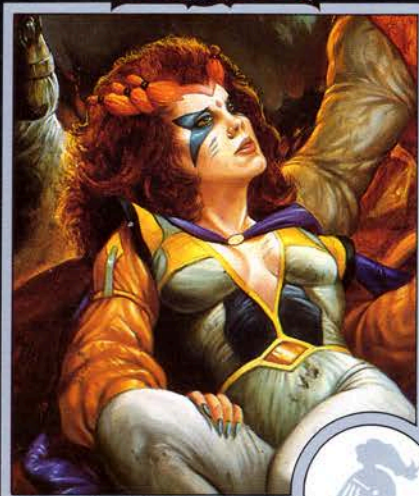
Kiiri of the Sirines



The Red Minotaur



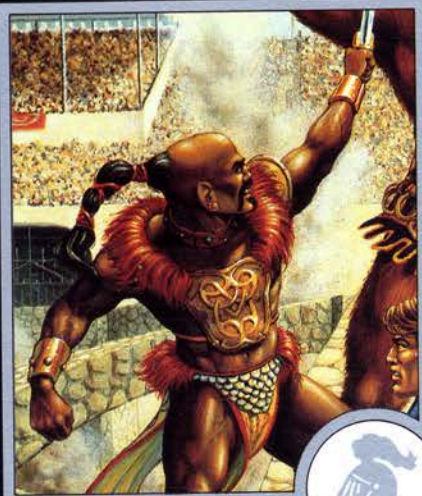
Pegataur



Captain Hemar



Teldin Moore



Pheragas



Scroll of Protection
from Possession



Scroll, Cursed



Trooper Herphan Gomja



Pegataur

ARMOR CLASS: 5 (or better)
THACO: Varies (per hit dice)
MOVEMENT: 24, Fl 48 (C)
HIT DICE: 5 to 14
ALIGNMENT: Neutral
SIZE: L (8' at shoulder)
INTELLIGENCE: High (13-14)
COMBAT: #AT 3 + special; Dmg 1-6/1-6/ by weapon; special attacks are wizard or priest spells
DESCRIPTION: Seldom encountered, pegataurs are winged centaurs with elven upper bodies. They have an affinity with pegasi and are able to converse with them. Although pegataurs are generally aloof and ignoble, their neutral alignment makes them approachable.

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The Red Minotaur

13th-level Warrior

RACE: Minotaur
ARMOR CLASS: 4
THACO: 8
MOVEMENT: 12
HIT POINTS: 102
ALIGNMENT: Neutral good
EQUIPMENT: trident, broad sword, dagger, poisons (wide assortment), breastplate, metal greaves
BACKGROUND: The Red Minotaur is a favored villain in the legendary gladiatorial games of Istar. His favored ploy is bloodletting, which looks good to the fans, but is deadly to his opponents. After a nick with his trident, an opponent would be poisoned and very soon dead.

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Kiiri of the Sirines

10th-level Warrior

RACE: Sirine
ARMOR CLASS: 4
THACO: 11
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Neutral good
EQUIPMENT: two daggers, long sword, chain mail
BACKGROUND: Kiiri is a Sirine, gifted with shapechanging ability. She is a combatant in the famed gladiator games of Istar. She is often teamed with her good friends and fellow warriors Pheragas and Caramon. Kiiri is lighthearted and fun-loving by nature, but being enslaved in the games makes her very serious.

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Pheragas of Northern Ergoth

10th-level Warrior

RACE: Human
ARMOR CLASS: 3
THACO: 11
MOVEMENT: 12
HIT POINTS: 79
ALIGNMENT: Neutral good
EQUIPMENT: large shield, long sword, fighting net, trident
BACKGROUND: Pheragas is a large, black-skinned human who fought as a gladiator in the great games of Istar. He became a very good friend of the warrior Caramon while a contestant at the games. Pheragas is an honor-bound warrior.

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Teldin Moore

0-level Warrior

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 3
ALIGNMENT: Chaotic good
EQUIPMENT: magical cloak of unknown powers
BACKGROUND: Teldin Moore was an average farmer living on Krynn. One day, a spelljamming ship crashed on his farm, destroying both the ship and the farm. Teldin was handed a magical cloak by the ship's dying alien captain.

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Captain Hemar

Captain of the Trader *Penumbra*

RACE: Reigar
ARMOR CLASS: Unknown
THACO: Unknown
MOVEMENT: 12
HIT POINTS: Unknown
ALIGNMENT: Unknown
EQUIPMENT: spelljamming ship, magical cloak of unknown powers
BACKGROUND: Captain Hemar's ship crashed on Krynn while fleeing the neogi. Little is known about her background or race. Hemar was fatally wounded in the crash and gave Teldin Moore a magical cloak. She died before she could explain the cloak's powers to Teldin.

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Trooper Herphan Gomja

2nd-level Warrior

RACE: Giff
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Lawful neutral
EQUIPMENT: two pistols, smoke powder, collection of swords, long sword +2
BACKGROUND: Herphan is a young, somewhat naive giff. Like most of his race, he is an enthusiastic fighter and enjoys a good battle. He was stranded on Krynn in a ship crash, and now travels with Teldin Moore.

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Scroll, Cursed

XP VALUE: None
USABLE BY: All classes
DESCRIPTION: Some scrolls bear powerful curses, placed intentionally or as a result of flawed scroll-making. Cursed scrolls take effect the instant they are read. A cursed scroll can have any effect the DM desires, although very few are deadly. Curses may include:

- Bad luck (-1 on attacks and saves);
- Character's beard grows 1" / round;
- Character is teleported randomly;
- Random monster appears and attacks;
- Character is polymorphed;
- Character shrinks to half normal size; and
- Character is blinded or deafened.

A curse can be negated by a *remove curse*.

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Scroll of Protection from Possession

XP VALUE: 1,500
USABLE BY: All classes
DESCRIPTION: This scroll generates a magical circle of 10-foot radius that extends from and moves with the reader. All creatures within its confines are protected from possession by magical spell attacks such as *magic jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary. (Reading time: 1)

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T'Laan



Trading Cards

T'Laan

ARMOR CLASS: 1

THACO: 13

MOVEMENT: 12, Fl 18 (C)

HIT DICE: 8+3

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

INTELLIGENCE: Exceptional (16)

COMBAT: #AT 1; Dmg 5-10

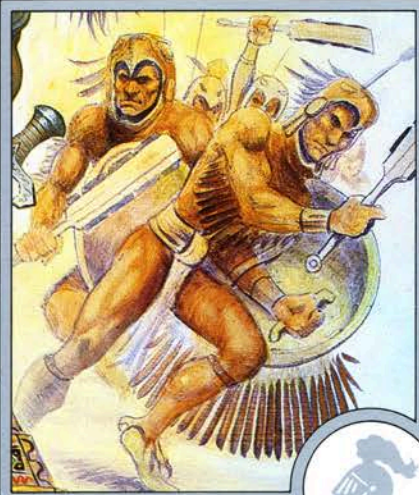
DESCRIPTION: T'Laan was once a native of Toril. Following a deal with Death, he became a vampire and left Toril. He settled an unknown crystal sphere and soon drained its inhabitants in his endless quest for blood. When he realized that the population was nearly wiped out, he went in search of other humans to import to his sphere.

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FORGOTTEN REALMS

Trading Cards



Takto and Loktil



FORGOTTEN REALMS

Trading Cards



Darien



FORGOTTEN REALMS

Trading Cards

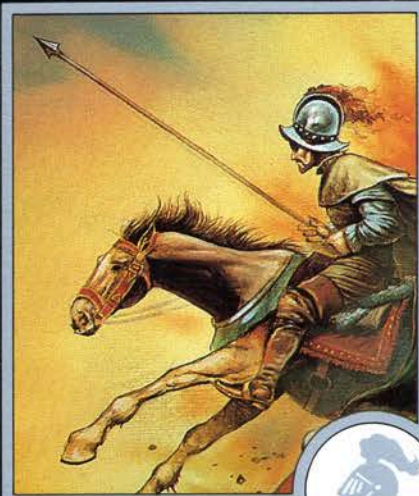


Bishou Domincus



FORGOTTEN REALMS

Trading Cards



Amerigo



FORGOTTEN REALMS

Trading Cards



Gultec



FORGOTTEN REALMS

Trading Cards



Qotal



FORGOTTEN REALMS

Trading Cards



Halloran



FORGOTTEN REALMS

Trading Cards



Erixtil of Palul



FORGOTTEN REALMS

Trading Cards



Captain Daggrande





Bishou Domincus

15th-level Priest

RACE: Human
ARMOR CLASS: 8
THACO: 12
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Lawful neutral
EQUIPMENT: metal gauntlets with *all-seeing eye of Helm*, magical helmet that causes awe in enemies during battle
BACKGROUND: Domincus is a powerful priest, although he is not well liked. He tends to be dour and intolerant. He is fanatical about issues that interest him. He also tends to be arrogant and self-righteous, two qualities that do nothing to endear him to others.

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Darien

15th-level Wizard

RACE: Drow elf (albino)
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic evil
EQUIPMENT: ring of teleportation, ice-tongue (wand of frost)
BACKGROUND: Darien is ruthless in all endeavors. She lets little stand in her way. She is careful to conceal her identity as a drow; her albinism allows her to pass as a typical elf. She keeps herself cloaked during the day to protect herself from sunlight.

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Takto and Loktil

4th and 5th-level Warriors

RACE: Human
ARMOR CLASS: 7
THACO: 17, 16
MOVEMENT: 12
HIT POINTS: 27, 33
ALIGNMENT: Neutral
EQUIPMENT: maca (stone-edged sword), shield
BACKGROUND: Takto and Loktil are cousins who have been friends since boyhood. They shared everything together while growing up, and learned to fight side-by-side. They are now becoming a formidable team, and are learning to coordinate their attacks and defense of each other.

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Qotal, the Plumed One

ALIGNMENT: Lawful good
DESCRIPTION: The Feathered Dragon, also known as the Plumed One, is the most beautiful and colorful of the Maztican gods. He is portrayed as a huge golden dragon covered with bright plumage rather than scales. His feathers are gold, except around his neck, where the feathers are multicolored.

Qotal is regarded as a source of goodness and health. He abhors sacrifice. Centuries ago, he left Maztica because of this abhorrence, and for many years he was nearly forgotten. A small group of priests kept his memory alive, and he has since returned to Maztica.

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Gultec, Captain of Jaguars

13th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 8
MOVEMENT: 12
HIT POINTS: 102
ALIGNMENT: Neutral (good)
EQUIPMENT: jaguar armor (allows him to shapechange into jaguar form), spears
BACKGROUND: Gultec was once fanatical and narrow-minded. He has learned, however, that life has more than one side and that there can be more than one answer to a question. He is now the lord of Tulom-Itzi.

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Amerigo

6th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral good
EQUIPMENT: leather armor, helm, several pole arms, ring of protection +1
BACKGROUND: Amerigo is an ambitious soldier in the Golden Legion. He is unwaveringly loyal to his leaders and his comrades. He works hard, hoping to gain promotions. Amerigo has many loyal friends; they all fight extremely well together. Amerigo sees nothing wrong with conquering Maztica and destroying its civilizations.

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Captain Daggrande

12th-level Warrior

RACE: Dwarf
ARMOR CLASS: 0
THACO: 9
MOVEMENT: 9
HIT POINTS: 97
ALIGNMENT: Neutral
EQUIPMENT: battle axe +2, field plate +2, gauntlets of dexterity
BACKGROUND: Captain Daggrande has been a warrior his entire life. He is loyal to his friends and to the Golden Legion, and he serves his Captain-General with full commitment. He met Halloran many years ago when Halloran was still an apprentice. They have been friends ever since that time.

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Erixitl of Palul

9th-level Plumaweaver

RACE: Human
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Chaotic good
EQUIPMENT: feathertoken (provides magic resistance), cloak-of-one-plume (a symbol of the Plumed One's favor)
BACKGROUND: Erixitl was once a slave. She is determined and proud, and has developed exceptional skill with pluma (feather magic). This form of magic involves fashioning a token or device that creates or channels magical energy.

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Halloran

11th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 10
MOVEMENT: 12
HIT POINTS: 80
ALIGNMENT: Lawful good
EQUIPMENT: helm, breastplate, Helms-tooth (long sword +3), pluma cuffs (gauntlets of ogre power)
BACKGROUND: Halloran was extremely loyal to his legion, but when he recognized the harm it was causing to Maztica, he abandoned the legion. He now serves his own conscience. He is married to Erixitl, a talented plumaweaver, and sees to her protection with undying loyalty.

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Belgora



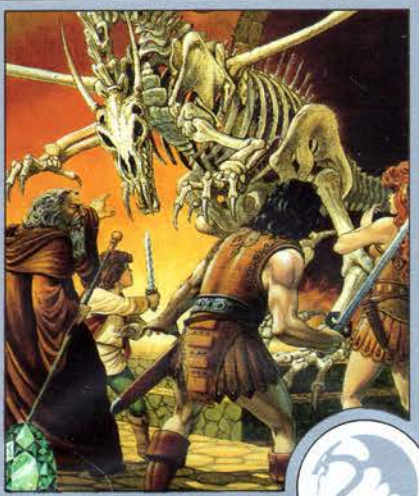
Sword of Life Stealing



Domarlynnas



Checklist



Checklist



Arialana



Lactun



Zocon



Checklist



Domarlynas

10th-level Wizard

RACE: Drow (dark elf)
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Chaotic evil
EQUIPMENT: *cloak of protection +2, bracers of defense AC 5, staff of thunder and lightning, medallion of thought projection*
BACKGROUND: Domarlynas is the leader of a small tribe of drow. To lure adventurers, he started rumors about hidden treasures in his underground home. By attracting attention, he has lured many people to their deaths and has claimed their treasure. He is a cunning fighter; his people are organized into crack fighting units.

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Sword of Life Stealing

XP VALUE: 5,000
USEABLE BY: Warrior, Thief
DESCRIPTION: This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying Hit Die and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon. Only hit points that were previously lost to injury may be restored.

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Belgora

7th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Sword, dagger, ring of protection +2*
BACKGROUND: Belgora is a mercenary. He goes wherever the action is, ready to fight to earn money. He also loves to participate in contests of skill, and if no contests are available, he will wager against almost anyone. His favorite contests are wrestling and dagger-throwing. He rarely loses at either sport. Belgora is arrogant, but is an excellent fighter. He is a great addition to any adventuring team.

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Arialana

9th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: *cloak of protection +5, crystal ball, amulet of life protection, wand of frost*
BACKGROUND: Arialana was once an avid adventurer, but she now spends her time at the wizard's guild in a large city. She is often called upon to observe other locations and people through her crystal ball. She has developed a talent for scrying and her reputation has spread far and wide. For safety, she expects to move to another city if she becomes too famous.

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Zocon

8th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 13
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Neutral (evil)
EQUIPMENT: jaguar skin armor, maca (stone-bladed sword), shield
BACKGROUND: Zocon is a fierce and brave warrior. He never thinks twice about jumping into battle. He is able to shapeshift into jaguar form, as are the rest of the warriors in his tribe. Zocon is loyal to Zaltec, the god of war, and never hesitates to fight for a cause of his god. Zocon is skilled in fighting with the stone weapons made by his tribe.

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Lactun

7th-level Warrior

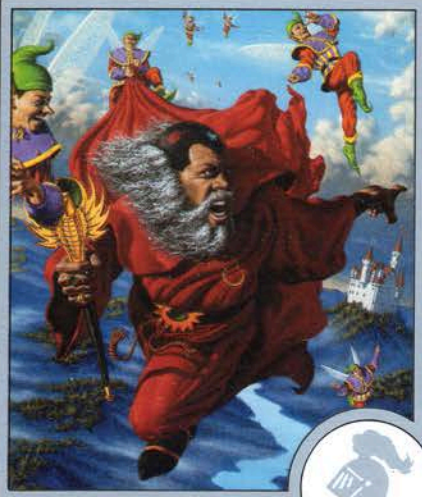
RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Neutral (evil)
EQUIPMENT: jaguar skin armor, maca (stone-bladed sword), shield
BACKGROUND: Lactun was raised in the ways of the jaguar warriors. He is a fierce fighter who is not afraid of any type of battle. He observes the customs of his tribe carefully and strictly. Like other warriors in his tribe, he is able to shapeshift into the form of a jaguar. He is skilled at making stone weapons, especially the maca.

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Indirion



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Baloreik



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Gort



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Cytulliar



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Poliamus





Gort Ta'alén

10th-level Warrior

RACE: Drow
ARMOR CLASS: 2
THACO: 9
MOVEMENT: 12
HIT POINTS: 86
ALIGNMENT: Chaotic evil
EQUIPMENT: drow clothing and armor, ring of anti-venom, bracers of the blinding strike
BACKGROUND: Gort is secondboy of a lesser Noble House of Menzoberranzan. He is an able fighter who hopes to improve his lot by assassinating his elder brother. Toward that end he perpetually seeks battle with anyone who will oblige him.

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Baloreik

8th-level Warrior

RACE: Drow
ARMOR CLASS: 0
THACO: 5
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Chaotic evil
EQUIPMENT: drow clothing and armor, cloak of the bat, vorpal sword
BACKGROUND: Baloreik is a seasoned adventurer, having travelled even to the Astral Plane, where he struck a rare "friendship" with a githyanki and managed to "inherit" a vorpal sword +5. He is not anxious to return to that alternate plane and renew any old acquaintances.

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Indirion

11th-level Wizard

RACE: Human
ARMOR CLASS: -1
THACO: 14
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Neutral evil
EQUIPMENT: quarterstaff +2, bracers of defense AC2, wand of fire, necklace of adaptation, ring of fire resistance
BACKGROUND: Born a slave in the coal pits, Indirion showed remarkable intelligence at an early age and was apprenticed to his wizard lord. After learning the craft, Indirion murdered his master with a fire trap and stole his spellbook, selling it for further training. Indirion is obsessed with fire and will do anything to harness its power and creatures associated with it.

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Fallon

1st-level Warrior

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral good
EQUIPMENT: padded armor, dagger
BACKGROUND: Fallon is squire to Sir Salabard, a paladin. He grew up in the streets, and was attempting to steal a dagger from Salabard when he came face-to-face with the knight. In awe of the goodness before him, Fallon confessed his crime and begged to serve Salabard. Thus far he has learned well the rudiments of combat, but his greatest joy is accompanying his master to the joust. Secretly, he feels that his master is a bit "stuffy."

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Neeva

8th-level Gladiator

RACE: Human
ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral good
EQUIPMENT: bracers of defense AC3, pole arm +2
BACKGROUND: Neeva was sold into slavery by her cousin Tithian, who later saw to it that she was raised and trained in the gladiator pits in the city of Tyr. Having proven herself a skilled individual warrior, she is now paired with the mighty champion Rikus. Together, they are favorites among the arena crowd and are considered the most successful pair in Tyr's history.

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Zerrannon

12th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT POINTS: 106
ALIGNMENT: Lawful good
EQUIPMENT: shield, short sword, guisarme +3
BACKGROUND: Zerrannon fights for the weak and oppressed wherever he is needed. He seeks out villages and farms that need defense, and offers his protection at no charge. He accepts no rewards other than food, clothing, or enough money to take him to his next mission. He has volunteered with armies and adventuring groups, and has sought such assistance in extremely dangerous situations.

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Poliamus Azar

9th-level Warrior

RACE: Human
ARMOR CLASS: 4
THACO: 12
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Chaotic evil
EQUIPMENT: dagger, scimitar +2, bracers of defense AC4
BACKGROUND: Poliamus grew up in a small city centered on a desert oasis. As a child, he watched caravans and pilgrims and dreamed of adventuring and traveling. He now travels as he wishes, plundering the rich for their wealth. He has built a large, rich home. He has made many enemies and it is only a matter of time before his own riches are plundered.

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Cytulliar

14th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 7
MOVEMENT: 12
HIT POINTS: 124
ALIGNMENT: Neutral evil
EQUIPMENT: leather armor, shield, long sword +2
BACKGROUND: Cytulliar was orphaned as a little girl. She grew up on the streets of a large city, and became an expert fighter at a young age. A powerful warrior noticed her skill and trained her in the arts of fighting. She has learned to use many weapons, and she now travels in search of riches and fame. She plans to build a comfortable lifestyle for herself and retire in the comfort she never had as a child.

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Kyrrolla

6th-level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Neutral good
EQUIPMENT: dagger +2, robe of blending, ring of protection +2, amulet of life protection
BACKGROUND: Kyrrolla's Dexterity (16) gives her an Armor Class bonus. She loves adventuring and finds it hard to remain in one place for more than a few weeks. She travels the world in search of new magical spells, items, and techniques. She records her adventures in her diary, leaving a permanent record of her travels as a guide to others who follow similar journeys.

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