

FORGOTTEN REALMS™

GREYHAWK™
ADVENTURES

Al-Qadim™

Dragon Lance™

Ravenloft™

Dark Sun™



Advanced Dungeons & Dragons™
2nd Edition

1097

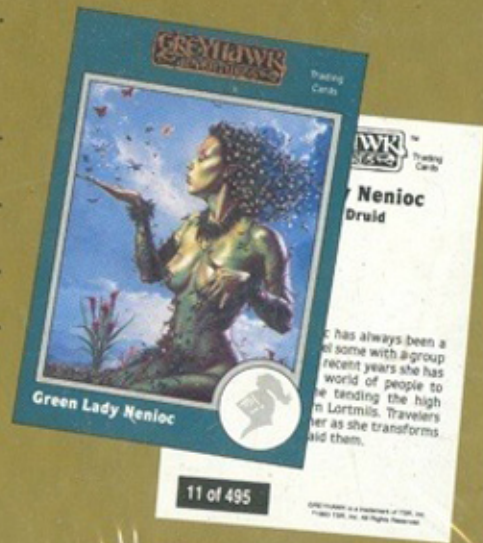
1993

Collector Cards

Factory Set

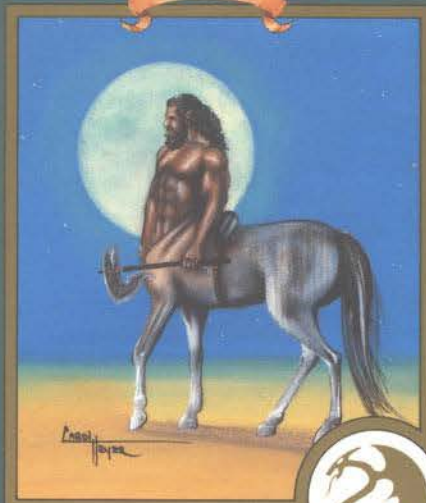
495-Card Complete Set

- INCLUDES ALL THE REGULAR CARDS IN THE 1993 SERIES
- THE ONLY OFFICIAL AD&D™ 2nd EDITION COLLECTOR CARDS
- USES ONLY OFFICIAL AD&D™ 2nd EDITION GAME RULES





Adherer



Centaur, Desert



Dragon, Stellar



Ghost



Golem, Chitin



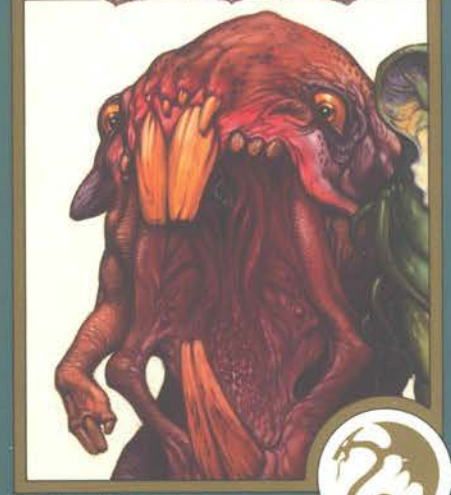
Kirre



Ogre



Rastipede



Sloth, Athasian





Trading Cards

Dragon, Stellar

ARMOR CLASS: -2
THACO: 5
MOVEMENT: 12, Fl 48 (A)
HIT DICE: 50
ALIGNMENT: Neutral
SIZE: G (1,200' base)
INTELLIGENCE: Godlike (21 +)
COMBAT: Special

DESCRIPTION: Stellar dragons wander the phlogiston, seeking discourse in philosophy with the keepers of the crystal spheres. They have several innate attacking abilities, including a special "breath" weapon that draws objects gravitically into a sphere of annihilation. They are also able to cast any wizard spell without error.

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Trading Cards

Centaur, Desert

ARMOR CLASS: 6
THACO: 17
MOVEMENT: 21
HIT DICE: 3
ALIGNMENT: Neutral or Chaotic good
SIZE: M (6' tall)

INTELLIGENCE: Low to Average (5-10)
COMBAT: #AT 3; Dmg 1d4/1d4 and wpn.
DESCRIPTION: Desert Centaurs are smaller versions of their sylvan cousins who roam the deserts of Zhakara, trading and raiding. In combat, they like to use missile weapons from a distance, sometimes making sneak attacks and then disappearing into the sands again until their opponent is weakened.

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Trading Cards

Adherer

ARMOR CLASS: 3
THACO: 17
MOVEMENT: 9
HIT DICE: 4
ALIGNMENT: Lawful evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Semi- (2-4)

COMBAT: #AT 1; Dmg 1d3; adhesive skin
DESCRIPTION: The adherer is a creature very similar in appearance to a mummy, but it is not an undead creature and cannot therefore be turned. It lies in wait for its victims, causing a -4 to surprise rolls because of its concealment. The adherer attacks by attaching itself to its victim with sticky secretions and then pummeling and suffocating it. A strength of 22 is required to successfully break free.

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Trading Cards

Kirre

ARMOR CLASS: 7
THACO: 13
MOVEMENT: 15
HIT DICE: 6+6
ALIGNMENT: Neutral
SIZE: Large (8' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 7; Dmg 1d4 x 4/1d6 x 2/1d8; psionics

DESCRIPTION: The kirre is a great cat with eight legs that dwells in the forests and jungles of Athas. The kirre attacks with its two front paws, horns, bite, secondary claws, and tail. Alternately, it can use innate psionic abilities, including several defense modes that are always considered to be "on."

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Trading Cards

Golem, Chitin

ARMOR CLASS: 6
THACO: 11
MOVEMENT: 9
HIT DICE: 9
ALIGNMENT: Neutral
SIZE: L (10' tall)
INTELLIGENCE: Semi- (2-4)

COMBAT: #AT 1; Dmg 2d10; save vs. poison or suffer 2d6 additional points plus Str reduction; immune to spells cast by creatures of less than 5 Hit Dice or levels
DESCRIPTION: Chitin golems are usually found in the forests of Athas, where they have been placed by defilers to protect their homes. When a chitin golem walks, it appears to be very unstable.

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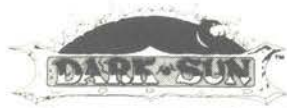
Trading Cards

Ghost

ARMOR CLASS: 0 or 8
THACO: 11
MOVEMENT: 9
HIT DICE: 10
ALIGNMENT: Lawful evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Highly (13-14)
COMBAT: #AT 1; Dmg age 10-40 years; sight causes fear—save vs. spells or flee
DESCRIPTION: A ghost is a noncorporeal undead that roams an area of some significance to it during life. Upon first encountering a ghost, individuals must roll a saving throw vs. spells or age 10 years and flee in panic. The ghost will try to *magic jar* any individual that does not run or materialize to attack by touch.

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Trading Cards

Sloth, Athasian™

ARMOR CLASS: 5
THACO: 9
MOVEMENT: 24
HIT DICE: 11
ALIGNMENT: Neutral
SIZE: L (8' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 3; Dmg 2d4/2d4/2d10; forces -3 to surprise rolls; +4 save to natural poisons, +2 to other poisons
DESCRIPTION: The Athasian sloth is only found in the Forest Ridge, usually attempting to consume some halfling village. Its favorite tactic is to bite and sink its teeth into one victim, holding on for 1d10 additional points of damage while it attacks with its claws with a +4 bonus to hit.

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Trading Cards

Rastipede™

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 15
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: M (6' long)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 2; Dmg 1d10/1d10 or 1d12/1d12 (special bow)
DESCRIPTION: Rastipedes are found trading and serving as emissaries of the Arcane. They learn literature and mathematics, and occasionally a rastipede will be a mage of 1st to 4th level. These particular magic-using rastipedes are able to use a spelljamming helm at three times their own casting level.

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Trading Cards

Ogre

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 9
HIT DICE: 4+1
ALIGNMENT: Chaotic evil
SIZE: Large (9' +)
INTELLIGENCE: Low (8)
COMBAT: #AT 1; Dmg 1d10 or by weapon with +2 to damage
DESCRIPTION: Ogres are big, ugly humanoids who live by ambushing, raiding, and stealing. They are frequently found serving as mercenaries in orc and goblin tribes or in evil cleric's armies. Although ogres will eat just about anything, they are particularly fond of elf, dwarf, and halfling flesh. In larger groups, ogres will be led by chieftains and shamans.

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Al-Qasim

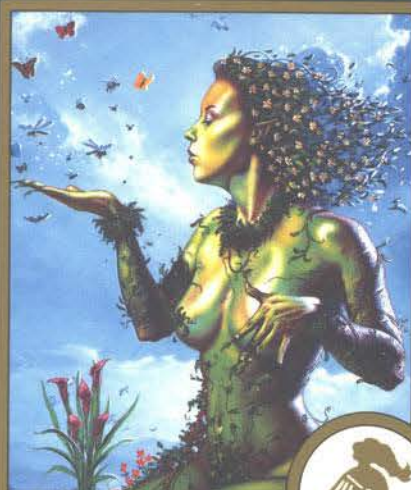
Trading Cards



Fatima abd Haji

GREYHAWK ADVENTURES

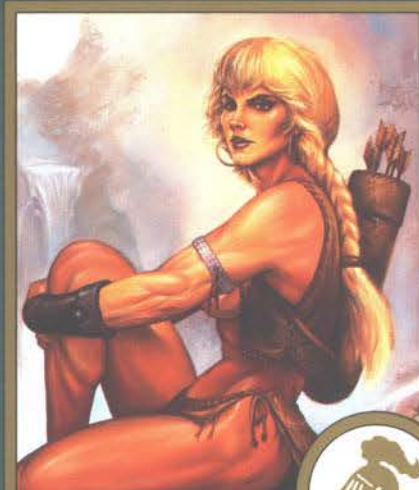
Trading Cards



Nenioc

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Telena

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Teldicia

DARK SUN

Trading Cards



Sadira

Ravenloft

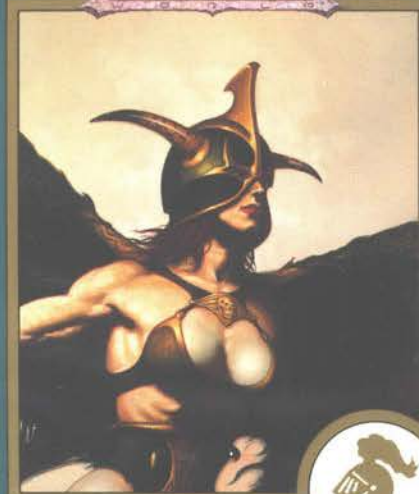
Trading Cards



Tavelia

DARK SUN

Trading Cards



Neeva

DARK SUN

Trading Cards



Salicia

Ravenloft

Trading Cards



Larissa Snowmane

Mini-series: Women of Fantasy
Telena of Mithric Falls™
7th level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic good
EQUIPMENT: Leather armor, strength bow
BACKGROUND: No one knows for sure who Telena really is. Some say that she is the daughter of Old Bertles, a ranger who disappeared into the woods above Mithric Falls several years ago. Telena is sometimes spotted swimming in the pool below the falls, but no one has yet been able to follow her and see where she lives.

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Mini-series: Women of Fantasy
Green Lady Nenioc™
8th level Druid

RACE: Half-elf
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Neutral
EQUIPMENT: none
BACKGROUND: Nenioc has always been a loner. She used to travel some with a group of adventurers, but in recent years she has withdrawn from the world of people to spend all of her time tending the high glades of the northern Lortmils. Travelers will occasionally see her as she transforms out of a tree spell to aid them.

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Mini-series: Women of Fantasy
Fatima abd Haji™
4th level Sa'luk

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: none
BACKGROUND: Fatima's real name is Fatima bint Badia, but she attempted to pilfer the home of a noble efreeti named Haji and was caught. Haji has placed a cursed bracelet on her wrist that prevents her from wandering too far away—she always finds herself back in his cave.

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Mini-series: Women of Fantasy
Tavelia™
5th level Illusionist

RACE: Human (Vampire)
ARMOR CLASS: 1
THACO: 13
MOVEMENT: 12, Fl 18 (C)
HIT POINTS: 52
ALIGNMENT: Chaotic evil
EQUIPMENT: Girdle of many pouches
BACKGROUND: Tavelia is a rather young vampire, having been transformed into one by a powerful curse. Tavelia broke the heart of a young man she cared nothing about, and he threw himself from the church tower in misery. His mother, in her grief and rage, cursed Tavelia with undeath.

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Mini-series: Women of Fantasy
Sadira™
18th level Preserver

RACE: Half-elf
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Chaotic good
EQUIPMENT: none
BACKGROUND: Sadira has attained a great deal of power from her journey to the Pristine Tower. Now she is able to channel the energy for her preserver magic directly from the sun itself. In daylight, Sadira's skin turns jet black and her eyes glow like blue embers. Her lips are blue and she exhales blackened steam.

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Mini-series: Women of Fantasy
Teldicia™
7th level Fighter

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 15
HIT POINTS: 42
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bracers of defence AC 2, anklets of striding and springing, long sword +3
BACKGROUND: Teldicia is a legendary warrior who fights in arena combats. Rumor has it that no warrior has ever been able to wound her in a contest—at least no one has ever claimed to see it happen. Teldicia champions a mysterious spectator in the stands who wears heavy robes and covers his face.

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Mini-series: Women of Fantasy
Larissa Snowmane™
3rd level Thief

RACE: Human
ARMOR CLASS: 10
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral good
EQUIPMENT: none
BACKGROUND: Larissa Snowmane was a dancer aboard a showboat that traveled through Ravenloft. In Souragne, the darklord Anton Misroi taught her the dangerous Dance of the Dead, which grants her power over undead. She must use her new-found skill carefully, since no darklord gives a gift without exacting a price.

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Mini-series: Women of Fantasy
Salicia™
6th level Preserver

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Lawful neutral
EQUIPMENT: Gem of true seeing, spell staff
BACKGROUND: Salicia is a member of the Veiled Alliance in Urik. She works closely with Lodo Gansky, helping him keep his faction of the alliance organized. Salicia is a very quiet individual, never speaking much at meetings, but when she does have something to say, her words are respected.

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Mini-series: Women of Fantasy
Neeva™
12th level Gladiator

RACE: Human
ARMOR CLASS: 1
THACO: 9
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defence AC 3, pole arm +2
BACKGROUND: Since helping to free Tyr from king Kalak's rule, Neeva has met a dwarf sun cleric named Caelum. She is now living with Caelum in his home village of Kled and is organizing the dwarves of Kled into a potent fighting legion.

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SPELLJAMMER

Trading Cards



Syllix

Advanced Dungeons & Dragons™

2nd Edition

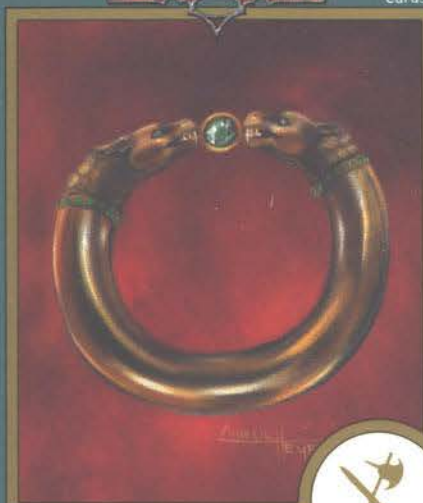
Trading Cards



Long Sword

Ravenloft

Trading Cards



Amulet

SPELLJAMMER

Trading Cards



Staff

Advanced Dungeons & Dragons™

2nd Edition

Trading Cards

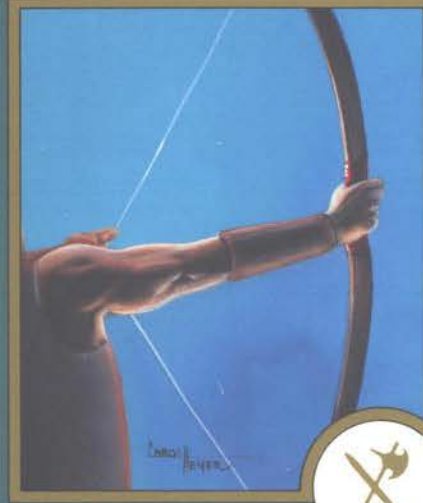


Long Sword

Advanced Dungeons & Dragons™

2nd Edition

Trading Cards



Long Bow

Advanced Dungeons & Dragons™

2nd Edition

Trading Cards



Staff

FORGOTTEN REALMS

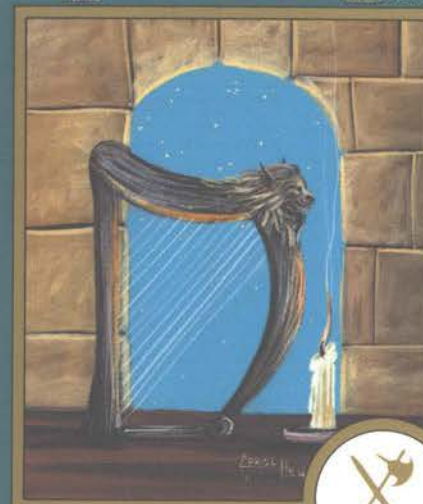
Trading Cards



Yellow Stone

FORGOTTEN REALMS

Trading Cards



Harp



Trading Cards

Amulet of Vadarin

XP VALUE: —

DESCRIPTION: This amulet has been specifically created by Vadarin (card 49 of 495), psionically enhanced by him to provide the following powers: Five times per day, the amulet issues a psionic blast as if the user's Power Score were rolled and without consumption of the user's Psionic Strength Points. As well, the amulet generates an intellect fortress at all times to a radius of 5 yards from the user, providing mental protection from psionic attack for anyone within range. This defense is made as if the user's Power Score were rolled.

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Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

Sun Blade

XP VALUE: 3,000

DESCRIPTION: Sh'arien is an intelligent bastard sword of Chaotic good alignment wielded by Ael Ra'kolth (card 142 of 495). When wielded by someone who is proficient with either the short or bastard sword, Sh'arien feels like a short sword (speed factor and encumbrance), yet causes damage as a bastard sword. The sun blade functions as a +2 weapon, but against creatures of the Negative Material plane, it is +4. Once per day, Sh'arien can create a *sunray*, a 60' globe of sunlight potent against undead, which Sh'arien rabidly despises.

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Trading Cards

Syllix

ARMOR CLASS: 7**THACO:** 17**MOVEMENT:** 12**HIT DICE:** 3+1**ALIGNMENT:** Lawful evil**SIZE:** M (7'long/tall)**INTELLIGENCE:** Average**COMBAT:** #AT 1; Dmg 1d8 (weapon)

DESCRIPTION: Syllix appear as a cross between a salamander and a worm. They fly through the spheres on various ships, attacking other ships and taking prisoners. No one knows for certain what becomes of these prisoners, but rumors claim that they are used to feed special offspring of the syllix known as mage-stars.

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Trading Cards

Heartseeker

XP VALUE: —

DESCRIPTION: This is Audrianna's (card 141 of 495) special *longbow* +4. When Audrianna uses this bow, she receives her Strength score attack bonus, and on an unmodified roll of 20 on her attack roll, the arrow will enter the heart of the target, killing it instantly. This assumes the target has a heart—undead, noncorporeal creatures, and creatures with unusual anatomies, such as oozes, are not affected. If the bow is ever stolen from her, Audrianna will pursue the thief relentlessly to reclaim it as long as she is physically able.

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Trading Cards

Hawksblade

XP VALUE: —

DESCRIPTION: This sentient weapon, wielded by Audrianna Adayr (card 141 of 495), is a *flaming long sword of dancing* +4. It can ignite on command, the flames causing an additional 1d6 points of damage to cold-using or undead creatures. In addition, it will perform exactly as a *sword of dancing*, going from a +1 weapon to a +4 weapon over four rounds, and attacking on its own every other four-round period. Hawksblade can also detect evil in a 10' radius, cast *cure light wounds* three times each day, and cast *cure critical wounds* once each day.

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Trading Cards

Aric's Staff of Power

XP VALUE: 12,000

DESCRIPTION: Aric's (card 35 of 495) version of this powerful staff is a variation of the *staff of power*. The following powers consume one charge: *continual light*, *fireburst*, *darkness*, *5' radius*, *ray of enfeeblement*, *cone of cold*, and *ride the wind*. Expending two charges will grant the following: *shield*, *5' radius*, *globe of invulnerability*, and *lower resistance*. In addition, the staff gives Aric a +2 bonus to his Armor Class and saving throws, and a +4 bonus to saving throws vs. alteration spells. Expending charges does not cause additional damage in melee.

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Trading Cards

Murlyn's Harp of Charming

XP VALUE: 4,500

DESCRIPTION: When Blind Lemon Murlyn (card 52 of 495) plays this magical harp, it allows him to cast a *suggestion* spell on the audience. Blind Lemon uses this magic when he is trying to recruit individuals for one of his Harper-sponsored missions. Blind Lemon's harp has one slight difference from normal *harps of charming*, however. There is a 1 in 20 chance that a *wild surge* will result along with the *suggestion*. So far, Blind Lemon has experienced being temporarily changed into a gnome, and exuding a stinking cloud.

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Trading Cards

Balian's Yellow Ioun Stone

XP VALUE: 300

DESCRIPTION: Balian Rocksmith (card 109 of 495) found this stone on the floor while working as a guard at a wizard's convention. This version of the typical *ioun stone* can be used once each day, but after 12 hours falls to the ground and must be stored for 12 hours. Each time the stone is used, it will add one point to one randomly determined ability score (maximum of 18). It can be removed prior to the 12-hour limit, but it will still have to be stored for 12 hours before used again. An *ioun stone* has an effective Armor Class of -4 and 10 hit points.

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Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

Staff of Rohalan

XP VALUE: —

DESCRIPTION: This staff belongs to Avenel Whytstagg (card 143 of 495). It is made of rosewood, shod in iron at one end and silver at the other, and is covered with magical sigils and runes. It can cast the following spells without expelling a charge: *continual light*, *knock*, *detect magic*. If one charge is expended, the wielder can cast *lightning bolt*, *shocking grasp*, *fireball*, or *dispel magic*. Two charges allows the wielder to cast *wall of force* once per day or *teleport without error* once per week. The staff also provides a base AC of 8 to the user.

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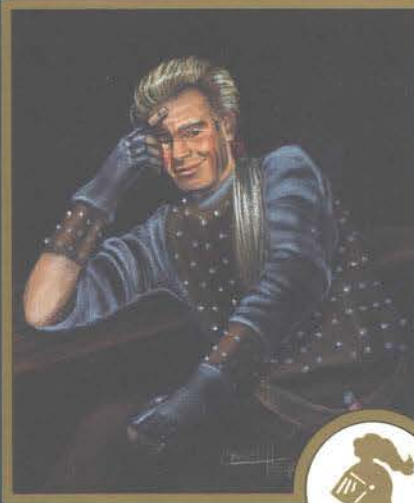
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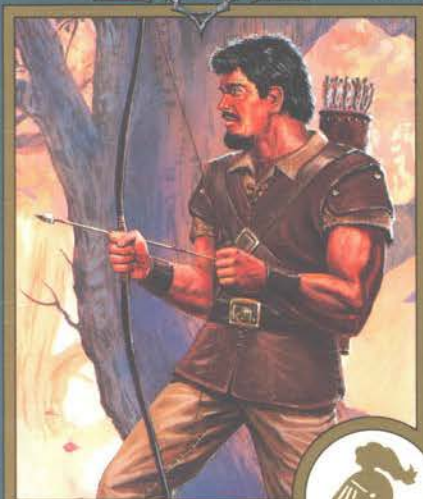
Alea



Garion Mendocio



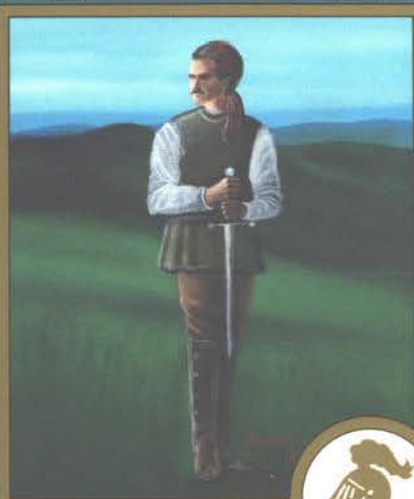
Mordmorgan



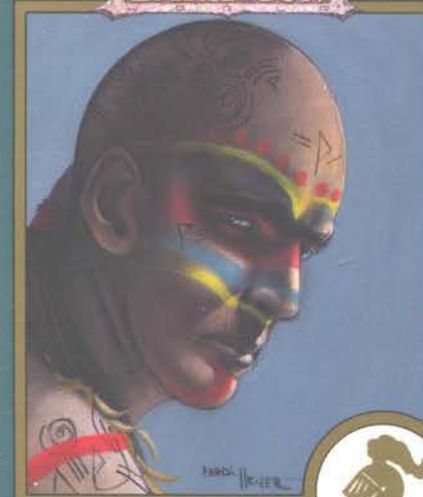
Giles



Shalandain



Arduval Raiserek



Thal Thasak



Aric Cozar



Gamalon Idogyr





Mordmorgan™

5th level Swashbuckler

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Chaotic good
EQUIPMENT: *Studded leather armor, ring of warmth, sabre +2, main-gauche*
BACKGROUND: Mordmorgan is a clever, charismatic swordsman who enjoys the life of a freebooter. He is notorious as a breaker of hearts and untrustworthy rogue, but he is actually a brave and true friend. Mordmorgan wanders widely and is currently seeking intrigue and adventure in Cormyr.

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Garion Mendocio™

10th level Swashbuckler

RACE: Human
ARMOR CLASS: 2
THACO: 11
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: Chaotic good
EQUIPMENT: *Rapier +3, stiletto +2, boots of striding and springing, gloves of missile snaring*
BACKGROUND: Garion was raised in a travelling circus and has retained much of the showmanship taught to him over the years. He is loud, boisterous, and pompous. Garion is frequently underestimated by those he meets in combat.

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Alea Thegal™

6th level Amazon

RACE: Human
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Two-handed sword +2, cloak of elvenkind, boots of elvenkind*
BACKGROUND: Alea was raised in a matriarchal barbarian society in the frozen wastes. She left the tribe to discover the world around her and to make a name for herself as a swordswoman. Alea is proud of her fierce combat skills and does not hesitate to brag about them.

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Arduval Raiserek™

5th level Militant Fire Wizard

RACE: Human
ARMOR CLASS: 2
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 4, ring of protection +2, long sword +2, wand of lightning, potion of growth*
BACKGROUND: Arduval is the scion of a powerful noble house in Suzhail. He studied under Vangerdahast and specializes in fire magic. A brilliant and resourceful man, Arduval is widely travelled and often aids the agents of Cormyr in the lands he visits.

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Shalandain™

11th level Crusader Paladin

RACE: Human
ARMOR CLASS: -3
THACO: 10
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Lawful good
EQUIPMENT: *Field plate armor +3, long sword +5 holy avenger, potion of flying, boots of starstriding, shield*
BACKGROUND: Shalandain is a warrior of the Company of the Chalice, an order of good heroes who seek out evil and confront it. She is the second-in-command of the Company's base on the Rock of Bral. Shalandain now crusades against the neogi in Bral's sphere.

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Giles the Bowman™

8th level Ranger

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Neutral good
EQUIPMENT: *Leather armor +2, boots of the north, ring of protection +2, 12 arrows +1, arrow of werewolf slaying, long-bow, short sword, dagger*
BACKGROUND: Giles is a well-known archer and tracker in the gloomy forests of Darkon. He wanders through the woods endlessly, guarding the small villages of the region from the terrible monsters that lurk in the forest.

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Gamalon Idogyr™

19th level Arcanist Mage

RACE: Human
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 3, cloak of the bat, staff of the magi, gem of invisibility and detect magic*
BACKGROUND: A famous archmage of Wildspace, Gamalon is a resident of the Rock of Bral and a friend of Elminster. Gamalon lost his left eye when young and has replaced it with a magical gem (card 76 of 495).

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Aric Cozar™

12th level Patrician Transmuter

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral good
EQUIPMENT: *Cloak of protection +4, ring of protection +3, staff of power, ring of spell turning, potion of water breathing*
BACKGROUND: Aric is the son of Prince Frun of Bral, who ruled the asteroid only six days before his mysterious murder. Aric's uncle, Prince Andru, claimed the throne and disinherited Aric. Aric plans to reclaim his birthright.

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Thal Thasak™

11th level Anagakok Defiler

RACE: Human
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic evil
EQUIPMENT: *Cloak of protection +3, boots of striding and springing, ring of mind shielding, rod of absorption*
BACKGROUND: An invocation specialist, Thal Thasak is from the heart of the barren Tablelands of Athas. He taught himself much of his own magic in the wastes, and is quite powerful. Thal Thasak hopes to ally himself with a sorcerer-king to further his studies.

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SPELLJAMMER

Trading Cards

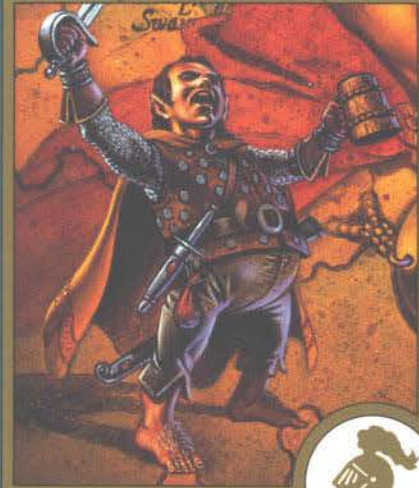


Basa Lianin



SPELLJAMMER

Trading Cards

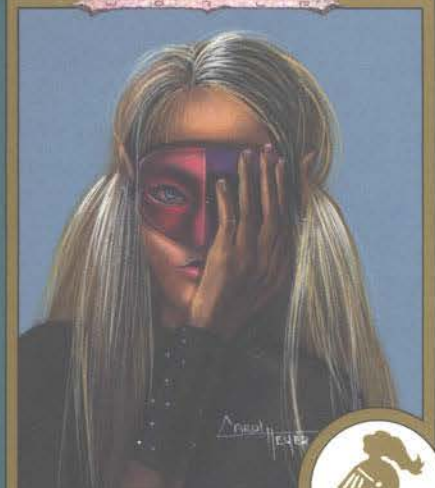


Meredin Sandyfoot



DAK-SUN

Trading Cards



Shayira



AL-QADIM

Trading Cards



Bani Matruj al-Haddar



AL-QADIM

Trading Cards



Anwar al-Sifr



AL-QADIM

Trading Cards



Tufala bint Maneira



FORGOTTEN REALMS

Trading Cards

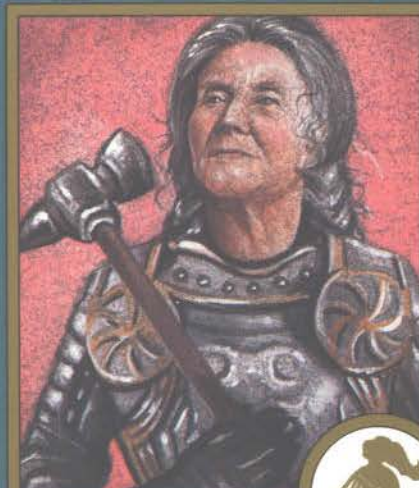


Mendolin Nightweaver



FORGOTTEN REALMS

Trading Cards



Ada



DRAGON LANCE

Trading Cards



Ian Chandler





Trading Cards

Shayira™**3rd level Bard**

RACE: Elf
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Chaotic evil
EQUIPMENT: Inix leather armor, bone short sword, steel dagger, sling, 20 lead bullets
BACKGROUND: Shayira is a beautiful acrobat and juggler from the city of Balic. Manipulative and self-serving, she was once a slave but duped a templar into freeing her by promising to marry him. Once free, she fled on the first caravan out of town and now performs and steals in Nibenay.

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Trading Cards

Meredin Sandyfoot™**15th level Fence Thief**

RACE: Halfling
ARMOR CLASS: -3
THACO: 13
MOVEMENT: 6
HIT POINTS: 55
ALIGNMENT: Neutral good
EQUIPMENT: *Leather armor +3, cloak of displacement, short sword +1 luck blade, ring of invisibility*
BACKGROUND: Meredin is a male halfling of 50 with an endless store of good cheer. He is the master of the halfling thieves' guild of Bral, and controls smuggling and fencing in the Middle City. He avoids confrontation and runs his guild through bribes and rewards.

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Trading Cards

Basa Lianin™**8th level Patrician Illusionist**

RACE: Human
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 6, ring of shocking grasp, dagger +3, potion of flying*
BACKGROUND: A noble landowner on Bral, Basa runs a small merchant company trading in silk, spices, and rare woods. Her family was founded by a pirate captain in the early days of the city, but Basa is an honest woman. She is a champion of good causes.

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Trading Cards

Tufala bint Maneira™**3rd level Rawun**

RACE: Half-elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral good
EQUIPMENT: *Jambiya +2, pipes of sound-ing, leather armor, cutlass*
BACKGROUND: Tufala is the storyteller and keeper of history for her desert-dwelling tribe, which lives in Zakħara's High Desert. She takes her tribal duties, which she inherited from her elven mother, very seriously. She knows much about the history of the region and she always knows the most current rumors.

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Trading Cards

Anwar al-Sifr™**9th level Holy Slayer**

RACE: Elf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Lawful evil
EQUIPMENT: *Leather armor +1, ring of feather falling, potion of flying, scimitar*
BACKGROUND: Anwar haunts the dark alleys, a fanatical shadowy killer and terrorist. He runs the holy slayer fellowship of the Everlasting in Liham, the Red City, and often plans attacks against mamluks of Qudra just for spite. He prefers to remain distant and aloof, even from his underlings.

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Trading Cards

Bani Matruj al-Haddar™**4th level Barber**

RACE: Goblin
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Neutral
EQUIPMENT: *Razor, fez, astrology charts*
BACKGROUND: Bani is constantly chattering and spreading gossip throughout the suqs of the Free Cities. He likes to stay in one place, but because he can't keep his mouth shut, he often has to flee town just ahead of annoyed customers. He does free fortune-telling without much success. He knows and avoids Anwar al-Sifr (card 41 of 495).

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Trading Cards

Ian Chandler™**3rd level Priest**

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful good
EQUIPMENT: *Leather armor, footman's mace, holy symbol, candles*
BACKGROUND: Ian is a kind and jovial young man, one of the few humans who lives in the dwarven village of Hillhome. He carries a full complement of healing and defensive spells so he may help those in need. Ian makes his living as a candlemaker, so all donations go toward improving his small church.

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Trading Cards

Ada the Unbending™**9th level Priestess**

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: *Splint mail +2, shield +1, ring of regeneration, warhammer +3*
BACKGROUND: This priestess of Tyr is the newest resident of the Nellie Thursday Home for Experienced Adventurers. Upon turning over the local temple to her daughter Adonyne, Ada retired here to write her memoirs which she intends to call 'Justice for All.' Age has not dampened her fiery nature.

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Trading Cards

Mendolin Nightweaver™**2nd level Priest**

RACE: Elf
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Neutral good
EQUIPMENT: *Silver dagger +1, splint mail, medium shield*
BACKGROUND: Mendolin is a specialty priest in the service of Mystra, Lady of Mysteries. As such, he receives certain abilities and powers from Her. Mendolin is not very confident and has yet to use his full potential. He is currently working to establish a temple in the city of Loudwater.

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FORGOTTEN REALMS

Trading Cards



Mirandos



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Tisha



Ravenloft

Trading Cards



Dural



Ravenloft

Trading Cards

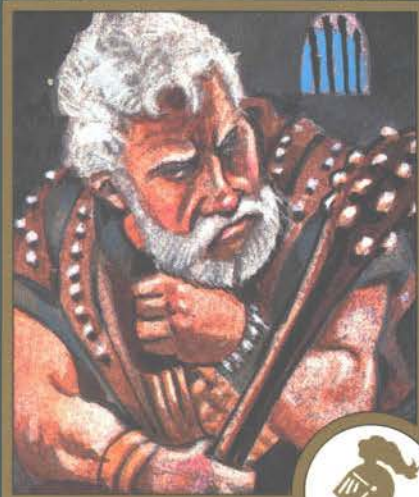


Vadarin



FORGOTTEN REALMS

Trading Cards



Crelt



FORGOTTEN REALMS

Trading Cards

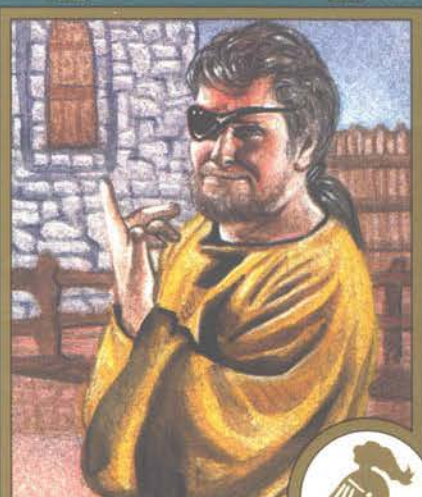


Jarathine



FORGOTTEN REALMS

Trading Cards



Blind Lemon Murlyn



Al-Qadim

Trading Cards



Umar bin Farid



GREYHAWK ADVENTURES

Trading Cards



Marska Armstrong





Trading Cards

Dural of the Iron Hills™

9th level Telepath

RACE: Hill Dwarf**ARMOR CLASS:** 6**THACO:** 16**MOVEMENT:** 6**HIT POINTS:** 37**ALIGNMENT:** Neutral good**EQUIPMENT:** *Leather armor +2, scimitar +2, axe of hurling***BACKGROUND:** Before he entered the demiplane of dread, Dural led a sect of psionic dwarves identified by special tattoos. He pursued the evil psionicist Vadarin (card 49 of 495) through thick mists, arriving in Borca. Dural has pursued the evil elf ever since and warns travelers about him.

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Trading Cards

Tisha™

1st level Druid

RACE: Human**ARMOR CLASS:** 6**THACO:** 20**MOVEMENT:** 12**HIT POINTS:** 8**ALIGNMENT:** Neutral**EQUIPMENT:** *Leather armor, scimitar, sling***BACKGROUND:** This pretty young woman showed an early aptitude for living with nature and caring for animals, so she was adopted by a local druid. She has just become an actual druid herself and feels she should see more of the world before she settles in one place. She is motivated by thirst for both knowledge and adventure.

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Trading Cards

Mirandos of Helm™

9th level Priest

RACE: Human**ARMOR CLASS:** 3**THACO:** 16**MOVEMENT:** 12**HIT POINTS:** 37**ALIGNMENT:** Lawful neutral**EQUIPMENT:** *Staff of insect command, mace +3, staff +1, plate mail***BACKGROUND:** Mirandos came to Far Pay-it from Faerun as an agent of the Amnite government. She found a scroll that told of a lost city, the insect people that guarded it, and a mysterious Star Worm. She left her church to pursue power and wealth in lost Ixtzul.

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Trading Cards

Jarathine™

6th level Psychometabolicist

RACE: Moon Elf**ARMOR CLASS:** 5**THACO:** 18**MOVEMENT:** 12**HIT POINTS:** 19**ALIGNMENT:** Lawful good**EQUIPMENT:** *Ring of protection +3, decanter of endless water***BACKGROUND:** Jarathine left her home in Evereska to explore the world. She uses her psionic powers to help others and is skilled in psionic healing. She is willing to tutor others in the use of mental powers, and she will join adventuring expeditions dedicated to destroying evil.

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Trading Cards

Crelt™

5th level Clairsentient

RACE: Gnome**ARMOR CLASS:** 5**THACO:** 18**MOVEMENT:** 6**HIT POINTS:** 22**ALIGNMENT:** Lawful neutral**EQUIPMENT:** *Leather armor +3, club +2, ring of invisibility***BACKGROUND:** This middle-aged fellow, blind since birth, has recently begun exploring the world. Though he makes frequent use of his psionic abilities, he is quite capable without them as well, and he dislikes overly helpful people. He is a pleasant man, but he takes his mental pursuits very seriously.

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Trading Cards

Vadarin™

10th level Telepath

RACE: High Elf**ARMOR CLASS:** 5**THACO:** 14**MOVEMENT:** 12**HIT POINTS:** 47**ALIGNMENT:** Neutral evil**EQUIPMENT:** *Bracers of defense AC 5, amulet of Vadarin***BACKGROUND:** Vadarin lives in Borca and refuses to tell anyone where he originally came from. His suave and seemingly sympathetic exterior hides his cold and malicious ways until far too late. He has empowered several items, such as his *amulet of Vadarin* (card 21 of 495), which he uses carefully.

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Trading Cards

Marska Armstrong™

2nd/3rd level Wizard/Warrior

RACE: Half-elf**ARMOR CLASS:** 4**THACO:** 18**MOVEMENT:** 12**HIT POINTS:** 16**ALIGNMENT:** Neutral good**EQUIPMENT:** *Bracers of defense AC 6, long bow +1***BACKGROUND:** Marska and her two sisters, Helena (card 249 of 495) and Tara (card 217 of 495), are engaged in a quest to find their long-lost father. This has caused the trio to travel widely across the land of Oerth. During her travels, Marska has learned some magic in addition to fighting skills. She is the most level-headed of the three.

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Trading Cards

Umar bin Farid™

3rd/3rd level Askar/Barber

RACE: Dwarf**ARMOR CLASS:** 7**THACO:** 18**MOVEMENT:** 6**HIT POINTS:** 15**ALIGNMENT:** Lawful good**EQUIPMENT:** *Scimitar of speed, leather armor, jambiya, razor***BACKGROUND:** Umar is the adoptive son of Farid, a powerful merchant in Hiyal, City of Intrigue. Born in Qudra, Umar was forced to flee from that city or be slain as his parents were. He is now fiercely protective of Farid because of a blood feud with the desert clan of Karim that seems unavoidable.

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Trading Cards

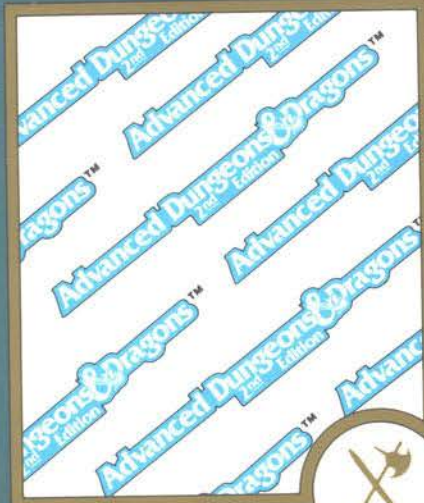
Blind Lemon Murlyn™

3rd/5th level Bard/Wild Mage

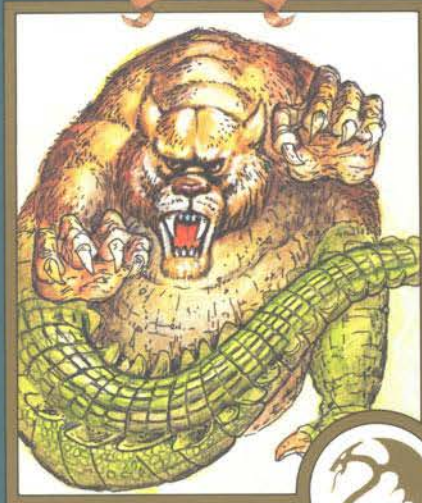
RACE: Human**ARMOR CLASS:** -1**THACO:** 19**MOVEMENT:** 12**HIT POINTS:** 23**ALIGNMENT:** Neutral good**EQUIPMENT:** *Bracers of defence AC 2, staff of striking, harp of charming***BACKGROUND:** Recruited by the Harpers, Murlyn embarked upon a disastrous mission into Thay where he was blinded. Rescued by the Brotherhood of the Yellow Rose, Murlyn learned "finger-runes" which allowed him to cast spells. During the Time of Troubles, a wild spell restored his left eye.

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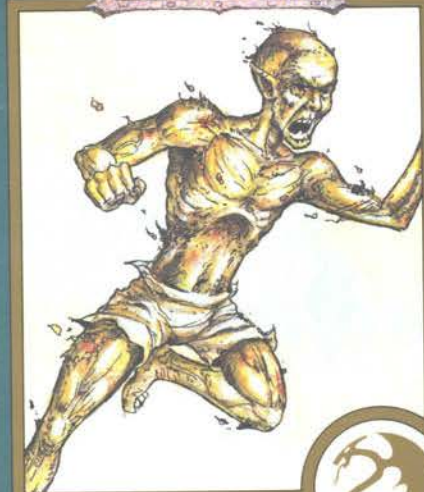
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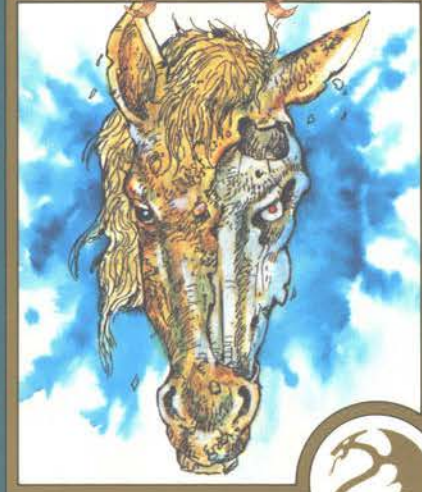
Ammut



Centipede, Megalo-



Dune Runner



Ghost Mount



Golem, Furnace



Kyrie



Owl, Space



Remorhaz

Centipede, Megalo-

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 18

HIT DICE: 3

ALIGNMENT: Neutral

SIZE: M (5' long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg 1d3; poisonous bite

DESCRIPTION: A megalo-centipede is a more intelligent version of its smaller cousins and is much more deadly. The victim of a megalo-centipede's bite must make a successful saving throw vs. poison or die. Even if the save is made, the acidic poison will burn the skin for 2d4 points of damage. Megalo-centipedes can be found just about anywhere, including subterranean lairs and forested areas.

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Trading Cards

Ammut

ARMOR CLASS: 3

THACO: 15

MOVEMENT: 9, Sw 12, Br 3

HIT DICE: 6

ALIGNMENT: Neutral evil

SIZE: L (12' long)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 1 or 2; Dmg 2d8 or 1d8/1d8; swallow whole, deafening roar

DESCRIPTION: An ammut is a cross between a crocodile, hippo, and lioness. It can swallow whole a creature smaller than man-sized by unhinging its jaw. This process takes 1d4 rounds, and creatures being swallowed can attack for double damage at a -4 penalty. An ammut can roar deafeningly once per turn (all within 20' save vs. poison or be deaf for 1d10 rounds).

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| <input type="checkbox"/> 8 Rastipede | <input type="checkbox"/> 36 Gamalon Idogyr |
| <input type="checkbox"/> 9 Sloth, Athasian | <input type="checkbox"/> 37 Basa Lianin |
| <input type="checkbox"/> 10 Fatima abd Haji | <input type="checkbox"/> 38 Meredin Sandyfoot |
| <input type="checkbox"/> 11 Green Lady Nenoc | <input type="checkbox"/> 39 Shayira |
| <input type="checkbox"/> 12 Telena of Mithric Falls | <input type="checkbox"/> 40 Bani Matruj al-Haddar |
| <input type="checkbox"/> 13 Teldicia | <input type="checkbox"/> 41 Anwar al-Sifr |
| <input type="checkbox"/> 14 Sadira | <input type="checkbox"/> 42 Tufaia bint Maneira |
| <input type="checkbox"/> 15 Thella | <input type="checkbox"/> 43 Mendolin Nightweaver |
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| <input type="checkbox"/> 21 Amulet of Vedarin | <input type="checkbox"/> 49 Vadarin |
| <input type="checkbox"/> 22 Aric's Staff of Power | <input type="checkbox"/> 50 Crelt |
| <input type="checkbox"/> 23 Hawkblade | <input type="checkbox"/> 51 Jarathine |
| <input type="checkbox"/> 24 Heartseeker | <input type="checkbox"/> 52 Blind Lemon Murlyn |
| <input type="checkbox"/> 25 Staff of Rowhalan | <input type="checkbox"/> 53 Umar bin Farid |
| <input type="checkbox"/> 26 Balian's Yellow Ioun Stone | <input type="checkbox"/> 54 Marska Armstrong |
| <input type="checkbox"/> 27 Murlyn's Harp of Charming | <input type="checkbox"/> 55 Checklist |
| <input type="checkbox"/> 28 Alea Thegal | |

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Trading Cards

Golem, Furnace

ARMOR CLASS: 2

THACO: 5

MOVEMENT: 6 (also spelljamming)

HIT DICE: 20 (90 hp)

ALIGNMENT: Neutral

SIZE: L (12' tall)

INTELLIGENCE: Very (11-12)

COMBAT: #AT 1; Dmg 2d6+12 (fist), 6d6 (crush), or by weapon (+12 damage)

DESCRIPTION: A furnace golem is a special form of iron golem that is more intelligent and versatile. It can speak and will carry on a conversation, particularly with its creator. A furnace golem can spelljam by consuming magical items.

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Trading Cards

Ghost Mount

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 30

HIT DICE: 3

ALIGNMENT: Neutral evil

SIZE: L

INTELLIGENCE: Low (5-7)

COMBAT: #AT 3; Dmg 1d8/1d8/1d6

DESCRIPTION: Anyone wishing to ride a ghost mount must make a Wisdom check at a -2 penalty, or the ghost mount refuses to obey the rider's commands. If the Wisdom check was successful, the ghost mount will carry the rider to the desired destination, but at the halfway point, a saving throw vs. death magic must be made or the rider is turned into a wraith.

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Trading Cards

Dune Runner

ARMOR CLASS: As in life

THACO: As in life

MOVEMENT: 18

HIT DICE: As in life

ALIGNMENT: Neutral evil

SIZE: M (7' tall)

INTELLIGENCE: As in life

COMBAT: As in life; psionic attacks

DESCRIPTION: A dune runner is an undead elf who died while running to complete a mission. Anyone who encounters a dune runner must save vs. spells or be compelled (via psionics) to join the dune runner on its path. Victims lose 1 Constitution point per turn spent running. When their Constitution reaches 0, victims collapse, and a system shock roll must be made to survive.

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Remorhaz

ARMOR CLASS: 0 (head 2, belly 4)

THACO: varies by size (13, 11, 9, or 7)

MOVEMENT: 12

HIT DICE: 7-14

ALIGNMENT: Neutral

SIZE: G (21'-42' long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg by size (4d6, 5d6, 6d6)

DESCRIPTION: Sometimes known as polar worms, remorhaz inhabit arctic climates, hunting for food. When attacking, they fan their wings, raising the front of their bodies and striking quickly. On an unmodified attack roll of 20, a remorhaz swallows its victim whole, killing it instantly. The back of a remorhaz becomes red hot in combat, melting all nonmagical weapons and inflicting 10d10 points of damage.

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Trading Cards

Owl, Space

ARMOR CLASS: 6

THACO: 17

MOVEMENT: 3, Fl 12 (B)

HIT DICE: 3+3

ALIGNMENT: Chaotic good

SIZE: S (2 1/2' tall)

INTELLIGENCE: Genius (18)

COMBAT: #AT 3; Dmg 1d4/1d4/1d3; spells
DESCRIPTION: These highly intelligent nocturnal animals are very useful as navigators and are often found working with spelljamming ships, guiding them through a crystal sphere. They enjoy philosophical discussion. A space owl can cast *invisibility*, *mirror image*, *blink*, *ventriloquism*, and *spook* three times a day.

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Trading Cards

Kyrie

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 6, Fl 18 (B)

HIT DICE: 4

ALIGNMENT: Neutral

SIZE: M (7' tall)

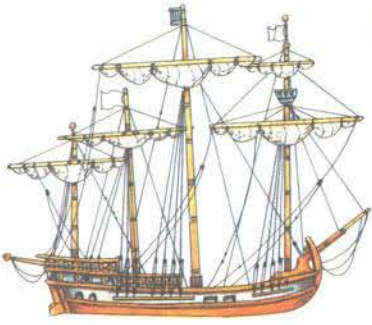
INTELLIGENCE: Average (8-10)

COMBAT: #AT 1; Dmg 1d6 or by weapon

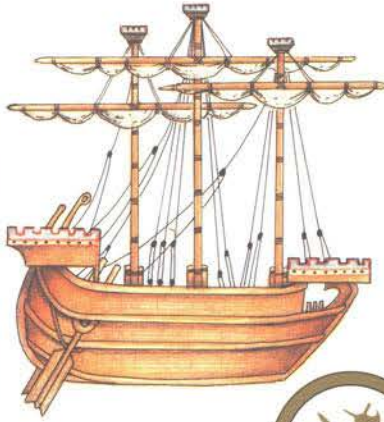
DESCRIPTION: Kyrie are a cross between men and birds. They live in the high valleys and ridges of the mountains of Mithas. They will attack by dropping stones from the air for 1d8 points of damage, or by attacking with their own special stone axe, doing 1d6 points. In addition, kyrie are able to cast spells as a 3rd level druid. The kyrie are mortal enemies with the minotaurs, who consume kyrie eggs.

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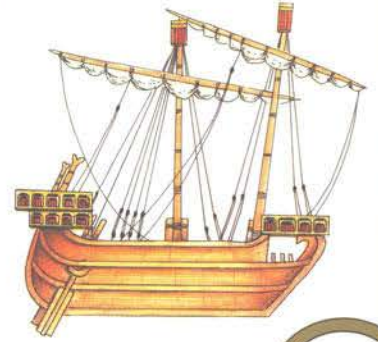
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Caravel



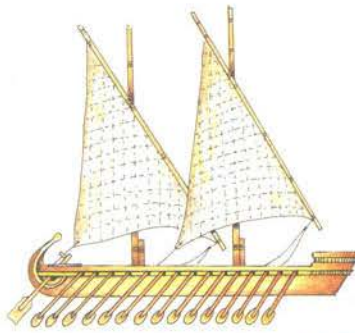
Coaster



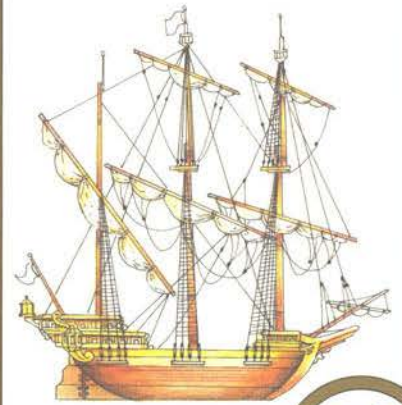
Cog



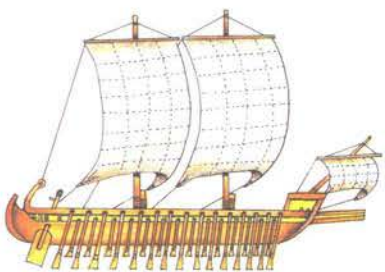
Drakkar



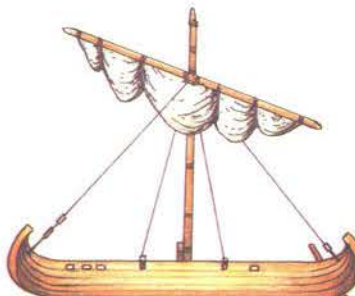
Dromond



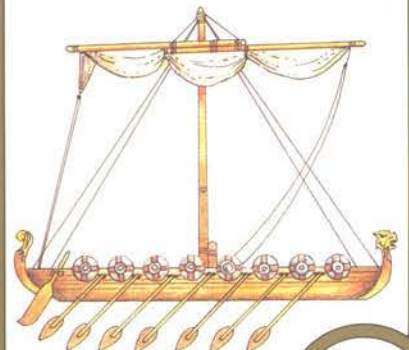
Galleon



Great Galley



Knarr



Longship



Mini-series: Ships Cog

VALUE: 10,000 gp

DESCRIPTION: This is a larger, improved version of the coaster and is able to sail the open sea better. It has one or two masts with square sails and is usually 75 to 90 feet long and 20 feet wide. The crew is normally only 18 to 20 men. There is normally one deck and fore- and sterncastles. The average cargo capacity of a cog is 100 to 200 tons.

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Mini-series: Ships Coaster

VALUE: 5,000 gp

DESCRIPTION: Also called a round ship, this small merchant ship hugged the coast. It has two masts and triangular sails and averages 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. It is crewed by 20 to 30 men, and has a cargo capacity of about 100 tons. A coaster is not tremendously seaworthy, but it is useful for carrying large amounts of cargo with relatively small crews.

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Mini-series: Ships Caravel

VALUE: 10,000 gp

DESCRIPTION: This is the type of ship that Columbus used to sail to the New World. It should be used in a late Medieval setting. It normally has two or three masts and square sails. No oars are used. A typical caravel is 70 feet long and 20 feet wide, and is crewed by 30 to 40 men. The average caravel displacement is 150 to 200 tons.

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Mini-series: Ships Galleon

VALUE: 50,000 gp

DESCRIPTION: This is the most advanced sailing ship and should appear in a Renaissance setting. It has three or four masts, multiple decks, and fore- and sterncastles with at least two decks each. A galleon is usually about 130 feet long and 30 feet wide and is crewed by around 130 men. It has a cargo capacity of 500 tons, but it is mainly used as a warship, easily carrying enough men and supplies to defend itself against attack.

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Mini-series: Ships Dromond

VALUE: 15,000 gp

DESCRIPTION: A dromond will have one or two masts with triangular sails, but its main power source comes from 100 oars, 50 to a side. These are divided into two banks, one above the other, with one man per oar on the lower bank and three per oar on the upper one. Thus, the total crew is about 200 men. The dromond is typically 130 to 175 feet long but only 15 feet wide. It can be used either for cargo or for war. If used for war, the dromond is often equipped with a ram. It is not a terribly seaworthy craft, and stays near the coast, beaching at night.

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Mini-series: Ships Drakkar

VALUE: 25,000 gp

DESCRIPTION: This is the largest of the viking longships and is also known as a dragonship. Built for war, this ship stretches about 100 feet in length. Although a mast can be raised, a drakkar is usually powered by oars and uses a rowing crew of 60 to 80 men. An additional 160 men can be carried for boarding and raiding. A drakkar is not very seaworthy, and because it cannot carry enough supplies for 240 men, it is used along the coast where it can put in for the night.

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Mini-series: Ships Longship

VALUE: 10,000 gp

DESCRIPTION: The longship is the standard Viking warship, larger than a knarr but not as massive as a drakkar. It averages 75 feet long with 20 to 25 oars per side. Each oar is operated by a single man, making the overall crew 40 to 50 men. The longship also has a single mast with a square sail. It can carry an additional 120 to 150 men, or it has a cargo capacity of around 50 tons. Its seaworthiness allows it to be taken into open water when necessary.

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Mini-series: Ships Knarr

VALUE: 3,000 gp

DESCRIPTION: The knarr is a small ship from the Scandinavian region that is about 50 to 75 feet long and 15 to 20 feet wide with a single mast and a square sail. It has a crew of from eight to 14 men who can row in times of poor wind. The cargo capacity is small, around 10 to 50 tons. It is seaworthy and can be taken into open water. Conversely, its flat bottom allows it to be taken up rivers or beached easily.

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Mini-series: Ships Great Galley

VALUE: 30,000 gp

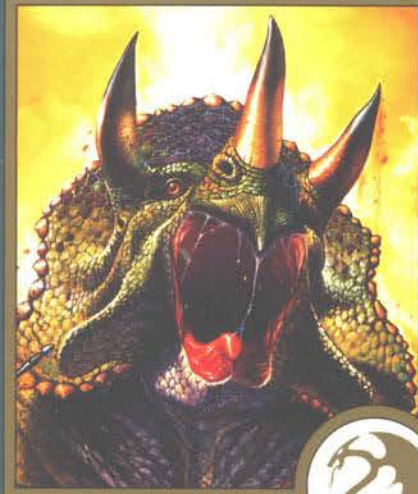
DESCRIPTION: This ship is an improved version of the dromond, about 130 feet long and 20 feet wide. It is powered by 140 rowers and supplemented by three masts for better speed and handling. It has a cargo capacity of 150 tons. It can be outfitted for war by fitting the front end with a ram and carrying marines instead of cargo. The great galley is a coastal ship, rarely venturing out into open water.

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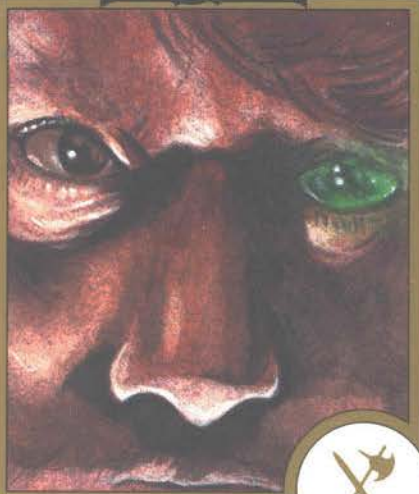
Snake, Giant Poison



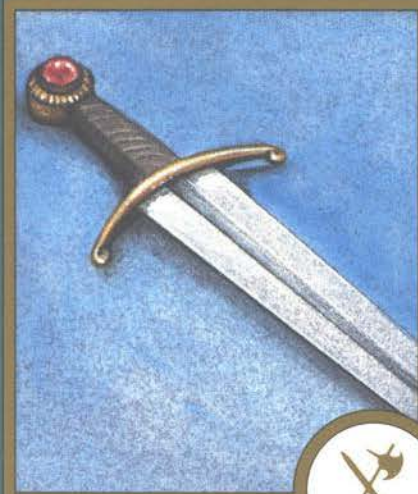
Triceratops



Staff



Gem



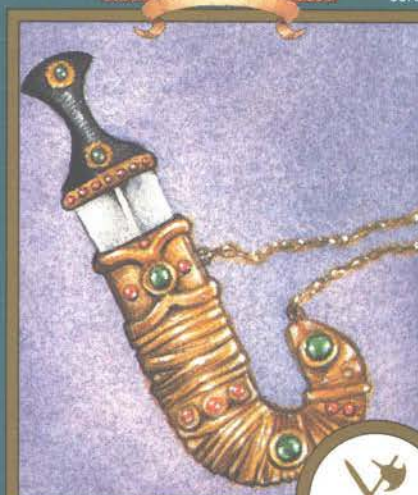
Short Sword



Carpetbag



Long Sword



Jambiya



Carpet



Delmaria's Staff of Withering

XP VALUE: 9,000

DESCRIPTION: Delmaria's (card 144 of 495) staff is a +2 weapon to hit, causing 1d4+2 points of damage when a single charge is expended. If two charges are expended, the struck enemy also ages 20 years. Three charges will wither a random limb of the struck creature. Ageless creatures are unaffected by the staff. However, there is always a 5% chance per charge expended that the effects of the staff will backfire on Delmaria (i.e., one charge has a 5% chance, two charges, a 10% chance, etc.).

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Triceratops

ARMOR CLASS: 2/6

THACO: 5

MOVEMENT: 9

HIT DICE: 16

ALIGNMENT: Nil

SIZE: H (24' + long)

INTELLIGENCE: Non- (0)

COMBAT: #AT 3; Dmg 1d8/1d12/1d12

DESCRIPTION: These great dinosaurs, which weigh more than 10 tons, are usually found on the plains. They attack by charging enemies with their great horns. Smaller creatures are usually simply trampled, suffering 2d12 points of damage in the process. The bony plate that anchors its horns gives the triceratops added protection of Armor Class 2 around its head.

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Snake, Giant Poison

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 15

HIT DICE: 4+2

ALIGNMENT: Neutral

SIZE: M (12' long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg 1d3; poisonous bite
DESCRIPTION: Giant poisonous snakes are simply larger versions of their cousins. They inject poison into their victims on a successful bite. Any victim bitten must make a successful saving throw vs. poison or die in one round. Some varieties of snake cause 3d6 points of poison damage even if the saving throw is successful.

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Henry's Carpetbag of Holding

XP VALUE: 5,000

DESCRIPTION: Henry (card 89 of 495) has kept most of his belongings in this magical bag of holding for years. The outside has become faded and worn, but the inside is full of surprises. The bag has not one but four separate dimensional spaces within it, for better organization. Each space has 200 cubic feet of volume, and Henry has stored up more forgotten treasure and other items in his carpetbag than he can remember. He is constantly searching for some lost item and pulling another out, showing surprise that he has rediscovered it.

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Harpo's Short Sword +2 Orc-Slayer

XP VALUE: 900

DESCRIPTION: This magical blade belongs to Harpo Bogglinn (card 107 of 495), which he covets and always keeps handy in his unceasing war against orcs. When within 50 feet of an orc or orog, the sword begins to quiver, almost as if in eager anticipation of slaying one of the creatures. Against orckind in battle, the blade confers +4 combat bonuses, and any successful hits cause double damage to orcs and orogs. Harpo has been using this weapon to kill the 1,001 orcs necessary to return home and reconcile with his father.

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Gamalon's Gem of Infravision and Detect Magic

XP VALUE: 2,500

DESCRIPTION: This huge emerald is a variation on a gem of seeing. It functions as if a permanent infravision spell has been cast, allowing Gamalon (card 36 of 495) to see in darkness. As well, it functions as if a permanent detect magic spell has been cast on Gamalon. Gamalon lost his left eye when he was young but magically replaced it with this special gem. He now wears it all of the time in his left eye socket. This obviously makes him very memorable and somewhat fearsome in countenance.

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Leonardo's Carpet of Flying

XP VALUE: 8,000

DESCRIPTION: Leonardo's (card 163 of 495) magical carpet is of unusual size—it is a mere 3 feet wide but fully 12 feet long. This unusual size allows six fully equipped individuals to travel in single file on the carpet. As well, this narrow design allows the carpet to travel at a speed of 42, despite the size and burden. Leonardo uses this carpet to transport other wizards and himself, flying fast and low to the ground. Thus, they are able to catch enemies off guard and either attack them magically with surprise or get away from them without being followed.

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Tufala's Jambiya +2

XP VALUE: 1,000

DESCRIPTION: Tufala's (card 42 of 495) magical jambiya is a typical double-edged curved dagger that confers a +2 bonus in combat. Tufala was given this jambiya by her tribal chieftain when she became the tribe's rawun. It has been passed down from rawun to rawun for twenty generations, and if it is ever lost or stolen, the rawun who has so carelessly allowed this will lose all honor within the tribe and be cast out until it is recovered. So far, Tufala has been very careful, but she has enemies who see this as a potential weapon to be exploited.

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Jaysen's Long Sword +1, +2 vs. Magic-using Creatures

XP VALUE: 500

DESCRIPTION: Jaysen's (card 149 of 495) magical longsword provides a +1 bonus in combat, and a +2 bonus vs. magic-using creatures. However, the sword also acts as a magical lightning rod, and all area-of-effect spells that encompass Jaysen concentrate on him. Saving throws successfully made by all other individuals reduce the damage to one quarter while failure results in half damage. Jaysen must successfully save to take full damage—a failed save means Jaysen has suffered 150% of the rolled damage.

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SPELLHAMMER

Trading Cards



Short Sword



FORGOTTEN REALMS

Trading Cards



Matilda



Al-Qadim™

Trading Cards

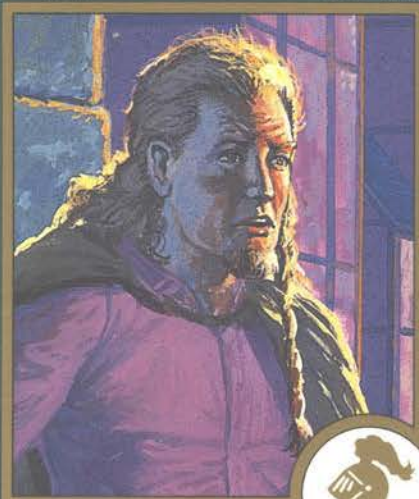


Alia al-Karim



FORGOTTEN REALMS

Trading Cards

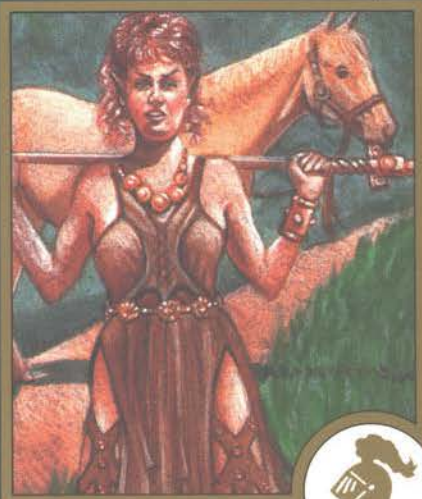


Losifan Urdo



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Lailani Foxfire



Ravenloft

Trading Cards

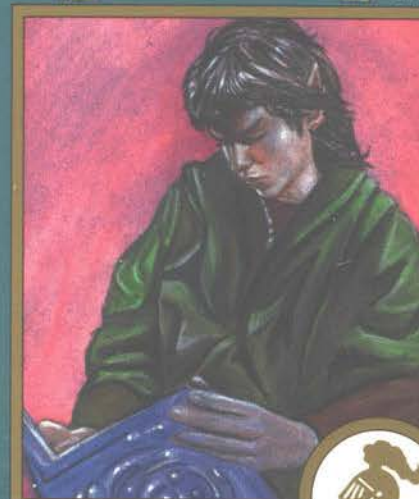


Melykurion



FORGOTTEN REALMS

Trading Cards

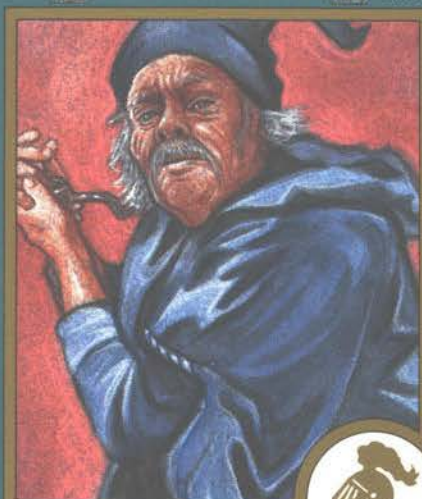


Tymoriel



FORGOTTEN REALMS

Trading Cards



Henry



FORGOTTEN REALMS

Trading Cards



Wemick





Trading Cards

Alia al-Karim™**3rd level Desert Rider**

RACE: Half-elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Neutral good
EQUIPMENT: Long sword +1 (flame tongue), leather armor, daraq, jambiya
BACKGROUND: Alia is the daughter of Aasim Karim, a powerful chieftain of the desert. Her brother and friend Jamal was slain by a merchant named Farid in the city of Hiyal. Alia has convinced her father that Jamal's death was unjustified and now all of Clan Karim cries out for vengeance.

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Trading Cards

Matilda the White Lady™**9th level Warrior**

RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Lawful good
EQUIPMENT: White chain mail +2, shield +1, scimitar of speed +3, potion of speed
BACKGROUND: Matilda is the wife of Henry the Shadow Master (card 89 of 495). This elderly couple are residents of the Nellie Thursday Home for Experienced Adventurers. Matilda's blustering manner tends to dominate her shy husband. Her greatest achievement was to make him quit smoking.

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Trading Cards

Meredin's Short Sword +1 Luck Blade

XP VALUE: 1,000
DESCRIPTION: This magical weapon has so far helped Meredin (card 38 of 495) out of several very difficult scrapes. The blade confers a +1 bonus to all of Meredin's saving throws, and when all else has seemed to fail, lucky things seem to happen to Meredin. For instance, when Meredin once found himself cornered by some thugs on the docks, he wished for them to disappear. At that instant, a large net full of freshly caught fish broke free of its hoist and fell on top of the thugs, covering them from his sight.

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Trading Cards

Melykurion of the Raven™**5th level Paladin**

RACE: Human
ARMOR CLASS: -3
THACO: 16
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Lawful good
EQUIPMENT: Shield +1, long sword +1, plate mail
BACKGROUND: Melykurion is one of a trio of brother-paladins trapped in the demiplane of dread. Together with Mark (card 417 of 395) and Hannibil (card 252 of 495), he seeks to free those who continue to suffer within the walls of Castle Bloodmere.

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Trading Cards

Lailani Foxfire™**4th level Ranger**

RACE: Elf
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Silver short sword +1, spear
BACKGROUND: Lailani was raised in an amazon tribe known as the Horsemaidens. These females are experts in mounted combat. Like most of her tribe, Lailani considers males to be the 'weaker' sex. Given her Strength (18/76) and Dexterity (18), most men would be hard pressed to prove otherwise.

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Trading Cards

Losifan Urdo™**7th level Swashbuckler Fighter**

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Chaotic good
EQUIPMENT: Leather armor +2, long sword +1, main gauche
BACKGROUND: The "black sheep" of a prominent Westgate merchant family, this former duelist is a field commander for the Mercenaries' Guild of Westgate. A bit of a dandy, Losifan is concerned with looking good. He puts his skills and sarcastic wit to good use training and disciplining troops.

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Trading Cards

Wemick the Wise™**11th level Wizard**

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defense AC 5, cane of striking, wand of lightning, ring of wizardry
BACKGROUND: Wemick is the oldest human at the Nellie Thursday Home for Experienced Adventurers. Although his wisdom has endured, his memory has not. It is not unusual for Wemick to forget which spells he has memorized until after casting them.

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Trading Cards

Henry the Shadow Master™**10th level Illusionist**

RACE: Human
ARMOR CLASS: 1
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Neutral good
EQUIPMENT: Cloak of protection +2, bracers of defense AC 5, wand of paralysis, carpetbag of holding
BACKGROUND: Henry, with his darling Matilda (card 83 of 495), lives at the Nellie Thursday Home for Experienced Adventurers. He enjoys a good pipe, yet his wife refuses to let him smoke. Thus Henry has magically rendered himself 'unsmellable.'

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Trading Cards

Tymoriel™**1st level Enchanter**

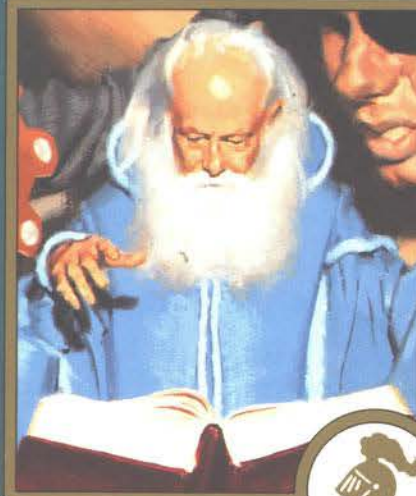
RACE: Elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic good
EQUIPMENT: Robes, dagger, spellbook, components
BACKGROUND: Tymoriel the Enchanter (there are those who call him "Tym") is a novice adventurer who seeks to increase his understanding of magic and life in general. Luckily, his inexperience has not gotten him into too much trouble yet. However, Tymoriel's last adventure did leave him with an overwhelming fear of lycanthropes.

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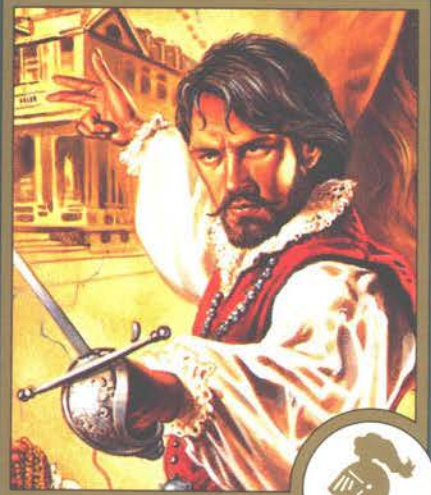
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Crekumintholus



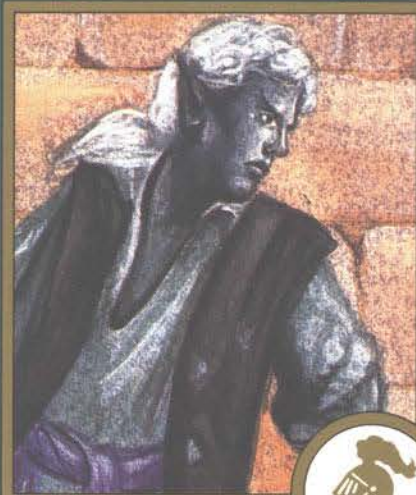
Rethral



De'Naire Pruhl



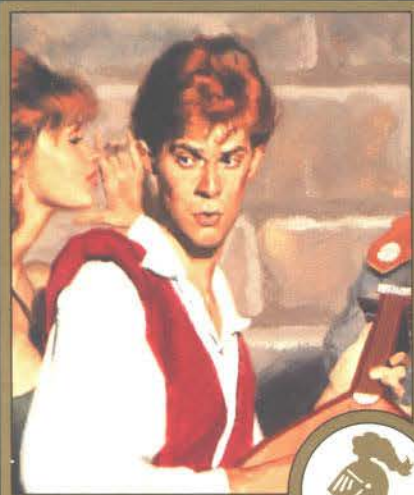
Tiffany



Synthalus



Allaranzal



Thaddeus



Yarina



Golgomere



De'Naire Pruhl™
7th level Thief

RACE: Human
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Neutral good
EQUIPMENT: Ring of protection +3, amulet of life protection, hat of disguises, long sword +2, dagger +3
BACKGROUND: De'Naire is a suave and sophisticated man who romances his way into everyone's confidence, then steals their valuables while they never suspect him. He is wanted by nobles in every major city in Greyhawk.

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Rethral™
9th level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful good
EQUIPMENT: Potion of longevity (4 doses), scroll with 5 4th level spells, rod of passage, bracers of defense AC 4, gem of true seeing
BACKGROUND: Rethral is an oddball where wizards are concerned; he can be found anywhere where there is a large group of people that he can talk to. He sometimes overindulges with his wine.

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Crekumintholus (Crek)™
5th level Illusionist

RACE: Gnome
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 6
HIT POINTS: 13
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bracers of defense AC 7, ring of invisibility, wand of size alteration, potion of gaseous form (7 doses)
BACKGROUND: Crek has above-average Dexterity (16). He uses his illusionary powers to help his friend Tiffany (card 94 of 495) pull off cat burglar jobs. Crek likes to find out where all the good stuff in a town is located. He usually is found dining in the more elegant inns.

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Allaranzal™
18th level Thief

RACE: Human
ARMOR CLASS: -1
THACO: 12
MOVEMENT: 12
HIT POINTS: 55
ALIGNMENT: Neutral good
EQUIPMENT: Dust of disappearance, bracers of defense AC 2, boots of levitation, bag of holding, deep red ioun stone, lavender ioun stone
BACKGROUND: Allaranzal is a legend among thieves in Greyhawk City. The Thieves' Guild has asked her to join more than once, but she always declines. Since she is retired, the guild doesn't mind. She tutors a student from time to time.

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Synthalus™
3rd level Thief

RACE: Drow
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful evil
EQUIPMENT: Leather armor +2, scimitar of speed, boots of striding and springing
BACKGROUND: Synthalus was once cocky and obnoxious, thinking he knew everything, but his attitude got members of his party killed. He learned his lesson when his sister lost her hand in a trap. He now looks for folks to adventure with, but finds few people willing to trust him.

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Tiffany™
7th level Thief

RACE: Human
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 6, ring of feather falling, ring of shocking grasp, amulet of proof against detection and location, dagger +4
BACKGROUND: Tiffany (Tiff) is a cat burglar. Her best friend is a gnome named Crek (card 91 of 495) who uses his magic to help her find work. While Tiff is only 18, she is learning a lot from her gnome friend.

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Golgomere™
10th level Priest

RACE: Dwarf
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 6
HIT POINTS: 60
ALIGNMENT: Lawful good
EQUIPMENT: Hammer of thunderbolts, chain mail +2, shield +1, bronze horn of valhalla, girdle of frost giant strength
BACKGROUND: Golgomere sometimes finds himself in trouble with the elders of his church. He spends as much time as possible following the dwarven armies and healing their wounded. He has not seen his homeland in two years.

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Yartrina™
6th level Priest

RACE: Elf
ARMOR CLASS: 1
THACO: 18
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Lawful good
EQUIPMENT: Oil of etherealness (2 doses), scroll of protection from lycanthropes, elven chain mail +2, quarterstaff +3, net
BACKGROUND: Yartrina comes from a wealthy family. They wanted her to marry an elf prince, but she wanted to devote her life to her god. She is afraid to return home even though she has received messages from her father that she is welcome and forgiven.

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Thaddeus™
3rd level Bard

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Chaotic good
EQUIPMENT: Harp of charming, gem of seeing, ring of human influence
BACKGROUND: Thaddeus has always idolized bards and gypsies for their free lifestyles and ability to entertain people wherever they go. His talent is limited, however, and he depends on his harp of charming to cover for him. He has been chased out of a few cities for his ruse.

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DragonLance™

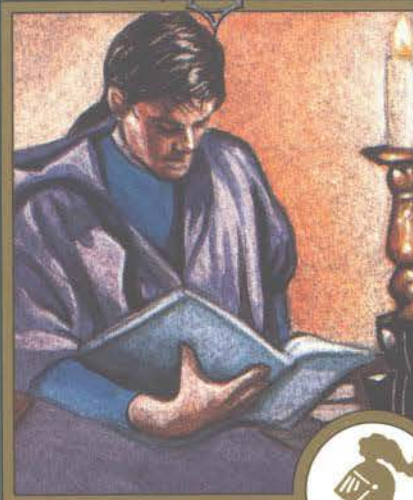
Trading Cards



Kellamy

Ravenloft

Trading Cards



Theodoric

GREYHAWK ADVENTURES

Trading Cards



Trehuger

DARK SUN

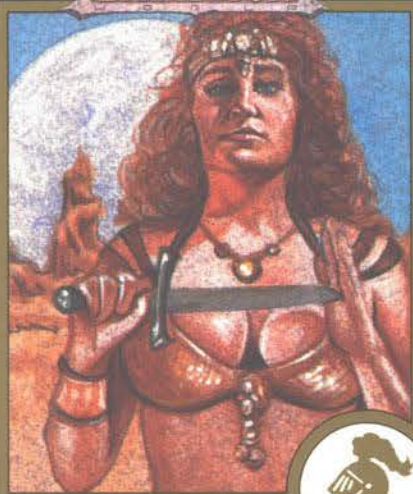
Trading Cards



Ogut'jal

DARK SUN

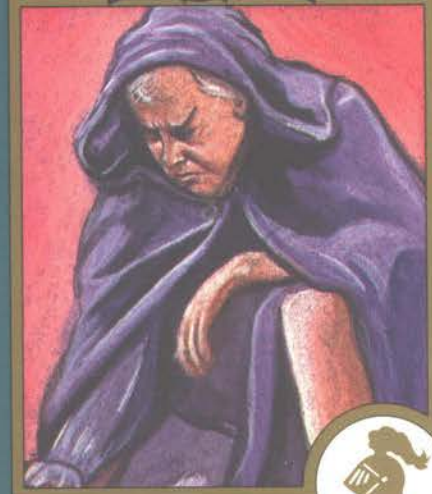
Trading Cards



Quissaria

SPELLJAMMER

Trading Cards



Selronde

DARK SUN

Trading Cards



Farhard

FORGOTTEN REALMS

Trading Cards



Harpo Bogglinn

Ravenloft

Trading Cards



Bonnie Lee



Trehuger of Gnarley Wood™

2nd level Druid

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Neutral good
EQUIPMENT: Robes, staff
BACKGROUND: Trehuger singlehandedly stopped the needless slaughter of woodland animals near his family farm on the southern edge of Gnarley Wood by spreading rumors of werebeasts and savage man-attacks. Since that time, he has devoted his life to the preservation of Gnarley Wood—the elves call him Rucheille, "Noble Farmer."

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Theodoric the Book™

3rd level Priest

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Lawful good
EQUIPMENT: Several books at all times
BACKGROUND: Theodoric is a member of a secluded order in the western forests of Barovia. His passion is the written word, and his gift is the ability to memorize passages, pages, even entire volumes after reading them through just once. As a source of information, he's unmatched, and sometimes as a nuisance, as well.

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Kellamy™

8th level Priest

RACE: Human
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Neutral good
EQUIPMENT: *Scarab of protection +3, He-ward's handy haversack, beads of force, mace +2*
BACKGROUND: Kellamy has spent the last year of her life helping people in need, trying to overcome the guilt she feels because her party died encountering a black dragon. Although it was not her fault, she feels responsible. She has a special enmity for draconians.

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Selronde the Elder™

3rd level Psionicist

RACE: Elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Lawful neutral
EQUIPMENT: *Ring of regeneration, cloak of protection +3, potion of clairaudience*
BACKGROUND: Selronde is a truly ancient elf, having recently celebrated his 777th birthday. On turning 600, he became the elder of his extended family, but the bickering and backstabbing of thousands of relatives over more than a century and a half drove him from his home world and into the stars.

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Quissaria™

4th level Psionicist

RACE: Human (Villich)
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Lawful neutral
EQUIPMENT: Wooden short sword, steel dagger
BACKGROUND: Quissaria was born to pure-strain human parents in the city of Balic. Ashamed of their offspring, her family relocated to the wilderness near South Ledopolus when her Villich characteristics were no longer concealable. Now 27, Quissaria shuns the convent life expected of her kind and instead travels of her own accord.

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Ogut'jal™

3rd level Psionicist

RACE: Thri-kreen
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 18
HIT POINTS: 13
ALIGNMENT: Neutral good
EQUIPMENT: Harness, 2 chatkcha, gythka
BACKGROUND: Born the weakest among his clutchmates, Ogut'jal was abandoned by his mother on the Great Ivory Plain when only a few days old. Were it not for a passing dwarven psionicist, the young insect would have surely died. Ogut'jal now carries the bones of his fallen mentor, since he had no homeland to be buried in.

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Bonnie Lee™

3rd/4th level Mage/Thief

RACE: Half-elf
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 11
ALIGNMENT: Neutral good
EQUIPMENT: *Dagger +2, potion of speed, long sword, leather armor (seldom worn)*
BACKGROUND: Bonnie's charms have graced the inns of Kartakass, Gundarak, and Barovia. She regularly entertains people with her magic and stories in exchange for food and lodging. In the morning, however, many listeners find that she's stolen more than just their hearts.

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Harpo Bogglinn™

3rd/4th level Fighter/Thief

RACE: Halfling
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Short sword +2 (orc slayer), leather or field plate, fully barded war pony*
BACKGROUND: In a raid against his homeland, Prince Harpo failed to save his younger brother from orkish blades, in the process taking an orog arrow in the throat. His grief-stricken father banished the now-mute Harpo from Toril, not to return until he has slain 1,001 goblin-kind with his own sword.

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Farhard of the Split Rock™

5th level Psionicist

RACE: Dwarf
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 28
ALIGNMENT: Neutral good
EQUIPMENT: Leather jerkin, stone hammer
BACKGROUND: The stone carvers of the Shadow King's city are the finest on Athas, having decorated every building in Nibenay with images of their sorcerer-king's greatness and power. Farhard was trained there as a slave, then was an overseer before the voices in his mind called him to the adventuring life.

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FORGOTTEN REALMS
TRADING CARDS

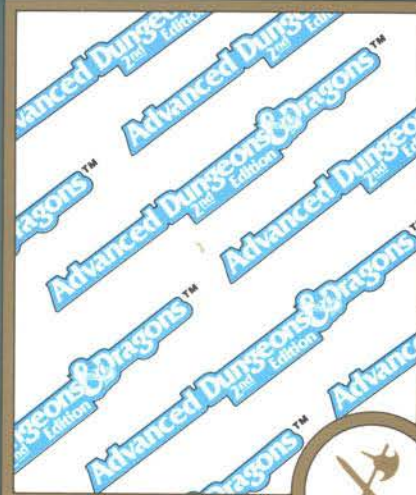
Trading Cards



Balian Rocksmith

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Checklist

Advanced Dungeons & Dragons™
2nd Edition

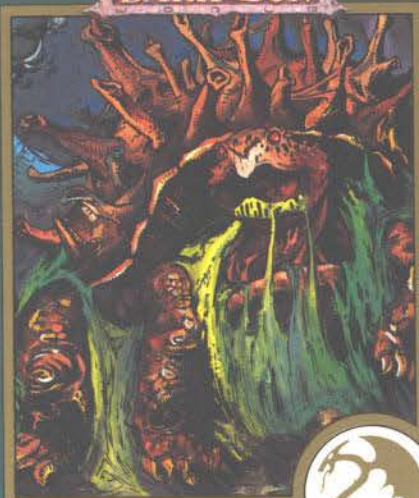
Trading Cards



Ankeg

DARK SUN
TRADING CARDS

Trading Cards



Cha'thrang

AL-QADIM™
TRADING CARDS

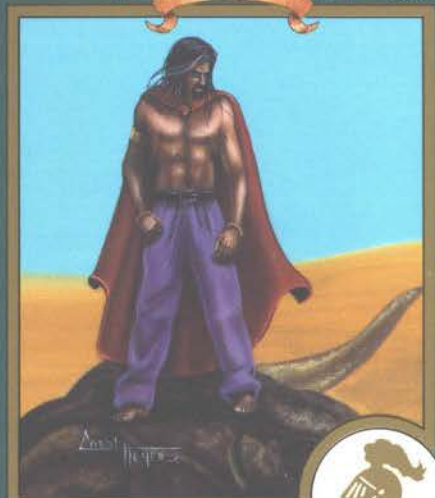
Trading Cards



Elephant Bird

AL-QADIM™
TRADING CARDS

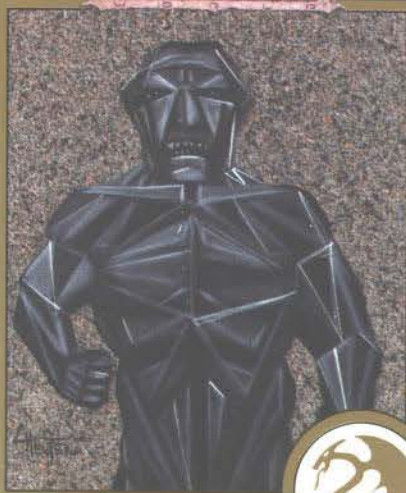
Trading Cards



Giant, Desert

DARK SUN
TRADING CARDS

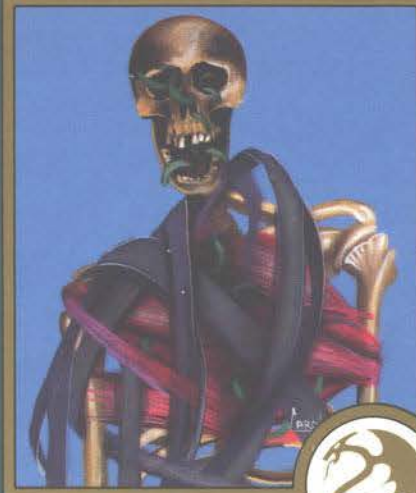
Trading Cards



Golem, Obsidian

GREYHAWK
ADVENTURES™
TRADING CARDS

Trading Cards



Kyuss, Son of

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Owlbear

Ankheg

ARMOR CLASS: 2/4

THACO: 16-12

MOVEMENT: 12, Br 6

HIT DICE: 1d6+2

ALIGNMENT: Nil

SIZE: L-H (10' to 20' long)

INTELLIGENCE: Non- (0)

COMBAT: #AT 1; Dmg 3d6 (crush) + 1d4 (acid)

DESCRIPTION: The ankheg burrows tunnels underneath forests and rich farmland. It can detect movement of man-sized creatures up to 300 feet away. Once every six hours, the ankheg can squirt a stream of acidic enzymes at a victim, causing 8d4 points of damage, or half that if a successful saving throw vs. poison is rolled. The chitinous shell of the ankheg is AC 2, while the soft underbelly is AC 4.

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56 Ammut
57 Centipede, Megalo-
58 Dune Runner
59 Ghost Mount
60 Golem, Furnace
61 Kyrie
62 Owl, Space
63 Remorhaz
64 Caravel
65 Coaster
66 Cog
67 Drakkar
68 Dromond
69 Galleon
70 Great Galley
71 Knarr
72 Longship
73 Snake, Giant Poison
74 Triceratops
75 Delmaria's Staff of Withering
76 Gamalon's Gem of Infravision and Detect Magic
77 Harpo's Short Sword +2, Orc-Slayer
78 Henry's Carpetbag of Holding
79 Jaysen's Long Sword +1, +2 vs. Magic-using Creatures
80 Tufala's Jambiya +2
81 Leonardo's Carpet of Flying

82 Meredin's Short Sword +1
Luck Blade
83 Matilda the White Lady
84 Alia al-Karim
85 Losifan Urdo
86 Lailani Foxfire
87 Melykurion of the Raven
88 Tymoriel
89 Henry the Shadow Master
90 Wemick the Wise
91 Crekumintholus
92 Rethral
93 De Naire Pruhi
94 Tiffany
95 Synthalus
96 Aillaranzal
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Balian Rocksmith™

5th/5th level Fighter/Cleric

RACE: Dwarf

ARMOR CLASS: 0

THACO: 16

MOVEMENT: 6

HIT POINTS: 28

ALIGNMENT: Chaotic good

EQUIPMENT: Shield +2, warhammer +1, ring of invisibility, red ioun stone, plate mail

BACKGROUND: Balian has recently broken away from his brothers/adventuring partners Dalian, Thalian, and Gralian. After working for a local wizard, their employer saw fit to reward Balian and turn the others into slugs. Balian would have protested, but he never liked them much, anyway.

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Trading Cards

Giant, Desert

ARMOR CLASS: 1

THACO: 7

MOVEMENT: 15

HIT DICE: 13

ALIGNMENT: Neutral

SIZE: H (17' tall)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 1; Dmg 1d10 or by weapon (+7 damage)

DESCRIPTION: These giants are nomadic tribesmen who often graze their herds in fertile river valleys and even occasionally on crops. Their skin is so similar to the color of sand that they can camouflage themselves if given one round to prepare.

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Trading Cards

Elephant Bird

ARMOR CLASS: 5

THACO: 17

MOVEMENT: Fl 18 (C)

HIT DICE: 3+3

ALIGNMENT: Neutral

SIZE: M (5')

INTELLIGENCE: Animal (1)

COMBAT: #AT 1 or 3; Dmg 1d10 or 1d4/1d4

DESCRIPTION: When elephant birds hunt in large packs, they are a fearsome enemy. Each bird can carry three stones in its gullet, which it will superheat and then drop on prey. These stones cause 1d10 points of damage initially, and 1d4 points of damage the following round.

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Trading Cards

Cha'thrang

ARMOR CLASS: -2/8

THACO: 11

MOVEMENT: 3

HIT DICE: 8+3

ALIGNMENT: Neutral

SIZE: M (6' long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 3; Dmg 1d4/1d4/1d12; fires tethered darts, can camouflage

DESCRIPTION: The cha'thrang hides in the sands until it is ready to strike, the tubes on its back appearing much like a stand of broken bamboo. It can fire lime-coated darts at creatures flying overhead, doing 1d6 points of damage. These darts are attached to the cha'thrang by tough, sinewy tethers which are difficult to break.

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Owlbear

ARMOR CLASS: 5

THACO: 15

MOVEMENT: 12

HIT DICE: 5+2

ALIGNMENT: Neutral

SIZE: L (8' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 3; Dmg 1d6/1d6/2d6; hug

DESCRIPTION: Owl bears are probably the result of a wizard's experiment. When an owlbear scores a hit with one of its paws with an 18 or more, then the victim is dragged into an "owlbear hug," suffering 2d8 points of crushing damage each round. Anyone being crushed by an owlbear is subject to its beak attack, but not its claws. A successful bend bars/lift gates roll will free the victim from the hug.

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Trading Cards

Kyuss, Son of

ARMOR CLASS: 10

THACO: 17

MOVEMENT: 9

HIT DICE: 4

ALIGNMENT: Chaotic evil

SIZE: M (5'-6' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1d8

DESCRIPTION: These horrible undead creatures can be turned as mummies. In melee, worms from the son's skull will attempt to jump onto the victim. If a worm reaches a victim, it will burrow into the skin and toward the brain in 1d4 rounds. If it reaches the brain, the victim dies and becomes a son of Kyuss. Remove curse or cure disease will kill a worm. Sons of Kyuss regenerate 1 hit point per round.

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Trading Cards

Golem, Obsidian

ARMOR CLASS: 4

THACO: 9

MOVEMENT: 6

HIT DICE: 12

ALIGNMENT: Neutral

SIZE: L (12' tall)

INTELLIGENCE: Semi- (2-4)

COMBAT: #AT 1; Dmg 4d10; fist smash

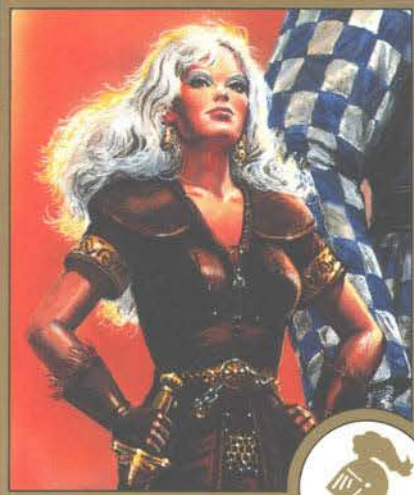
DESCRIPTION: An obsidian golem can smash its fists together rather than make a normal melee attack. All who hear it must save vs. paralysis or be stunned. There is also a spray of obsidian shards that does 2d6 points to all within 20 feet.

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FORGOTTEN REALMS

Trading Cards

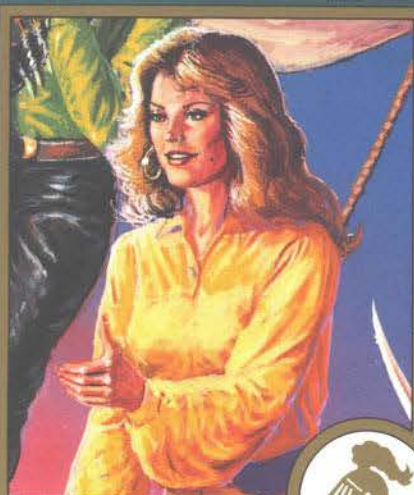


Gaylana



FORGOTTEN REALMS

Trading Cards



Zahara



FORGOTTEN REALMS

Trading Cards



Noro Amoto



FORGOTTEN REALMS

Trading Cards



Miquiztl Manik



FORGOTTEN REALMS

Trading Cards



Nkonzi Maru



FORGOTTEN REALMS

Trading Cards



Solara



FORGOTTEN REALMS

Trading Cards

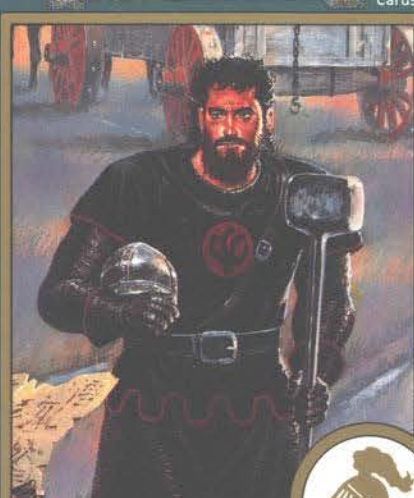


Hajima sitt-Nasir



FORGOTTEN REALMS

Trading Cards



Turgoz "Tenhammer"



FORGOTTEN REALMS

Trading Cards



Duke Eltan





Mini-series: Mercenary Captains
Noro Amoto
 10th level Samurai

RACE: Human
ARMOR CLASS: 1
THACO: 11
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Lawful neutral
EQUIPMENT: *katana +2, o-yoroi armor, daikyu*
BACKGROUND: After fighting in the Horde Wars, the skilled and wise Noro led his 180-person corps out of Kara-Tur to learn more about the people of Faerun. The group, known as the Bushido, takes only honorable jobs, and they will eventually return to Noro's master in Kozakura.

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Mini-series: Mercenary Captains
Zahara the Shark
 13th level Swashbuckler Thief

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12, Fl 15 (A)
HIT POINTS: 45
ALIGNMENT: Chaotic good
EQUIPMENT: *Earring of protection +4, winged boots (type 1), sabre +2*
BACKGROUND: Zahara leads a small fleet of good privateers, Zahara's Krakens. She and her corps are folk heroes, so they honor contracts and keep destruction to a minimum when fighting. Zahara has a high Dexterity (18) and is quick-witted.

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Mini-series: Mercenary Captains
Gayrlana,
"Lady Bloodsword"
 12th level Gladiator

RACE: Human
ARMOR CLASS: 5, 2, or -2
THACO: 9
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Neutral
EQUIPMENT: *Leather, chain, or full plate armor, whipping sword, various magic*
BACKGROUND: Gayrlana leads the Mindulgulph Mercenary Company, which has several monster members. She has high Charisma (18) and Dexterity (17), and is a tactical genius. Her whipping sword can also be used as a whip.

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Mini-series: Mercenary Captains
Solara

10th level Peasant Hero Ranger

RACE: Human
ARMOR CLASS: 2
THACO: 11
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Lawful good
EQUIPMENT: *Elven chain mail, shield +1, spear +2, magical arrows and potions*
BACKGROUND: Solara leads one of the most powerful mercenary corps of the Vilhon Reach, the Company of the Singing Dawn. Her group is composed of five units of 50 people each; two ride pegasi. Like the Company, Solara wishes to do good and follows a strict code of honor and chivalry.

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Mini-series: Mercenary Captains
Nkonzi Maru

11th level Wilderness Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 10
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Neutral good
EQUIPMENT: *Necklace of chameleon power (as the ring), bracers of defense AC 6, spear of hurling +3 (as the axe)*
BACKGROUND: Nkonzi leads the Anaconda, a mercenary company from a mysterious island far to the southwest of Faerun. Nkonzi is an intelligent leader who hates losing members of her fighting corps.

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Mini-series: Mercenary Captains
Miquiztl Manik
("Hand of Death")

10th level Jaguar Knight Fighter

RACE: Human
ARMOR CLASS: 3 (5 vs. metal weapons)
THACO: 11
MOVEMENT: 12 (15 in jaguar form)
HIT POINTS: 71
ALIGNMENT: Neutral
EQUIPMENT: *Jaguar armor, sandals of speed, maca*
BACKGROUND: Originally from Kultaka, Miquiztl Manik and his group were sent to Faerun to learn more about the people there. All members of his group, the Jaguar Guard, were raised as warriors.

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Mini-series: Mercenary Captains
Duke Eltan
 14th level Warrior

RACE: Human
ARMOR CLASS: -3
THACO: 7
MOVEMENT: 12
HIT POINTS: 148
ALIGNMENT: Lawful neutral
EQUIPMENT: *Plate mail +4, short sword +2, long sword +3 frost brand, hammer of thunderbolts*
BACKGROUND: Duke Eltan of Baldur's Gate is the founder of the mercenary company known as the Flaming Fist. Since its creation 30 years ago, the Fist has become one of the most effective military forces in the Realms.

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Mini-series: Mercenary Captains
Turgosz "Tenhammer"
Khosann

11th level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 12
HIT POINTS: 125
ALIGNMENT: Lawful neutral
EQUIPMENT: *Chain mail +3, warhammer +3*
BACKGROUND: "Tenhammer" Khosann is the leader of a mercenary company known as the Blacktalons. Standing over 7' tall and weighing almost 400 pounds, he prefers two-handed weapons due to his great Strength (18/94).

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Mini-series: Mercenary Captains
Hajima sitt-Nasir
 10th level Desert Rider

RACE: Elf
ARMOR CLASS: 8
THACO: 11
MOVEMENT: 12
HIT POINTS: 89
ALIGNMENT: Neutral good
EQUIPMENT: *Scimitar +4, light lance, jambia*
BACKGROUND: Hajima leads the Sirocco, a clan of human, dwarven, and elven desert riders from Zakhara. Ferocious fighters with talented scouts, the Sirocco guards caravans in Anauroch. Hajima is a charismatic and curious leader.

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Al-Qadim™ Trading Cards

Rom

DARK SUN™ Trading Cards

So-ut (Rampager)

Advanced Dungeons & Dragons™ 7th Edition Trading Cards

Troll, Ice

FORGOTTEN REALMS™ Trading Cards

Staff

FORGOTTEN REALMS™ Trading Cards

Ring

FORGOTTEN REALMS™ Trading Cards

Stone

SPRINGHAMMER™ Trading Cards

Boots

SPRINGHAMMER™ Trading Cards

Long Sword

DARK SUN™ Trading Cards

Ring

Troll, Ice

ARMOR CLASS: 8

THACO: 19

MOVEMENT: 9

HIT DICE: 2

ALIGNMENT: Chaotic evil

SIZE: L (8' tall)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 2; Dmg 1d8/1d8 or by weapon (+4 damage); regeneration

DESCRIPTION: Ice trolls are smaller but smarter variations of their more temperate cousins. They can regenerate 2 hit points per round while in contact with water. An attacker can sever an ice troll's limb on an attack roll of 20. This limb will attempt to return to the troll or will try to move toward water to regenerate. If the limb is not capable of either in 24 hours, it dies.

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Trading Cards

So-ut (Rampager)

ARMOR CLASS: -4

THACO: 7

MOVEMENT: 18

HIT DICE: 14+2

ALIGNMENT: Chaotic evil

SIZE: L to H (10'-15' long)

INTELLIGENCE: Semi- (2-3)

COMBAT: #AT 2 or 1; Dmg 2d6/2d6 + special or 3d6; fear, acidic poison, immune to psionics

DESCRIPTION: So-ut live only to destroy the works of men. When attacking with claws, a so-ut secretes an acidic poison that does 20 points of damage, 5 if a save vs. poison is made. This acid will destroy metal armor and weapons (save vs. acid). A so-ut radiates fear, causing all creatures less than 9 HD to save vs. spells or flee.

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Trading Cards

Rom

ARMOR CLASS: 1

THACO: 2

MOVEMENT: 12

HIT DICE: 15+1

ALIGNMENT: Lawful evil

SIZE: H (17' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1d10+8; rock throwing, fear, Strength drain

DESCRIPTION: Rom are undead giants that dwell in great cairns that they built for themselves. When a rom lands a blow on an enemy, 1d4 points of Strength are drained, which will be restored through rest at 1 point/day. If a victim's Strength reaches 0, the victim is slain. Rom also radiate an aura of fear that causes all creatures of less than 2 HD to flee.

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Trading Cards

Myste's Stone of Mixed Luck

XP VALUE: 2,500

DESCRIPTION: This stone gives Myste (card 147 of 495) good luck 85% of the time. On all die rolls involving saving, slipping, dodging, etc., Myste gains a +1 (or +5%, when applicable) bonus to her rolls. This does not include attack or damage rolls or spell failure chances. However, 15% of the time, the stone causes Myste to automatically suffer a failure to those rolls, with the most disastrous effects possible. Thus far, Myste has only had to endure some rather comical, embarrassing and annoying gaffs.

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Trading Cards

Mordmorgan's Ring of Warmth

XP VALUE: 1,500

DESCRIPTION: Mordmorgan's (card 30 of 495) magical ring functions as a normal *ring of warmth*, giving him normal body heat in extremely cold conditions and providing a +2 bonus to saving throws vs. cold-based attacks and reducing the damage by -1 per die. However, Mordmorgan's ring has a 5-foot radius of effect, allowing up to six other individuals to huddle together with Mordmorgan and benefit from the ring's effects.

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Trading Cards

Mirandos's Staff of Insect Command

XP VALUE: 5,000

DESCRIPTION: Mirandos (card 46 of 495) bears this magical staff and uses it in Ixtul, a lost city in Far Payit. The staff is a variation of the *staff of command*, with the following powers: It can cast *summon insects*, *speak with animals* (insects only), *giant insect*, and *repel insects* by expending one charge each, or it can cast *insect plague* when two charges are expended. Any insects summoned or created by the staff will act as though *charmed* by Mirandos, with no saving throw.

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Trading Cards

Thal's Ring of Mind Shielding

XP VALUE: 300

DESCRIPTION: When Thal (card 34 of 495) wears this ring, he is completely immune to *ESP*, *detect lie*, *know alignment*, and *mind fog* spells. However, there is a 15% chance each time one of the previously mentioned spells is cast at Thal that he will lose the last 24 hours of his memory. So far, he has not made the connection between these blank outs and the ring. He is generally confused about where he is and why.

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Trading Cards

Shalandain's Holy Avenger

XP VALUE: 4,000

DESCRIPTION: Shalandain (card 32 of 495) recovered this highly magical and intelligent sword from the wreckage of a neogi mindspider. The sword, named Fate's Promise, grants a magic resistance of 50% in a 5' radius, dispels magic in a 5' radius, and grants a bonus of 10 additional points of damage upon chaotic evil opponents. In addition, Fate's Promise can cast *strength* once/day and *heal* twice/day.

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Trading Cards

Shalandain's Boots of Starstriding

XP VALUE: 3,000

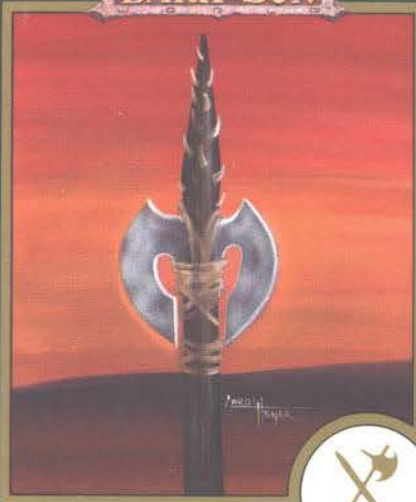
DESCRIPTION: Shalandain (card 32 of 495) won these magical boots from a scro during a card game. The boots allow Shalandain to tread upon the gravity plane of any ship without drifting away. Movement is cut in half, but jumping down to the gravity plane does not result in oscillation. Shalandain can jump from the gravity plane to the gravity plane or even the deck of another ship as if she had the *Jumping* proficiency.

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DARK SUN

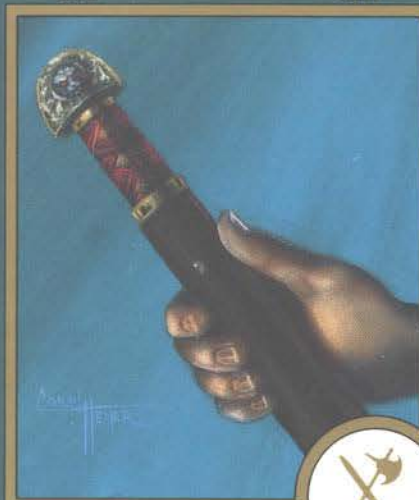
Trading Cards



Gythka

FORGOTTEN REALMS

Trading Cards



Cane

DARK SUN

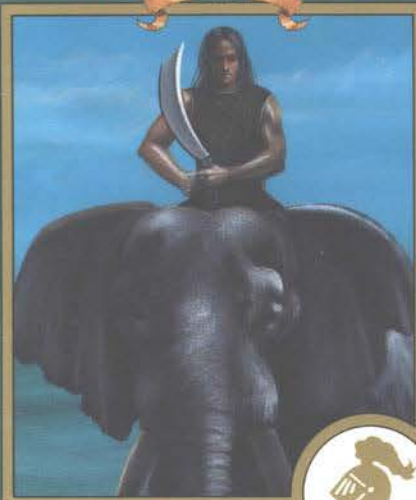
Trading Cards



Uluth'gak

AL-QADIM

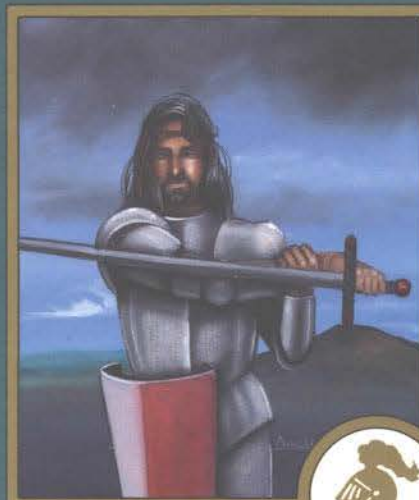
Trading Cards



Ali Haqim

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Kelson

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Audrianna Adayr

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Ael Ra'kolth

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Avenel Whytstagg

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Delmaria



Trading Cards

Uluth'gak™ 8th level Fighter

RACE: Thri-kreen
ARMOR CLASS: 5
THACO: 13
MOVEMENT: 18
HIT POINTS: 41
ALIGNMENT: Neutral
EQUIPMENT: *Gythka +2*, various metal tools
BACKGROUND: Uluth'gak is quite unusual for a thri-kreen in that she is very interested in invention. She was the first in her pack to actually separate a jalath'gak from its abdomen to temporarily increase its performance. She has also worked extensively with human-made weapons.

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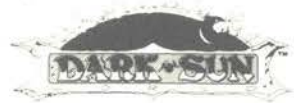
Trading Cards

Wemick's Cane of Striking

XP VALUE: 6,000
DESCRIPTION: This magical cane is a +3 weapon. It causes 1d6 + 3 points of damage when a hit is scored. This expends one charge. If two charges are expended, the bonus damage is doubled, while triple bonus damage is caused when three charges are expended. The cane can be recharged, but unfortunately, Wemick (card 90 of 495), in his advanced years, has forgotten the command word and the very fact that the cane is magical. He has not, however, forgotten how to hit people with it.

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Trading Cards

Uluth'gak's Gythka +2

XP VALUE: 1,000
DESCRIPTION: This magical weapon consists of a thick shaft with a set of metal blades mounted at both ends. Uluth'gak (card 138 of 495) is very proud of this particular weapon, for it was given to her by her clutch-leader when she came of age. Its superior craftsmanship and magical enchantments have aided Uluth'gak in becoming a keen warrior, indeed.

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Trading Cards

Audrianna Adayr™ 12th level Ranger

RACE: Elf
ARMOR CLASS: -3
THACO: 9
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Chaotic good
EQUIPMENT: *Elven chain mail +4*, *Hawksblade*, *Heartseeker*, many magical and special arrows
BACKGROUND: The elven princess Audrianna is called the "Golden Archer" both for her deeds and her gold-colored chain mail; her main weapons (*Hawksblade* [card 23 of 495] and *Heartseeker* [card 24 of 495]) represent the height of elven craftsmanship and are extremely magical as well.

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Trading Cards

Kelson o' the Thorn™ 13th level Cavalier

RACE: Human
ARMOR CLASS: -4
THACO: 8
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Neutral good
EQUIPMENT: *Longsword +4 (defender)*, *field plate +2*, *shield +1*, *cube of force*
BACKGROUND: Kelson's natural impulsiveness sometimes wars with the cavalier's code, but in the years he adventured with the Lost Heroes (who include Audrianna Adayr [card 141 of 495], Avenel Whytstagg [card 143 of 495], and Balendar ap Castlereigh [card 148 of 495]), he became known to many as a model knight.

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Trading Cards

Ali Haqim™ 4th level Mamluk

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful neutral
EQUIPMENT: *Scimitar*, padded armor
BACKGROUND: Ali Haqim is a master elephant handler who has served many of the Princes of Zakhara. Once a lowly mamluk, Ali displayed his skill with elephants before his first lord, who made him a captain of a hundred-elephant formation. Many have felt the ground rumble beneath the feet of Haqim's elephants.

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Trading Cards

Delmaria™ 16th level Witch Conjurer

RACE: Human
ARMOR CLASS: -1
THACO: 15
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Chaotic evil
EQUIPMENT: *Bracers of defense AC 5*, *cloak of protection +5*, *ring of mind shielding*, *staff of withering*
BACKGROUND: Delmaria willingly serves one of the great powers of the lower planes in exchange for receiving minions through her summoning spells. She is a long-time nemesis of the Lost Heroes (cards 140, 141, and 143 of 495), although her service to evil may doom her.

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Trading Cards

Avenel Whytstagg™ 13th level Wild Mage

RACE: Human
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Amulet of the planes*, *ring of protection +6*, *staff of Rohalan*
BACKGROUND: Avenel's displays of power—and temper—are legendary on many planes of existence. The staff of Rohalan (card 25 of 495) combines several powers of the *staves of magi and power*, and has many unique properties as well. Avenel's alignment has been tempered by the influence of her companion Balendar (card 148 of 495).

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Trading Cards

Ael Ra'kolth™ 8th level Paladin

RACE: Human
ARMOR CLASS: -5
THACO: 13
MOVEMENT: 12
HIT POINTS: 64
ALIGNMENT: Chaotic good
EQUIPMENT: *Boots of striding and springing*, *full plate mail +4*, *longsword (sun blade)*
BACKGROUND: Ael began adventuring as a fighter, but her devotion to the deity Horus in his aspect of sun god soon led her on a holier path. She is Horus' paladin, which accounts for her alignment. Her sword (card 20 of 495), Sh'arien, is sentient and has a fervent hatred of undead.

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Al-Qadim™ Trading Cards

Khamsin

Ravenloft Trading Cards

Stefan Dyreth

FORGOTTEN REALMS Trading Cards

Myste

Advanced Dungeons & Dragons™ 2nd Edition Trading Cards

Balendar ap Castlereigh

Advanced Dungeons & Dragons™ 2nd Edition Trading Cards

Jaysen Shadowstalker

DARK SUN Trading Cards

Talanoa

DARK SUN Trading Cards

Cirillo

DARK SUN Trading Cards

Baber

Ravenloft Trading Cards

Senmet



Myste™

6th level Illusionist

RACE: Human
ARMOR CLASS: 3
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Chaotic good
EQUIPMENT: Luckstone, ring of protection +4
BACKGROUND: Though she had at first intended to become a mage, this young woman found herself drawn to the specialty art of illusion. When a teacher told her she was chasing clouds, she replied, "Then call me Myste!" Myste prefers to use spells that involve color and fog, rather than the standard illusion and phantasm spells.

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Stefan Dyreth™

4th level Necromancer

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful evil
EQUIPMENT: Cloak of protection +2
BACKGROUND: Stefan was an apprentice to a powerful necromancer whose deeds finally attracted the notice of evil powers. Mists gathered and lifted—and the master and his apprentice found themselves in Ravenloft. Stefan left his master and constantly searches for a way home—but the powers of Ravenloft have their eyes on him.

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Khamsin™

3rd level Sorcerer

RACE: Human
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral
EQUIPMENT: Jambiya +1
BACKGROUND: Khamsin has spent much time among the desert riders, who have come to depend on his wind and sand spells for aid and comfort. The son of a powerful caliph, his station far exceeds that of his class.

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Talanoa™

7th level Rogue

RACE: Mul
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic neutral
EQUIPMENT: Hand picks, satchel, acid ampules
BACKGROUND: Talanoa was born into gladiatorial service in the city of Tyr. He used his skills at subterfuge to escape the slave pits, then made his way to Altaruk and became a master thief. In combat, he hurls small ampules of acid into the faces of his victims before he strikes.

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Jaysen Shadowstalker™

6th level Rogue

RACE: Human
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Lawful neutral
EQUIPMENT: Leather armor +4, sword +1, +2 vs. magic-using and enchanted creatures
BACKGROUND: A most unusual rogue, Jaysen is extremely selective about his victims, most of whom are of evil alignments or disruptive chaotic tendencies. His secondary profession as a seller of books and small magical items is his greatest source of information—which is naturally also for sale.

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Balendar ap Castlereigh™

15th level Bard

RACE: Human
ARMOR CLASS: -3
THACO: 13
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Neutral good
EQUIPMENT: Bastard sword +3, chain mail +5
BACKGROUND: Balendar is perhaps the epitome of a true hero; he is known far and wide as a force for good, and has been granted honorary knighthoods for his aid in times of crisis. His sword, Mitharr, is a semi-sentient weapon and his most valued companion—after, of course, his beloved Avenel (card 143 of 495).

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Senmet™

20th level Priest

RACE: Human (Greater Mummy)
ARMOR CLASS: 2
THACO: 11
MOVEMENT: 9
HIT POINTS: 45
ALIGNMENT: Lawful evil
EQUIPMENT: none
BACKGROUND: Senmet was a high priest in the land of Har'Akir prior to its consumption by the Demiplane of Dread. He sought to seize power from Anhktepote, the rightful pharaoh, but was executed and entombed. Centuries later, an evil priestess gave Senmet the gift of unlife. Senmet has returned to plotting the destruction of Anhktepote.

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Baber™

1st level Bard

RACE: Human
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Chaotic good
EQUIPMENT: Crodlu, obsidian spears, bone flute
BACKGROUND: Baber is either a visionary or a madman. He sees a time of equality for all the peoples of Athas and an end to the tyranny of the sorcerer-kings. He uses his ability as an entertainer to attempt to sway people to his point of view.

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Cirillo™

3rd level Rogue

RACE: Nikaal
ARMOR CLASS: 1
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Neutral evil
EQUIPMENT: Bone club, blowgun, poison darts
BACKGROUND: Cirillo is a young rogue who is learning the criminal trade from the mul thief Talanoa (card 150 of 495). The two first met several months ago when they both attacked the same merchant. Now they are partners.

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Ravenloft

Trading Cards

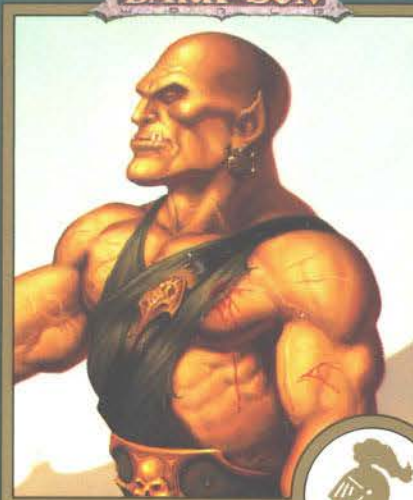


Trisler



DAKK-SUN

Trading Cards



Zurn



DAKK-SUN

Trading Cards



Foucault



DAKK-SUN

Trading Cards

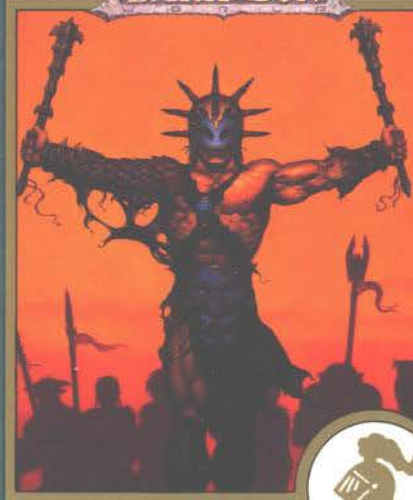


Powell



DAKK-SUN

Trading Cards



Wachter



DAKK-SUN

Trading Cards

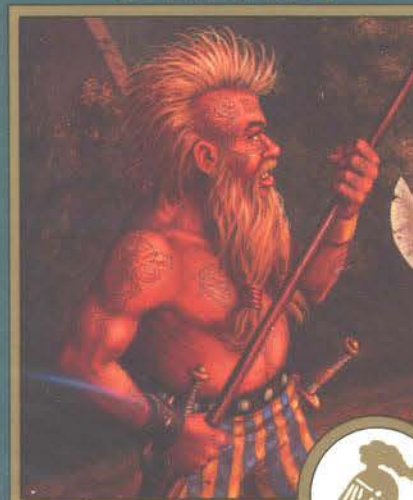


Stef'fa Naf'ski



GREYHAWK ADVENTURES

Trading Cards

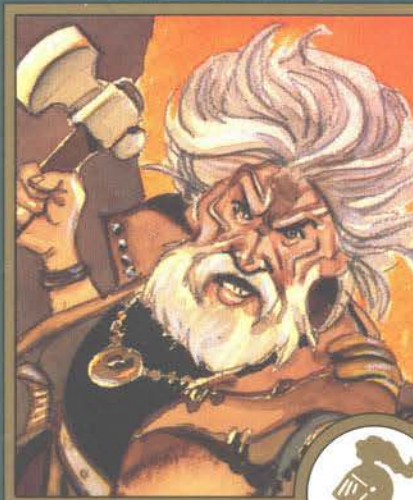


Zander



GREYHAWK ADVENTURES

Trading Cards

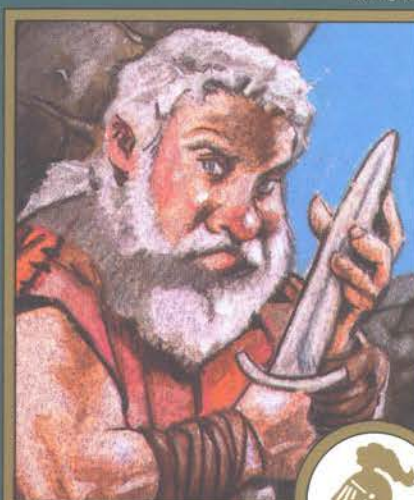


Kelth



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Nox Haranda





Trading Cards

Foucault™**12th level Priest of Fire**

RACE: Elf
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 15
HIT POINTS: 45
ALIGNMENT: Neutral good
EQUIPMENT: *Steel spear +5, chain mail vest*
BACKGROUND: Foucault is, like many of Athas' elves, a nomadic wanderer. He is a strong believer that life on Athas was once grand and glorious. According to his theory, the cities of that ancient land were swallowed up in vast fire storms that nearly consumed the entire planet.

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Trading Cards

Zurn™**1st level Priest of Water**

RACE: Mul
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bone trident +2*
BACKGROUND: Zurn is something of a freak among the desert-dwelling priests of Athas because he can swim. He learned this unusual talent from an ancient hermit who lived in a cave that housed a fairly large spring. The hermit also taught the young mul priestly magic.

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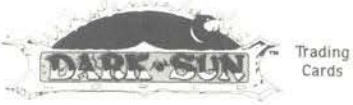
Trading Cards

Trisler™**10th level Priest**

RACE: Human (half-vistana)
ARMOR CLASS: 10
THACO: 14
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Lawful good
EQUIPMENT: *Anklet of protection from fire, necklace of prayer beads*
BACKGROUND: Trisler is a native of Ravenloft. Her mother was an inhabitant of Har'Akir, but her father was a darkling—an outcast vistani. Her unusual heritage has given her powers similar to a cleric's. She cannot turn undead but is also immune to their level-draining attacks.

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Trading Cards

Stef'fa Naf'ski™**7th level Psionicist**

RACE: Human
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 33
ALIGNMENT: Chaotic evil
EQUIPMENT: *Bone short sword +3*
BACKGROUND: Stef'fa is not a native of Athas. He reached this dying world after a harrowing interplanar journey that he refuses to speak about. It is now impossible for him to regain the psionic energies that he expends. Instead, he feeds like a vampire on the mental energies of others, leaving their minds destroyed.

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Trading Cards

Wachter™**10th level Psionicist**

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bone clubs, steel vambrace*
BACKGROUND: Wachter was born to an important templar family in Tyr who fled when his templar parents were betrayed and executed. Eventually, he fell in with a tribe of escaped slaves. In time, his natural charisma and skill in combat aided him in becoming the leader of the tribe.

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Trading Cards

Powell™**16th level Druid**

RACE: Human?
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 9
HIT POINTS: 84
ALIGNMENT: Neutral
EQUIPMENT: *Gauntlets of transformation, bone axe*
BACKGROUND: Powell was born to a tribe of hunter-gatherers that lived on the shores of the Sea of Silt. He has dedicated himself to the protection of this sea coast. He once found a pair of unusual gauntlets that changed him into a powerful creature. The change has proven irreversible.

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Trading Cards

Nox Haranda™**15th / 11th level Thief/Illusionist**

RACE: Gnome
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 6
HIT POINTS: 52
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of protection AC 4, +3 short sword, ring of regeneration*
BACKGROUND: Nox is the flashy noble ruler of his exiled and wandering clan. He often befriends enemies through bribes and clever dealing, and he enjoys politics and grand alliances. He uses illusions to overcome, outwit, and bypass foes. He singlehandedly tamed his clan's protector, a young bronze dragon.

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Trading Cards

Kelth of the Iron Hills™**3rd level Telepath**

RACE: Hill Dwarf
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: *Throwing axe +2, leather armor*
BACKGROUND: Like his brother Zander (card 160 of 495), Kelth belongs to an elite sect of psionic dwarves. He helps guard his home by scanning the minds of enemies, and he prefers attacking from a distance. Kelth is trying to find a few people to help him search for his father, Dural (card 48 of 495), who disappeared a few years ago.

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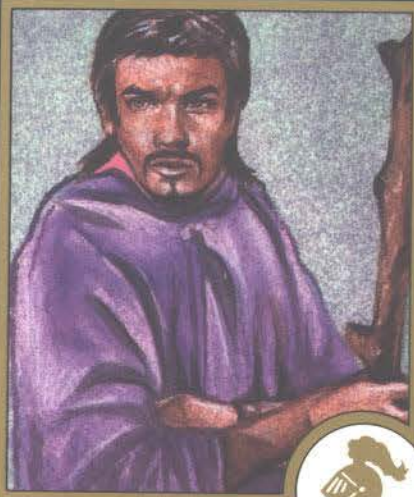
Trading Cards

Zander of the Iron Hills™**3rd level Psychometabolist**

RACE: Hill Dwarf
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT POINTS: 17
ALIGNMENT: Neutral good
EQUIPMENT: *Scimitar +2, spear*
BACKGROUND: Zander is part of a special sect of psionic hill dwarves and is tattooed with symbols of his order. He helps his home community with powers which might otherwise be unavailable and enjoys entering melee while using adrenalin control. He and his brother Kelth (card 161 of 495) wish to find their father, Dural (card 48 of 495).

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Leonardo Valloch



Alysia Wass



Checklist



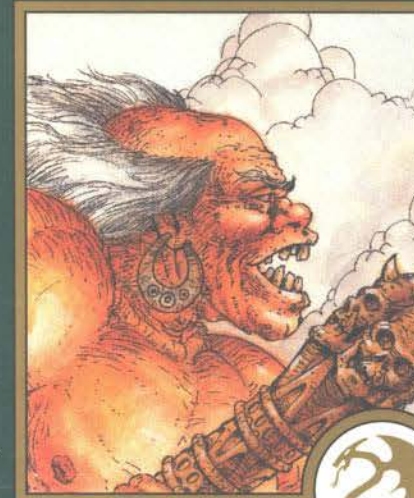
Ashira



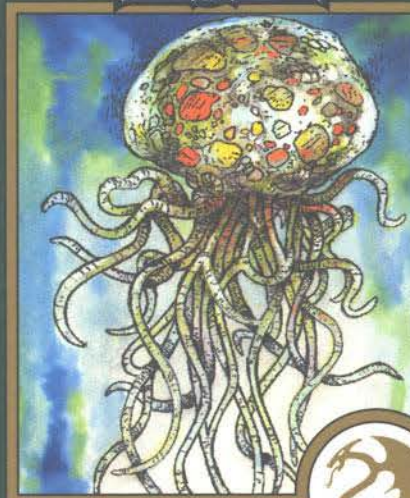
Cistern Fiend



Erdland



Giant, Fog



Gossamer



Lakshu



- 111 Ankeg
- 112 Cha'thrang
- 113 Elephant Bird
- 114 Giant, Desert
- 115 Golem, Obsidian
- 116 Kyuss, Son of
- 117 Owlbear
- 118 Gaylana, "Lady Bloodsword"
- 119 Zahara the Shark
- 120 Noro Amoto
- 121 Miquiztl Manik
- 122 Nkonzi Maru
- 123 Solara
- 124 Hajima sitt-Nasir
- 125 Turgoz "Ienhammer" Khosann
- 126 Duke Eltan
- 127 Rom
- 128 So-ut (Rampager)
- 129 Troll, Ice
- 130 Mirando's Staff of Insect Command
- 131 Mordmorgan's Ring of Warmth
- 132 Myste's Stone of Mixed Luck
- 133 Shalandain's Boots of Starstriding
- 134 Shalandain's Holy Avenger
- 135 Thal's Ring of Mind Shielding
- 136 Uluth'gak's Gythka +2
- 137 Wemick's Cane of Striking
- 138 Uluth'gak
- 139 Ali Hagim
- 140 Kelson o' the Thorn
- 141 Audrianna Adayr
- 142 Ael Ra'kolth
- 143 Avenel Whytstagg
- 144 Delmaria
- 145 Khamsin
- 146 Stefan Dyreth
- 147 Myste
- 148 Balendar ap Castlereigh
- 149 Jaysen Shadowstalker
- 150 Talanoa
- 151 Cirillo
- 152 Baber
- 153 Semnet
- 154 Thisier
- 155 Zurn
- 156 Foucault
- 157 Powell
- 158 Wachter
- 159 Steffa Naf'ski
- 160 Zander of the Iron Hills
- 161 Kelth of the Iron Hills
- 162 Nox Haranda
- 163 Leonardo "Quicksilver" Valloch
- 164 Alysia Wass
- 165 Checklist

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Alysia Wass™

2nd / 2nd level Fighter / Mage

RACE: Half-elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Lawful neutral
EQUIPMENT: Long sword, sling
BACKGROUND: Originally from Water-deep, Alysia wanders the Realms in search of her elven mother, who abandoned her many years ago to go adventuring. Alysia idolizes most elves, and often tries to follow them and ask questions about elven society. She prefers wearing no armor, relying on her exceptional Dexterity (18) for protection.

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Leonardo "Quicksilver" Valloch™

4th / 15th level Rogue / Mage

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral good
EQUIPMENT: Staff of the magi, flying carpet, +2 short sword, wand of cold
BACKGROUND: "Baron" Leonardo has made his way in life up from the streets, stealing enough to pay for the magical training he wanted. He prefers to use his magic to avoid messy combats, either through stealth or diversions. He has founded a college of mages studying planar magics and travel.

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Erdland™

ARMOR CLASS: 7 (9)
THACO: 17
MOVEMENT: 12
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: L (10' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 2; Dmg 1d8/1d8; psionics
DESCRIPTION: Erdlands are a large variant of the erdlu, commonly encountered in herds on the Athasian plains. They are flightless, featherless birds that are covered with red-to-gray scales. These scales provide some protection for the erdlands, although their underbelly is somewhat softer (AC 9). Very rarely, an erdland will possess psionic abilities. Halflings often use erdlands as a source of meat.

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Cistern Fiend™

ARMOR CLASS: 0
THACO: 9
MOVEMENT: 12
HIT DICE: 10 + 10
ALIGNMENT: Neutral
SIZE: G (40'+ long)
INTELLIGENCE: Animal (1)
COMBAT: #AT/Dmg special; paralysis, psionics, regeneration
DESCRIPTION: Cistern fiends are deadly creatures used to guard water supplies. A cistern fiend has 10 poisonous tentacles. When struck by a tentacle, a victim must roll a successful Constitution check or be immediately slain. If the check is successful, the victim is paralyzed for 1d10 turns. The cistern fiend then sucks all fluids from the paralyzed victim.

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Ashira™

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT DICE: 3
ALIGNMENT: Chaotic good
SIZE: M (6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2; Dmg 1d6/1d6; meld with tree
DESCRIPTION: Ashira are tree spirits that live in domesticated trees such as date and coconut palms and fruit trees. They are joyous and lighthearted, and they can sometimes be heard frolicking and singing in their trees at night by passerby. By day the ashira are fidgety—unable to stand still—but at night they are quieter.

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Lakshu™

ARMOR CLASS: 0 (7)
THACO: Special
MOVEMENT: 12
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: M (5'6"-6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg by weapon; shakti
DESCRIPTION: Lakshu are green-haired amazon warriors that work with the reigar; it is not known how the two came to become partners. When reduced to half of her hit points, a lakshu enters into a berserk rage, gaining a +2 bonus to attack and damage rolls. All lakshu are nearly identical in appearance, but they distinguish themselves with tattoos of their own animal totem.

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Gossamer™

ARMOR CLASS: 10
THACO: 19
MOVEMENT: Fl 12 (D)
HIT DICE: 1 hit point
ALIGNMENT: Neutral
SIZE: T (6" diameter)
INTELLIGENCE: Non- (0)
COMBAT: #AT 1; Dmg 1d3; Poisonous stinger
DESCRIPTION: The gossamer is the space-faring equivalent of the jellyfish. As they travel in large groups known as shoals, gossamers are beautiful to behold as their colors change with their mood. The gossamer has a poisonous stinger that causes nausea unless a saving throw vs. poison is rolled. Gossamers die if exposed to a gravity field, for their bodies collapse from their own weight.

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Giant, Fog™

ARMOR CLASS: 1
THACO: 7
MOVEMENT: 15
HIT DICE: 14
ALIGNMENT: Neutral (good 50%/evil 50%)
SIZE: H (24' tall)
INTELLIGENCE: Average (8-10) to high (13-14)
COMBAT: #AT 1; Dmg 1d10 or by weapon (3d6 + 11); hurl rocks; catch rocks
DESCRIPTION: Fog giants are very quiet and stealthy, despite their muscular stature. They prefer to attack in fog or mist, where their ability to blend in means that they often surprise their opponents. Fog giants love massive, ornate clubs made from bleached, polished wood or bone and any items made from silver.

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Ravenloft™

Trading Cards

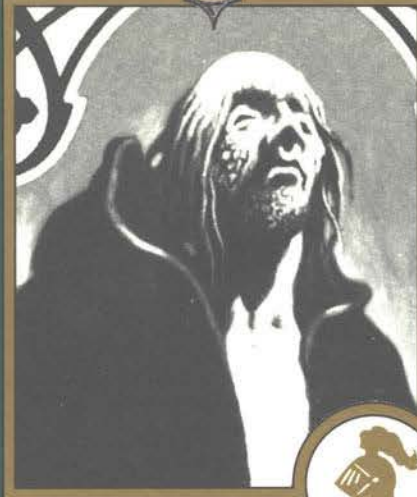


Adam



Ravenloft™

Trading Cards

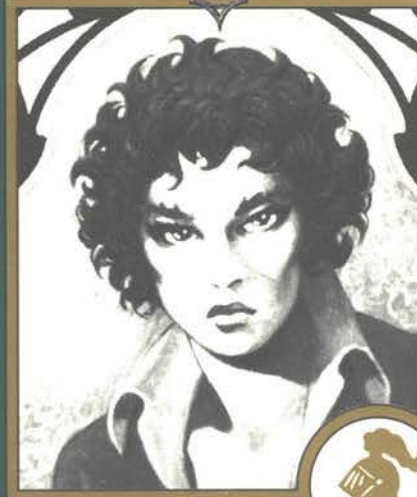


Ratik Ubel



Ravenloft™

Trading Cards

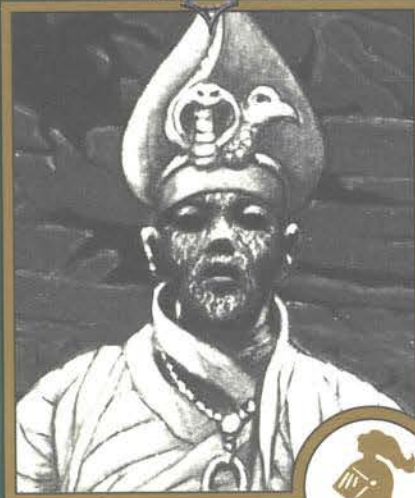


Natalia Vhorishkova



Ravenloft™

Trading Cards

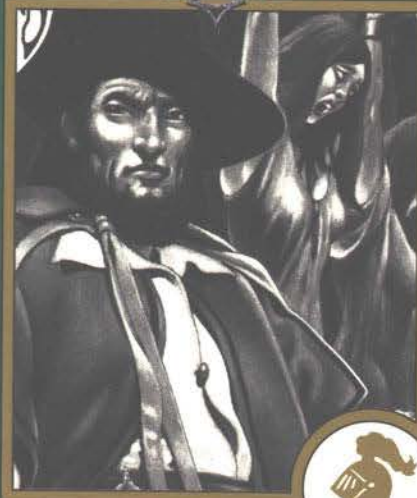


Anhktepót



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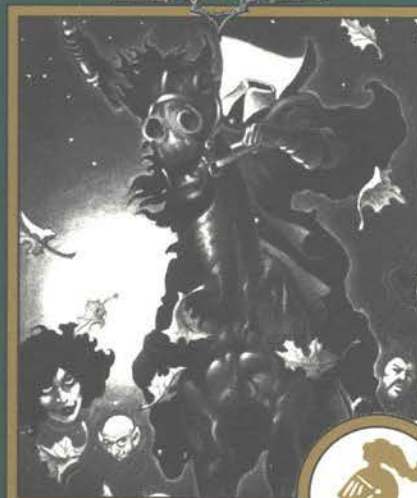


Bluebeard



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Trading Cards

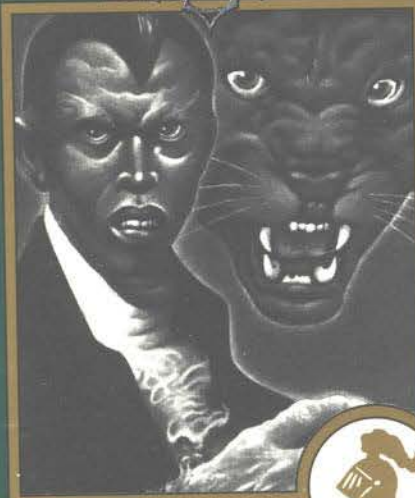


The Headless Horseman



Ravenloft™

Trading Cards

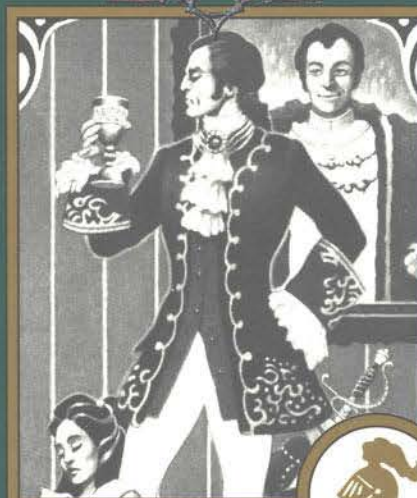


Baron Urik von Kharkov



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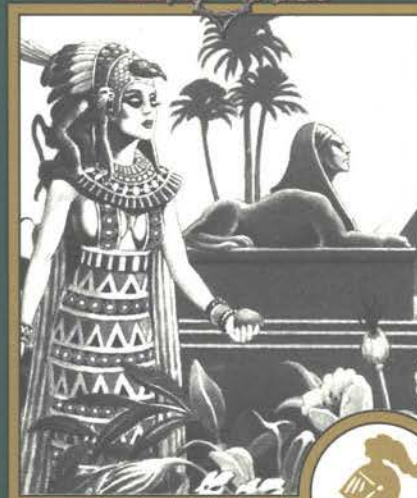


Stezen D'Polarno



Ravenloft™

Trading Cards



Tiyet





Mini-series: Children of Darkness
Natalia Vhorishkova™
Werewolf

RACE: Human/wolf
ARMOR CLASS: 10 (5)
THACO: 17
MOVEMENT: 12 (15)
HIT POINTS: 23
ALIGNMENT: Chaotic evil
EQUIPMENT: Various loose-fitting outfits
BACKGROUND: Natalia is an itinerant werewolf from Arkandale who was once heedless of caution. She freely changed to wolf form in the light of day or feasted on a hapless victim in front of horrified passersby. After Doctor Rudolph van Richten nearly killed her recently, she became more careful. She no longer reveals her true identity, although she still does not conceal her recent kills.

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Mini-series: Children of Darkness
Ratik Ubel™
9th level Thief

RACE: Human (revenant)
ARMOR CLASS: 10 or by armor
THACO: 13
MOVEMENT: 9
HIT POINTS: 52
ALIGNMENT: Neutral
EQUIPMENT: Black, loose garments
BACKGROUND: Ratik was a thief in Il Aluk, the capital of Darkon, where he had many enemies. He was attacked and killed by unknown assailants while he slept. All that Ratik saw was a flash of yellow cloth—perhaps a scarf. Ratik now wanders the lands of Ravenloft, seeking his killer. He is rarely swayed from his mission.

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Mini-series: Children of Darkness
Adam™

ARMOR CLASS: 10 or by armor
THACO: 9 (6 with weapon)
MOVEMENT: 15
HIT DICE: 12
ALIGNMENT: Chaotic evil
SIZE: L (7+ tall)
INTELLIGENCE: 16
COMBAT: #AT 2; Dmg 2d8 or by weapon +8; immune to natural cold and electricity, half damage from magical versions, +1 or better weapon to hit, spell absorption for regeneration
DESCRIPTION: Adam is a monster created out of a patchwork of body parts by Doctor Victor Mordenheim. Adam became the lord of Lamordia after killing the doctor's wife, causing the disappearance of the girl Eva, and fleeing to the Isle of Agony.

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Mini-series: Children of Darkness
The Headless Horseman™

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 24
HIT POINTS: 40
ALIGNMENT: Chaotic evil
EQUIPMENT: Sickle
BACKGROUND: Legend says that the headless horseman was a bard who was invited to share the private baths of Ivana Boritsi. She was apparently in a fickle mood, and when he could not entertain her, she took a cue from the sickle-shaped moon and had him beheaded. She continued her bath in his blood, then had the body thrown into the river. It now rises to ride under the sickle-shaped moon.

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Mini-series: Children of Darkness
Bluebeard™
5th level Fighter

RACE: Human
ARMOR CLASS: 10 (5)
THACO: 15 (12)
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful evil
EQUIPMENT: *Silver dagger +3*
BACKGROUND: Bluebeard has married many times, but each wife has in some way been unfaithful to him and been punished. When Bluebeard gets married, he gives his bride a ring of keys that allows her to roam his entire castle and to enter any room save one. This room holds the bodies of all of the previous wives who disobeyed him, and he always knows when it has been entered.

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Mini-series: Children of Darkness
Anhktepot™
13th level Priest/Greater Mummy

RACE: Human
ARMOR CLASS: -3
THACO: 7
MOVEMENT: 9
HIT POINTS: 65
ALIGNMENT: Chaotic evil
EQUIPMENT: None
BACKGROUND: Anhktepot's greatest wish is to once again be human and rule over his people as he did long ago. Ravenloft has created a cruel curse by which he may get his wish, but at a price: Each morning a human from the local village may be drained of life force to restore Anhktepot to human condition for one day. Unfortunately, he would eventually rule over no one.

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Mini-series: Children of Darkness
Tiyet™

RACE: Human/Mummy
ARMOR CLASS: 10
THACO: 8
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Neutral evil
EQUIPMENT: White linen clothing
BACKGROUND: Tiyet was the second wife of the fourth son of the pharaoh in the land where she was born, but she was unhappy with her station and conspired to have her husband's first wife killed. Later, she became the lover of an evil priest. When she had nightmares about the judgement of her heart at her death, she had a dark ceremony performed that would spare her that fate.

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Mini-series: Children of Darkness
Stezen D'Polarno™
8th level Fighter

RACE: Human
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral/chaotic evil
EQUIPMENT: *Cursed painting*
BACKGROUND: Stezen D'Polarno had a great love of life, but he was scheming and self-serving. When he betrayed the king, half of his soul was trapped in a portrait—the half that was vibrant. When Stezen came to Ravenloft, he discovered that once a season he could regain his vibrancy by forcing people to look at the painting and then stealing their life force.

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Mini-series: Children of Darkness
Baron Urik von Kharkov™
Nosferatu Vampire

RACE: Human/Panther
ARMOR CLASS: 1
THACO: 11 (8)
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Lawful evil
EQUIPMENT: None
BACKGROUND: Baron Urik von Kharkov began life as a panther, but he was transformed into a human as part of a twisted plot by a Red Wizard of Thay. When Urik rediscovered the beast inside of him, he became enraged and vengeful, and he was swallowed by the Mists. Upon entering the lands of Darkon, he learned of the Kargat vampires and sought out one to make him immortal.

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Al-Qadim™

Trading Cards

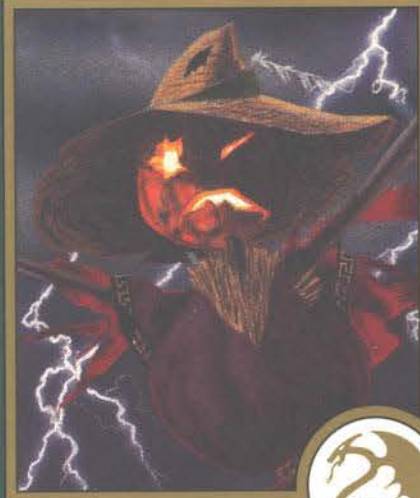


Pahari



GREYHAWK™
ADVENTURES

Trading Cards

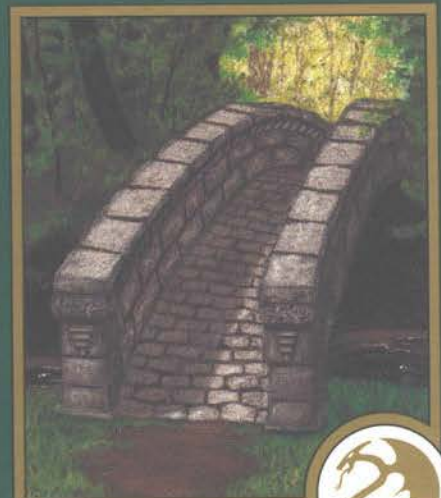


Scarecrow



GREYHAWK™
ADVENTURES

Trading Cards



Spanner



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Wight



FORGOTTEN REALMS™

Trading Cards

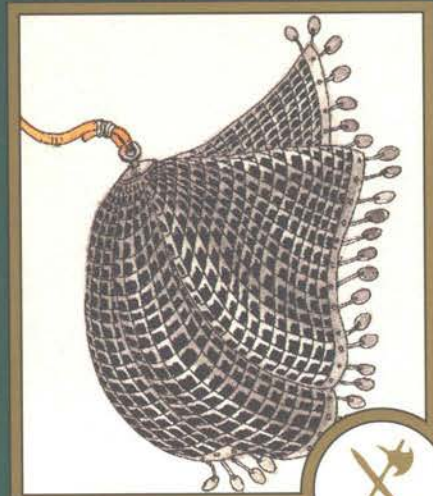


Artemus's Cloak



GREYHAWK™
ADVENTURES

Trading Cards

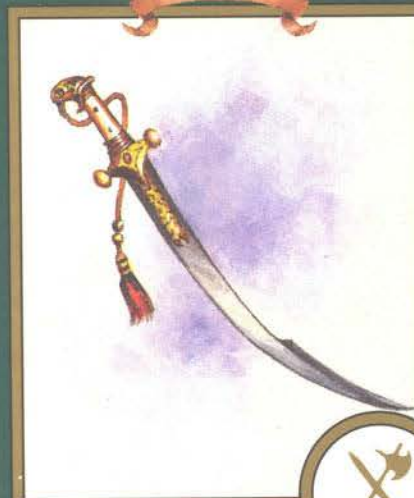


Ashley's Net



Al-Qadim™

Trading Cards

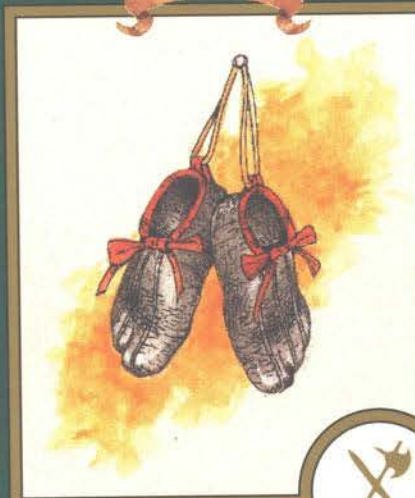


Aziza's Scimitar



Al-Qadim™

Trading Cards



Bahija's Slippers



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Barnus's Short Sword





Spanner™

ARMOR CLASS: 0
THACO: 11 (at 10 HD)
MOVEMENT: 3
HIT DICE: 10-15
ALIGNMENT: Neutral
SIZE: G (100'-200' long, 10'-30' wide)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 0; drop or pitch victims off; *stoneskin* spell-like protection
DESCRIPTION: Spanners are actually friendly creatures that wish to talk with anyone who crosses them. They will tolerate a fair amount of abuse as long as there is conversation to be had. If irked, however, they attack without mercy, either tossing victims over the edge or opening a hole beneath victims' feet, allowing them to fall great distances.

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Scarecrow™

ARMOR CLASS: 6
THACO: 15
MOVEMENT: 6
HIT DICE: 5
ALIGNMENT: Evil (lawful, neutral, or chaotic)
SIZE: M (6' tall)
INTELLIGENCE: Non- (0)
COMBAT: #AT 1; Dmg 1d6 + charm; charm gaze
DESCRIPTION: Scarecrows are magically animated versions of normal scarecrows, created by evil priests. They have no language but cackle like a hyena when attacking. Scarecrows are vulnerable to fire, suffering double damage from those attacks. They are immune to *sleep*, *charm*, *hold*, and *suggestion* spells. A scarecrow can *charm* victims with its gaze.

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Pahari™

ARMOR CLASS: 7
THACO: 3-4 HD: 17; 5-6 HD: 15
MOVEMENT: 12, Sw 18 or Sw 24
HIT DICE: 3-6
ALIGNMENT: Chaotic good
SIZE: M (5'-6' long)
INTELLIGENCE: Very to genius (11-18)
COMBAT: #AT 1; Dmg by weapon: spells
DESCRIPTION: Pahari are shapeshifting marine nymphs similar to mermaids. They can assume three forms: a small tropical fish, a beautiful woman, or a hybrid of human and fish (which is their natural form). Pahari are potent spellcasters, able to function as elemental wizard with double their own Hit Dice levels. Pahari live a very long time—usually 300-400 years.

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Ashley's Net of Entrapment™

XP VALUE: 1,500
DESCRIPTION: Ashley's (315 of 495) net is the same in most respects to a common *net of entrapment*. However, her net is slightly stronger (resisting a Strength of 24), and also acts as a *web* spell while it ensnares a victim. Anyone else touching the net without uttering Ashley's command word immediately becomes stuck to the net as well, unable to break free with less than a 24 Strength. Unlike normal webs, the net is inflammable.

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Artemus's Cloak of Displacement™

XP VALUE: 2,500
DESCRIPTION: Artemus's (304 of 495) magical cloak functions much like a typical *cloak of displacement*, distorting light and providing a bonus of +2 to Armor Class. However, this cloak also serves as a sort of lightning rod, attracting all electricity-based spells. When this happens, Artemus is not allowed a saving throw to halve the effects of those spells.

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Wight™

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT DICE: 4 + 3
ALIGNMENT: Lawful evil
SIZE: M (4'-7')
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1d4; energy drain; hit only by silver or +1 or better weapons
DESCRIPTION: Wights are undead creatures that inhabit barrows and catacombs. They fiercely attack with their claws, and when they successfully hit, they drain one experience level from their victims. Persons slain by the energy drain of a wight rise as a wight, themselves, under the control of their slayer. Wights are immune to *sleep*, *charm*, *hold*, and cold-based spells.

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Barnus's Short Sword +1 Gnomebane™

XP VALUE: 750
DESCRIPTION: Barnus's (259 of 495) short sword is a typical +1 weapon in most respects. Against gnomes, however, the sword adds a +3 bonus to attack rolls and inflicts double normal damage. Barnus was given this sword by a friend of a friend who knew of his hatred for gnomes.

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Bahija's Slippers of Spider Climbing™

XP VALUE: 1,250
DESCRIPTION: These slippers allow Bahija (203 of 495) to move along vertical surfaces or even upside down along ceilings, just as a normal pair of *slippers of spider climbing* does. When these slippers are used for such a purpose (but *not* when walking normally), the movement is 90' rather than 60'.

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Aziza's Scimitar of Dancing +3™

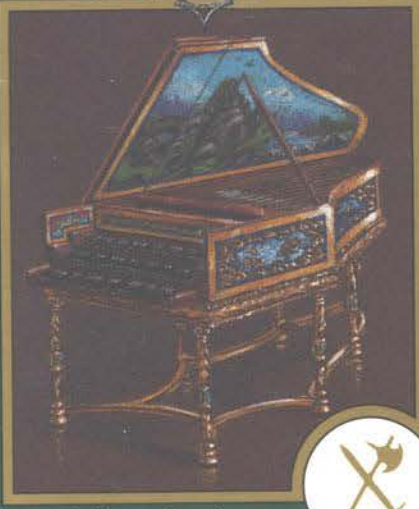
XP VALUE: 4,000
DESCRIPTION: Aziza's (209 of 495) magical scimitar is a +3 weapon in all respects, with some additional powers. It functions as a *sword of dancing*, except that its cycles last for only three rounds (instead of four), and its maximum bonus is +3. Once per week, when a command word is uttered, it creates food and water as per the 3rd level priest spell. The scimitar casts this spell as a 6th level priest.

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Ravenloft™

Trading Cards

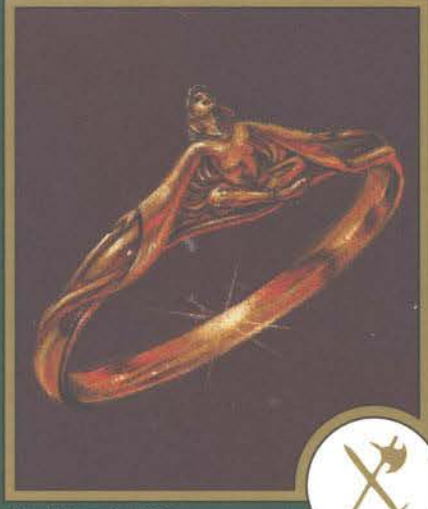


Lyron's Harpsicord



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Corkitron's Ring



Dragonlance™

Trading Cards



Cyria's Boots



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Nariako



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Terasaka Tadafusa



SPELLJAMMER™

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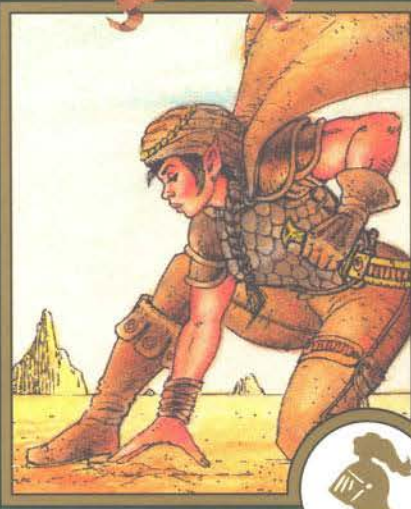


Sebastian the Red



Al-Qadim™

Trading Cards



Nabilanasa



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Valen Westguard



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Koronus the Fire Mage





Cyria's Winged Boots™

XP VALUE: 1,500

DESCRIPTION: Cyria's (314 of 495) version of *winged boots* has the best possible combination of flying abilities: a flying speed of 24 and a maneuverability class of A. In addition, the boots require only four hours of uninterrupted non-use to recharge for one hour's worth of flight. However, there is a 5% chance these boots immediately assume self-control and whisk Cyria off to the nearest griffon's lair (distance is no factor) each time she uses their power. The boots cannot be removed during this time, and then they cease to function for one week.

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Corkitron's Ring of Human Influence™

XP VALUE: 1,500

DESCRIPTION: Corkitron's (204 of 495) version of a typical *ring of human influence* is very similar to the normal one. Corkitron's Charisma is raised to 18 for all encounter reactions, and a *suggestion* and *charm person* spell can each be cast once per day. Corkitron's ring can charm up to 28 levels or Hit Dice of creatures (rather than 21). It also has the unfortunate effect of turning all failed encounter reaction checks toward Corkitron to severely hostile.

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Lyron's Harpsichord of Commanding™

XP VALUE: —

DESCRIPTION: This strange magical item actually holds the life force of Baron Lyron Evensong (262 of 495) and is the focal point of his curse. Whenever the harpsichord is played, those listening to it must make a successful saving throw vs. spell or be unable to resist following commands issued by the baron. If the harpsichord is destroyed, the baron is destroyed as well and his curse is lifted.

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Sebastian the Red™ 7th level Fighter

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: *Chime of opening, eyes of the eagle, scimitar +2 of speed, heavy crossbow +3, ring of protection +4*
BACKGROUND: Sebastian is always looking for a noble cause. His hammership, the *Red Dragon*, is run by a crack gnome crew and defended by a giff platoon. He doesn't respect authority or unproven strangers, but he would lay down his life for his crew.

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Terasaka Tadafusa™ 8th level Samurai Fighter

RACE: Human
ARMOR CLASS: 3
THACO: 13
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Lawful good
EQUIPMENT: *Shield +2, stone horse (destrier), brigandine armor*
BACKGROUND: A warrior from Shou Lung, Terasaka was attacked by skirmishers from the Horde. He was healed by Nariako (193 of 495). Impressed by her sense of honor, Terasaka decided to stay in the steppes and the two have become close. Since his daimyo's death, Terasaka has been a ronin.

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Nariako™ 7th level Barbarian Paladin

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful good
EQUIPMENT: *Leather armor +2, short bow +3, light lance +1, hand axe*
BACKGROUND: Raised by an old wise man, Nariako is rare in the Hordelands, a female paladin. Not part of any tribe, she has wandered the steppes, doing good wherever she could. During the recent wars, she met Terasaka (194 of 495) and saved his life. The two are inseparable now.

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Koronous the Fire Mage™ 6th level Fire Elementalist

RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 6, ring of fire resistance, potion of fire breath*
BACKGROUND: Koronous has always been fascinated by fire. He first became interested in magic as an avenue by which he could control flame. He now acts as a mage-for-hire, seeking opportunities to unleash his flames. His high Dexterity score (15) provides him with additional defensive protection.

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Valen Westguard™ 5th level Paladin

RACE: Human
ARMOR CLASS: -1
THACO: 16
MOVEMENT: 9
HIT POINTS: 45
ALIGNMENT: Lawful good
EQUIPMENT: *Shield +3, warhammer +3, plate mail*
BACKGROUND: Valen serves a goddess of fire and poetry, and nothing can stop him when he is on a quest for his church. He is a strategist, always planning his next move and maneuvering for an advantage against evil. He has an incredible romantic streak, so he has been tricked and hurt by several beautiful women.

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Nabilanasa™ 12th level Ranger

RACE: Elf
ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Lawful good
EQUIPMENT: *Ring of chameleon power, desert blade, armor of the desert evening*
BACKGROUND: For more than 50 years, Nabila (as she is known to most) has been a desert guide. She takes jobs leading caravans, tracking criminals, and guiding groups to ancient ruins. Though taciturn and unfriendly on the surface, Nabilanasa is compassionate and reliable.

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FORGOTTEN REALMS™

Trading Cards

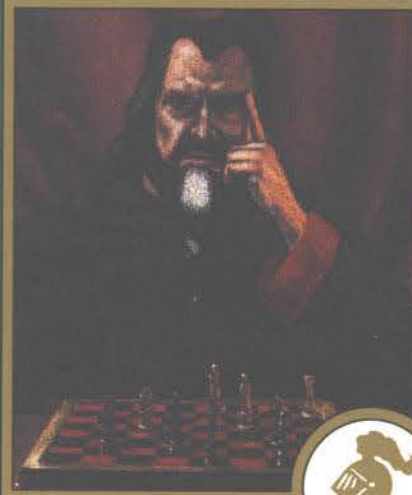


Diogi the Wanderer



FORGOTTEN REALMS™

Trading Cards

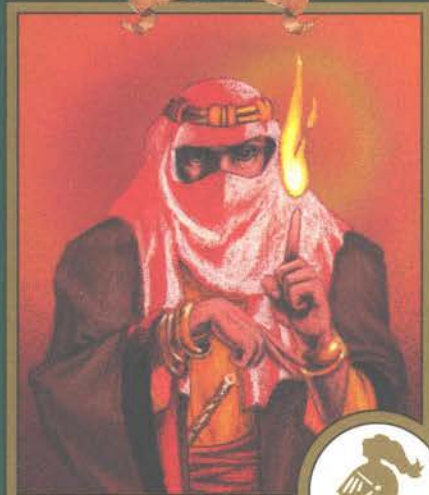


Khelben "Blackstaff"



AL-QADIM™

Trading Cards

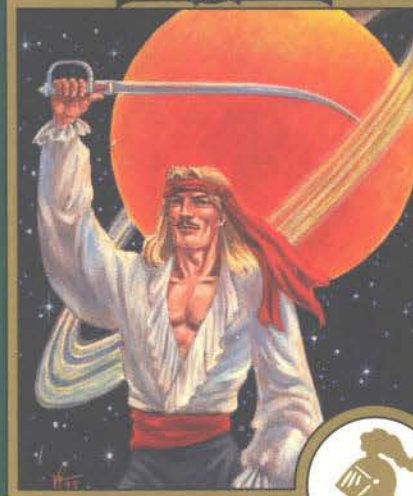


Ahmad al-Mudill



SPELLJAMMER™

Trading Cards

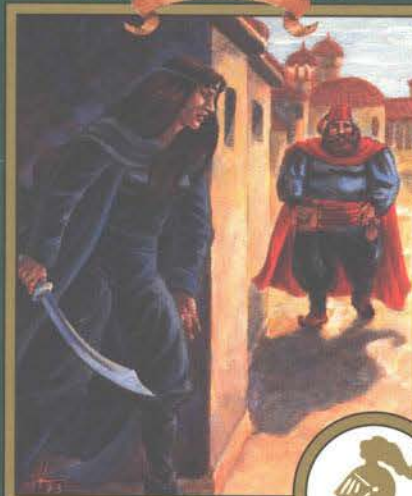


Ryag Meth



AL-QADIM™

Trading Cards

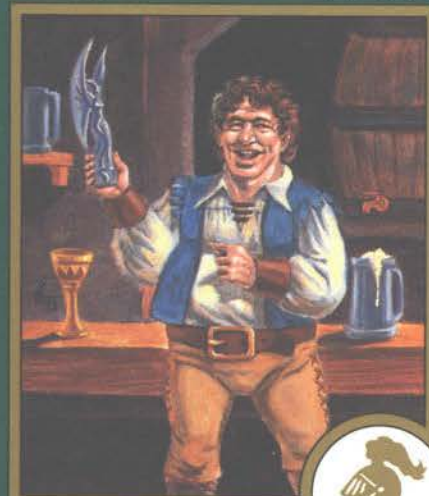


Bahija bint Tufala



FORGOTTEN REALMS™

Trading Cards



Corkitron Allinamuck



AL-QADIM™

Trading Cards

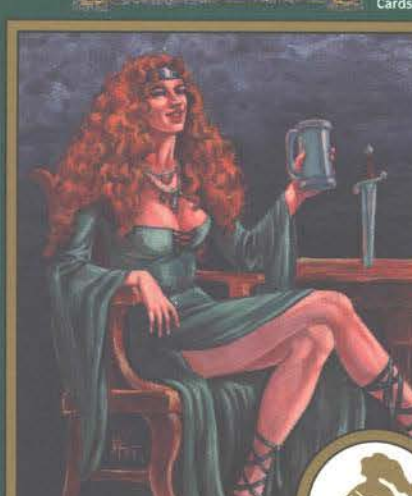


Child of Silver



FORGOTTEN REALMS™

Trading Cards



Nymara Sheiron



FORGOTTEN REALMS™

Trading Cards



Storm Silverhand





Trading Cards

Ahmad al-Mudill™
3rd level Flame Mage

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Neutral evil
EQUIPMENT: *Wand of fire*
BACKGROUND: Ahmad is a local recruiter and spy for the Brotherhood of the True Flame in the Land of Fate. Sly and crafty, he is constantly on the lookout for both new recruits and potential enemies. Ahmad wishes to advance within the ranks of the Brotherhood, and he does not care whom he has to remove in order to do so.

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Trading Cards

Khelben "Blackstaff" Arunsun™
26th level Wizard

RACE: Human
ARMOR CLASS: -3
THACO: 12
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Lawful neutral
EQUIPMENT: Full equipment unknown; Known to possess *bracers of defense AC 2, ring of protection +3, staff of power*
BACKGROUND: The most powerful wizard of Waterdeep and sage advisor to Lord Piergeiron and the Lords of Waterdeep, Khelben is legendary as both a magical tutor and a master politician. He often works through less-powerful agents and hired adventurers.

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Trading Cards

Diogi the Wanderer™
4th level Wu Jen

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic good
EQUIPMENT: *Robe of protection +2*
BACKGROUND: Diogi is from the war-torn nation of T'u Lung of Kara-Tur. Disgusted by his homeland's constant warfare, Diogi walks Toril seeking peace. He will join adventures, but only for good causes that will ultimately bring about peace. Diogi's taboo is that he may never attack first in combat, with either spells or bo stick.

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Trading Cards

Corkitron Allinamuck™
9th level Rogue

RACE: Halfling
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 6
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Ring of human influence*
BACKGROUND: The leader of a group of diminutive adventurers known as Halfling, Inc., Corkitron "High-Roll" Allinamuck is a smiling, suave, *con-halfling*, always prepared with a warm smile, a ready explanation, and a really good deal that you can't afford to pass up. He and his companions are wanted in 12 cities for various crimes.

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Trading Cards

Bahija bint Tufala™
4th level Sa'luk

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Neutral
EQUIPMENT: *Scimitar +3, slippers of spider climbing*
BACKGROUND: Bahija grew up in the suqs and bazaars of smoky Hiyal and has established herself as a self-styled "locator of items lost." Cocky and brash, she is open about her actions and does not care if her various prey discover her identity, as long as they do not discover her hidden lair.

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Trading Cards

Ryag Meth™
3rd level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Lawful good
EQUIPMENT: *Ring of regeneration*
BACKGROUND: Kidnapped by a group of space pirates to serve on their hammer-ship, Ryag Meth led a revolt of slaves against his captors and installed himself as captain. Having died several times in space, Ryag desires nothing more than to return to his home planet for a long-deserved rest.

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Trading Cards

Storm Silverhand™
18th level Bard

RACE: Human
ARMOR CLASS: -2
THACO: 12
MOVEMENT: 12
HIT POINTS: 90
ALIGNMENT: Chaotic good
EQUIPMENT: *Luck blade +1, elven chain mail +2, Methild's harp, ring of protection +2*
BACKGROUND: "The Harper of Shadowdale," Storm has used that small community as a home base for her adventures in other lands. She is a co-founder of the Harpers secret organization. Now in semi-retirement, Storm can still be lured into new adventures, particularly to aid the Harpers.

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Trading Cards

Nymara Sheiron™
7th level Rogue

RACE: Human
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Leather armor +1, ring of invisibility, dagger +2*
BACKGROUND: "Kitten" Sheiron is a fierce, tassel-haired female of middle years who has worked as an entertainer and information source for years in Waterdeep. She is said to have strong contacts with the master mage Khelben Arunsun. She is not one to have as an enemy.

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Trading Cards

Child of Silver™
3rd level Merchant-Rogue

RACE: Halfling
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 6
HIT POINTS: 12
ALIGNMENT: Lawful neutral
EQUIPMENT: *Philtre of glibness*
BACKGROUND: The youngest son of a prosperous merchant clan in Huzuz, the "Child of Silver" has renounced his family name until he can prove himself a master of his trade. He is searching for the rarest and most expensive of commodities to bring back to Huzuz, and he is looking for bodyguards to keep his skin intact in the process.

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Al-Qadim

Trading Cards

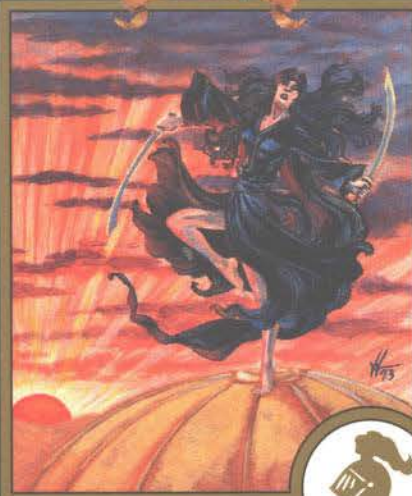


Raji al-Taqi



Al-Qadim

Trading Cards



Aziza al-Nayyir



Al-Qadim

Trading Cards



Fatima bint Waleed



DARK SUN

Trading Cards



Thrax



FORGOTTEN REALMS

Trading Cards

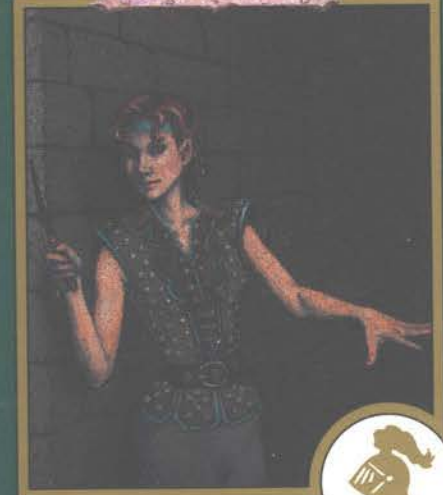


Nikolls



DARK SUN

Trading Cards



Tarda



DARK SUN

Trading Cards

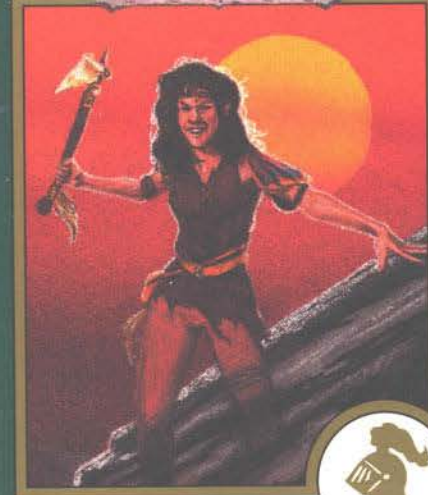


Klefen



DARK SUN

Trading Cards



Zaryi



SPELLJAMMER

Trading Cards



Sioson





Trading Cards

Fatima bint Waleed™ 1st level Pragmatist

RACE: Human
ARMOR CLASS: 4
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic good
EQUIPMENT: Studded leather armor, horseman's mace, holy symbol
BACKGROUND: Fatima is the niece of a merchant in Hiyal, the renowned City of Intrigue. Her uncle Farid recently slew a rogue named Jamal for an unpardonable insult. However, Jamal's family has called the slaying unjustified and demands compensation. Fatima sadly sees a blood feud approaching.

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Trading Cards

Aziza al-Nayyir™ 5th level Mystic

RACE: Half-elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Chaotic good
EQUIPMENT: Scimitar +3
BACKGROUND: Aziza is one of the fabled Dome-Dancers, a group of dervishes operating out of the Desert Mosque. She believes fervently in the superiority of desert life over that of al-Hadhar (city dwellers). She aids the desert peoples in their battle for survival and she spreads the word of her god, Haku.

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Trading Cards

Raji al-Taqi™ 5th level Moralist

RACE: Elf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful good
EQUIPMENT: Armor of the desert evening, shield of the holy
BACKGROUND: A fervent follower of Najm the Adventurous, Raji is distressed by the fallen state of the faith among his more pragmatic brethren. Raji hopes that through his actions he may show them the error of their ways and lead them onto the true path.

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Trading Cards

Tarda™ 4th level Psionicist

RACE: Half-elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful evil
EQUIPMENT: Studded leather armor, obsidian knife
BACKGROUND: Tarda and her companions Klefen (214 of 495) and Zaryi (215 of 495) seek to combine their knowledge of psionics in order to provide themselves with wealth and power. Tarda concerns herself with Clairvoyance and Telepathy, leaving the other powers to her associates.

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Trading Cards

Nikolls™ 3rd level Druid

RACE: Elf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Neutral
EQUIPMENT: Potion of flying, leather armor, wooden shield, vial of holy water, golden sickle
BACKGROUND: Nikolls is dedicated to the service of Silvanus. His cheerful disposition and sense of humor are rare in his family. Nikolls is a firm believer in the balance between all things, yet he finds it difficult to maintain if his life or those of his friends are threatened.

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Trading Cards

Thrax™ 3rd level Templar

RACE: Dwarf
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 18
ALIGNMENT: Lawful evil
EQUIPMENT: Leather armor, bone mace
BACKGROUND: Thrax is one of the lowliest templars in all the city of Tyr. It is rumored he sold his own mother into slavery just to pay off a gambling debt. Thrax delights in tormenting slaves and citizens with threats of arrest and torture. His major weakness is gambling, as Thrax cannot resist a wager of any sort.

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Trading Cards

Sioson™ 4th level Psychokineticist

RACE: Giff
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 6
HIT POINTS: 20
ALIGNMENT: Lawful neutral
EQUIPMENT: Smoke powder, wheel lock pistol
BACKGROUND: Sioson grew up an unhappy giff, as he simply could not master the accurate use of firearms. This caused his family great distress until Sioson discovered he possessed a rare talent amongst his kind: Psychokinetics. While he tries to use guns like other giff, Sioson takes greater satisfaction in Detonating his targets.

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Trading Cards

Zaryi™ 2nd level Psionicist

RACE: Half-elf
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor, bone hand axe
BACKGROUND: Zaryi is a member of the infamous Black Triad, slowly mastering the powers of Psychometabolism and Psychoportation. The inexperienced Zaryi relies upon the other Triad members, Tarda (213 of 495) and Klefen (214 of 495), to make decisions and guide her actions.

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Trading Cards

Klefen™ 5th level Psionicist

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Leather armor, bone dagger
BACKGROUND: Klefen is part of a trio of psionicists called the Black Triad. She and her partners Tarda (212 of 495) and Zaryi (214 of 495) sell their abilities to the highest bidder. Klefen is the nominal leader of the three and specializes in the powers of Psychokinesis and Metapsionics.

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GREYHAWK
ADVENTURES™

Trading Cards



Tara Armstrong



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Captain Lodok Romidan



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Captain Shalamar Jisseen



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

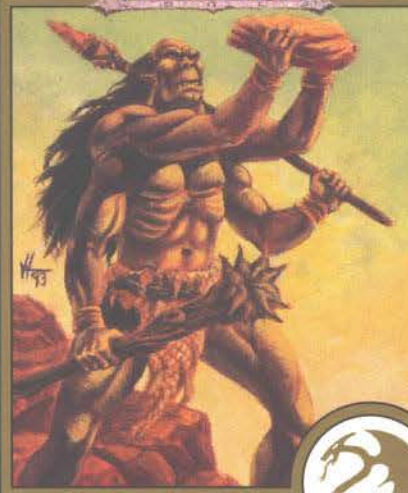


Checklist



DAIKUN™

Trading Cards

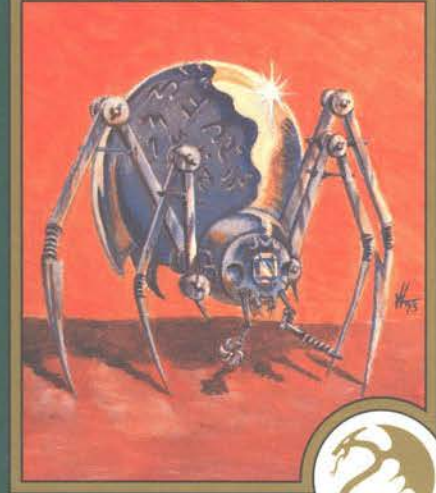


B'rohng



SPRILLAMMER™

Trading Cards



Clockwork Horror



SPRILLAMMER™

Trading Cards

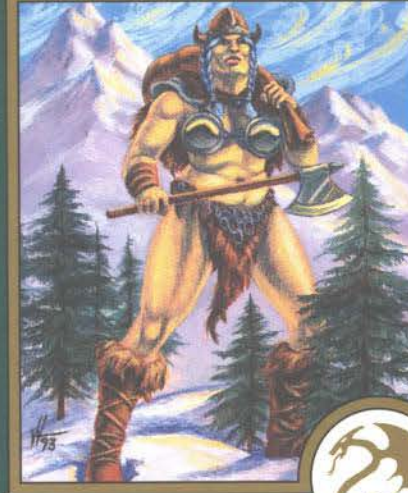


Feesu



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

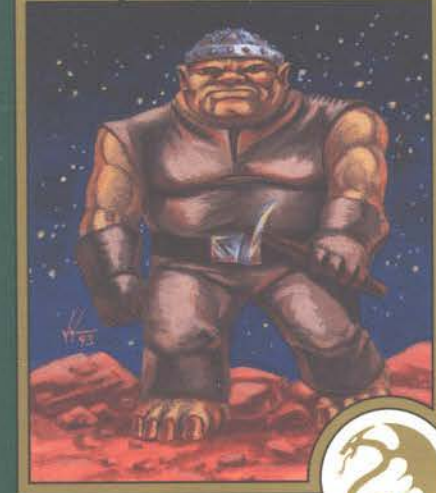


Giant, Frost



SPRILLAMMER™

Trading Cards



Grav



Captain Shalamar Jisseen™

5th/5th level Warrior/Wizard

RACE: Elf
ARMOR CLASS: -1
THACO: 16
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 3, cloak of protection +2, scimitar of speed*
BACKGROUND: Shalamar is a member of an elite group known as the Sentinels. She is also the daughter of a powerful mage who sees to it that they are magically armed and armored. Shalamar is usually serious and professional, but she maintains a very cool disposition toward those of dwarven blood.

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Captain Lodok Romidan™

6th/6th level Warrior/Thief

RACE: Halfling
ARMOR CLASS: -2
THACO: 15
MOVEMENT: 6
HIT POINTS: 40
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 2, short sword +2, girdle of fire-giant strength, ring of invisibility*
BACKGROUND: Lodok is a friend of Alan Teramar (250 of 495) and a member of the Sentinels. Although usually soft-spoken, he is quick to start a heated debate on any subject. He is a perfectionist who takes his time, even if Teramar wants a job done in a hurry.

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Tara Armstrong™

2nd/3rd level Warrior/Thief

RACE: Half-elf
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Chaotic good
EQUIPMENT: *Dagger +3, leather armor, spear*
BACKGROUND: Tara is on a quest with her two sisters, Marska (54 of 495) and Helena (249 of 495), to find their father. Aside from being a capable fighter, Tara's Dexterity (18) makes her an excellent thief. While Tara is interested in her father's return, she is sometimes more concerned with filling her pockets and stomach.

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Clockwork Horror™

ARMOR CLASS: 4 to -6
THACO: 19-13
MOVEMENT: 9
HIT DICE: 2-7
ALIGNMENT: Lawful evil
SIZE: S (24" in diameter)
INTELLIGENCE: Low to genius (5-18)
COMBAT: #AT 1; Dmg 1d4 to 1d20; various special attacks and defenses.
DESCRIPTION: Clockwork horrors are some form of arcane apparatus with a crystal in the front of the body that enables it to see. Clockwork horrors are always cast from a single type of metal, ranging from copper to adamantite. All clockwork horrors are immune to any spells that depend on biological functions and to electricity.

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B'rohng™

ARMOR CLASS: 7 (10)
THACO: 15
MOVEMENT: 15
HIT DICE: 5 + 3
ALIGNMENT: Neutral
SIZE: H (15' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 4; Dmg 1d8 + 10; parrying
DESCRIPTION: B'rohng are four-armed humanoids akin to giants, favored for arena combat. They can make four attacks each round, although they suffer a -2 penalty to two of those attacks. Some b'rohng prefer to wrap their two lower arms in padding, thus gaining two parry attacks and two regular attacks. B'rohng communicate amongst themselves with a series of grunts.

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|---|--|
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| <input type="checkbox"/> 167 Cistern Fiend | <input type="checkbox"/> 192 Cyria's Winged Boots |
| <input type="checkbox"/> 168 Eridand | <input type="checkbox"/> 193 Naniako |
| <input type="checkbox"/> 169 Giant, Fog | <input type="checkbox"/> 194 Terasaka Tadafusa |
| <input type="checkbox"/> 170 Gossamer | <input type="checkbox"/> 195 Sebastian the Red |
| <input type="checkbox"/> 171 Lakshu | <input type="checkbox"/> 196 Nabilanasa |
| <input type="checkbox"/> 172 Adam | <input type="checkbox"/> 197 Valen Westguard |
| <input type="checkbox"/> 173 Ratik Ubel | <input type="checkbox"/> 198 Koronus the Fire Mage |
| <input type="checkbox"/> 174 Natalia Vhorishkova | <input type="checkbox"/> 199 Diogi the Wanderer |
| <input type="checkbox"/> 175 Anhktepot | <input type="checkbox"/> 200 Kheiben "Blackstaff" Arunsun |
| <input type="checkbox"/> 176 Bluebeard | <input type="checkbox"/> 201 Ahmad al-Mudil |
| <input type="checkbox"/> 177 The Headless Horseman | <input type="checkbox"/> 202 Ryag Meth |
| <input type="checkbox"/> 178 Baron Urk von Kharkov | <input type="checkbox"/> 203 Bahija bint Tufala |
| <input type="checkbox"/> 179 Stezen D'Polarno | <input type="checkbox"/> 204 Coriktron Allinmuck |
| <input type="checkbox"/> 180 Tyet | <input type="checkbox"/> 205 Child of Silver |
| <input type="checkbox"/> 181 Pathari | <input type="checkbox"/> 206 Nymara Sheiron |
| <input type="checkbox"/> 182 Scarecrow | <input type="checkbox"/> 207 Storm Silverhand |
| <input type="checkbox"/> 183 Spinner | <input type="checkbox"/> 208 Raji al-Taqi |
| <input type="checkbox"/> 184 Wight | <input type="checkbox"/> 209 Aziza al-Nayir |
| <input type="checkbox"/> 185 Artemus's Cloak of Displacement | <input type="checkbox"/> 210 Fatima bint Waleed |
| <input type="checkbox"/> 186 Ashley's Net of Entrapment | <input type="checkbox"/> 211 Thrax |
| <input type="checkbox"/> 187 Azza's Scimitar of Dancing +3 | <input type="checkbox"/> 212 Nikolls |
| <input type="checkbox"/> 188 Bahija's Slippers of Spider Climbing | <input type="checkbox"/> 213 Tarda |
| <input type="checkbox"/> 189 Barnus's Short Sword +1 Gnomebane | <input type="checkbox"/> 214 Kiefern |
| <input type="checkbox"/> 190 Lyron's Harpsichord of Commanding | <input type="checkbox"/> 215 Zary |
| | <input type="checkbox"/> 216 Sison |
| | <input type="checkbox"/> 217 Tara Armstrong |
| | <input type="checkbox"/> 218 Captain Lodok Romidan |
| | <input type="checkbox"/> 219 Captain Shalamar Jisseen |
| | <input type="checkbox"/> 220 Checklist |

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Grav™

ARMOR CLASS: 10 (Elite: 6)
THACO: 17 (Elite: 15)
MOVEMENT: 9
HIT DICE: 3 + 1 (Elite: 5 + 1)
ALIGNMENT: Lawful neutral
SIZE: S (3' tall)
INTELLIGENCE: Low (6) (Elite: high (13))
COMBAT: #AT 1; Dmg 1d8 or by weapon; gravity reduction
DESCRIPTION: Gravs are short stocky humanoids, similar to dwarves but wider at the shoulders. They mine unclaimed asteroids and moons for gems and ore. They have a hierarchical structure, with the Elite as the leadership. Gravs are peaceful by nature, but if attacked, they can reduce the gravity beneath a target, causing the target to float away until out of range.

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Giant, Frost™

ARMOR CLASS: 0 (5)
THACO: 7 or 5
MOVEMENT: 12 (15)
HIT DICE: 14 + 1d4 hit points
ALIGNMENT: Chaotic evil
SIZE: H (21' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1d8 or by weapon; hurl rocks, impervious to cold
DESCRIPTION: Frost giants are crafty fighters that live in arctic climes. A frost giant's natural AC is 5, but warriors generally wear chain mail and metal helmets (AC 0). Adult frost giants can hurl rocks to a maximum range of 200 yards. Opponents struck by these boulders suffer 2d10 points of damage. A frost giant's favorite weapon is a huge battle axe.

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Feesu™

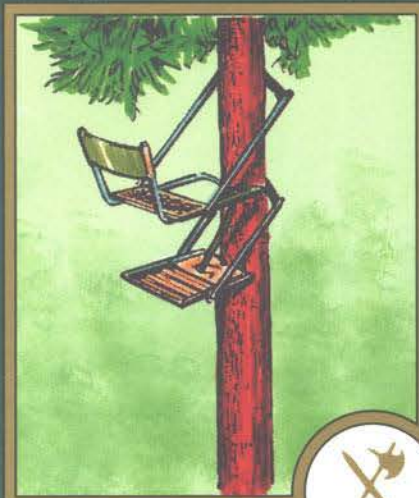
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 3, Fl 12 (C)
HIT DICE: 2 + 2
ALIGNMENT: Neutral
SIZE: S (2' long)
INTELLIGENCE: Non- (0)
COMBAT: #AT 1; Dmg 1; air deprivation
DESCRIPTION: Feesu are space-going moths that travel in swarms. Feesu glow with a faint green phosphorescent light. After bathing in the light of a powerful light source, they glow as brightly as a lantern. Feesu wings trap air for survival, so whenever a Feesu swarm swoops through the air envelope of a spelljamming ship, they steal away one day's worth of air per feesu.

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FORGOTTEN REALMS™

Trading Cards



Tree Seat



FORGOTTEN REALMS™

Trading Cards



Mini-Blade



FORGOTTEN REALMS™

Trading Cards



Zulcoon



FORGOTTEN REALMS™

Trading Cards

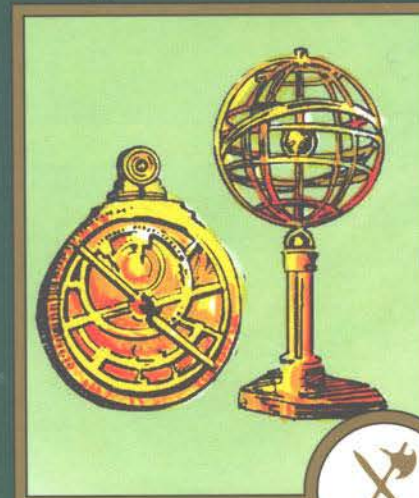


Censer



FORGOTTEN REALMS™

Trading Cards

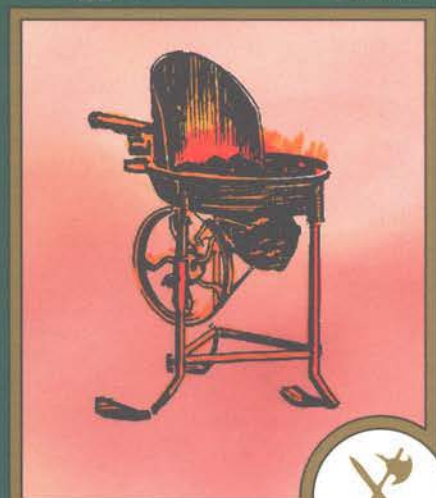


Astrolabe and Armillary



FORGOTTEN REALMS™

Trading Cards



Forge



FORGOTTEN REALMS™

Trading Cards



Cases for Books



FORGOTTEN REALMS™

Trading Cards

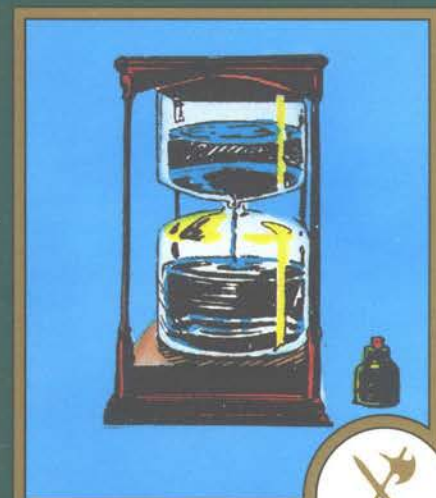


Tabards



FORGOTTEN REALMS™

Trading Cards



Water Clock





Mini-series: Shopping at Aurora's Zulkoon™

VALUE: 95 gp

DESCRIPTION: Zulkoon are portable organs. By means of a bellows contraption that lies upon the ground and is pumped by the player's feet, air is forced over what amounts to a set of odd organ pipes. The constant flow of air from the zulkoon produces a loud drone that underlies the other tones.

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Mini-series: Shopping at Aurora's Mini-Blade™

VALUE: 1 sp

DESCRIPTION: This little blade—so small that it hides easily between the knuckles of a thief—has given the cutpurse his name. Masters of this tiny and keen blade can garner a day's wages in a mere hour. Of course, novices may end up missing a finger or two. [This item grants a +5% bonus to pick pockets attempts.]

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Mini-series: Shopping at Aurora's Tree Seat™

VALUE: 15 gp

DESCRIPTION: Those unfamiliar with the ways of the wilderness commonly do not realize that a fortress lies in every tree. Our tree seat provides rangers a high and inconspicuous vantage in forested areas. Modeled after the crow's nest aboard ships, the tree seat is the watchtower of the wood. A ranger in a tree seat almost invariably gets off the first shot or sends out the first warning call, and such folk are never garrotted. The tree seat is constructed of sturdy duskwood and its steel claws will not slip. Not to be used on treants.

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Mini-series: Shopping at Aurora's Forge™

VALUE: 50, 120 gp

DESCRIPTION: The empowering tool for smiths of all kinds, the forge is the center of the smithy. All our forges run off of anthracite (1 gp/lb) or bituminous (1 gp/20 lb) coal. We offer a small forge that weighs 40 pounds and can grow hot enough to melt iron and steel. Our full forge weighs 120 pounds and can achieve temperatures that will melt silver and even gold. [The small forge achieves 900 degrees C; large forge reaches 1100 degrees C; at least one small forge is needed to perform the armorer, blacksmithing, and weaponsmithing proficiencies.]

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Mini-series: Shopping at Aurora's Astrolabe and Armillary™

VALUE: 8 and 60 gp

DESCRIPTION: Though much of magic draws its power from the world of matter, many mages turn their eyes also to the quintessential heavens. For those who have only a passing interest in the stars, we offer a solid bronze astrolabe crafted in Sembia and useful for tracking the sun, planets, and stars across the heavens. Our full armillary provides a near-flawless model of the principal celestial circles. [One astrolabe is required for a complete wizard's laboratory.]

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Mini-series: Shopping at Aurora's Censer™

VALUE: 5, 3, and 1 gp

DESCRIPTION: The censer is a portable incense burner common to priests of both temple and trail. Our censers come in gold, silver, and brass, all of which are ornamentally inlaid and can burn up to 6 ounces of incense at a time. While the portable brazier provides the adventuring priest with a stable base for incense burning, the censer allows that base to move. [This item grants a 10-yard bonus to the area of effect of any incense-using spell; when carried while burning, gives the party a -3 penalty to surprise and negates monster/NPC surprises.]

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Mini-series: Shopping at Aurora's Water Clock™

VALUE: 20 gp

DESCRIPTION: Tired of candles for your indoor time-telling? You'll love this marble and glass water clock. Fill the reservoir (with tinted water if you wish!), and watch the glass float rise to tell the hour. Heavy marble is difficult to tip or jar, no matter how many pairs of feet trample through your home. Sized to fit on mantel or table-top. Felted bottom protects your furniture.

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Mini-series: Shopping at Aurora's Tabards™

VALUE: Varies by quantity ordered

DESCRIPTION: We here at Aurora's cater to the noble who has a passel of knights in shining armor, but no way to dress them up. We gladly offer our tabards to make your men-at-arms look their finest. Through special order only, we will produce any number of tabards with your royal crest, the insignia of the city, or any other special symbol you might have in mind. Our rates are competitive, and our service is fast and reliable. As always, we use the finest dyes from Baldur's Gate and linen from Daerlun.

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Mini-series: Shopping at Aurora's Cases for Books™

VALUE: 275

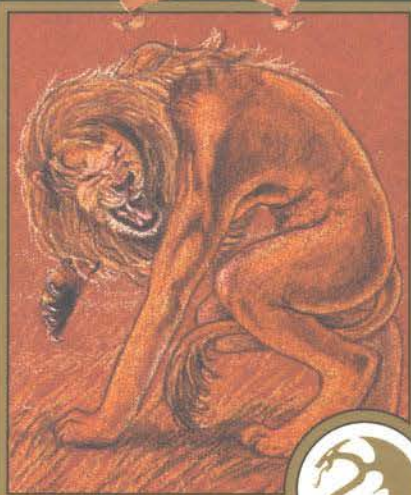
DESCRIPTION: We now offer a fine portable book case for anyone of high stature or any mage with loads of spells. These trunks stand on end, are hinged vertically at the back, and fold open to reveal shelving on both sides. They have restraining straps across the front of each shelf and are decorative enough to be left standing open. They are crafted of cherrywood and brass with an inner lining of quilted velvet. Each case will hold 60 to 75 normal-sized books, or 40 to 50 tome-sized ones. [Empty weight is 50 lb; add book weight for encumbrance.]

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Al-Qadim

Trading Cards



Lycanthrope, Werelion



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Pegasus



Al-Qadim

Trading Cards

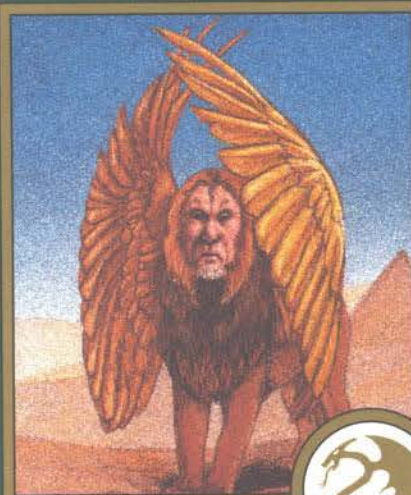


Serpent Lord



Advanced Dungeons & Dragons 2nd Edition

Trading Cards

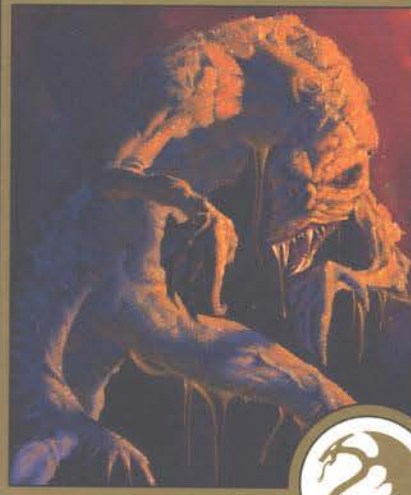


Sphinx, Andro-



Dragon Lance

Trading Cards



Tyin



Forgotten Realms

Trading Cards



Golgomere's Hammer



Advanced Dungeons & Dragons 2nd Edition

Trading Cards

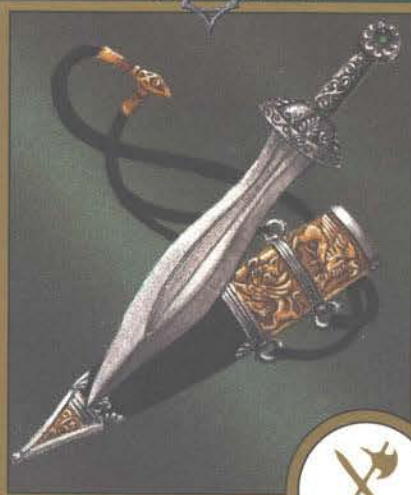


Fare's Coat



Ravenloft

Trading Cards



Karali's Silver Sword



Ravenloft

Trading Cards



Kaleen's Amulet





Trading Cards

Serpent Lord™

ARMOR CLASS: -2**THACO:** 5**MOVEMENT:** 6**HIT DICE:** 16**ALIGNMENT:** Lawful good**SIZE:** G (50' long)**INTELLIGENCE:** Genius (17-18)**COMBAT:** #AT 1; Dmg 4d6; constriction, spells

DESCRIPTION: Serpent lords are huge white cobras. They regard themselves as scholars and healers, not fighters. They are always guarded by four giant constrictor snakes with maximum hit points. Serpent lords have powerful magical abilities, functioning as 16th level clerics with 18 Wisdoms. They can constrict up to eight man-sized targets in their coils.

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Trading Cards

Pegasus™

ARMOR CLASS: 6**THACO:** 17**MOVEMENT:** 24, Fl 48 (C, D mounted)**HIT DICE:** 4**ALIGNMENT:** Chaotic good**SIZE:** L (5½' at the shoulder)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 3; Dmg 1d8/1d8/1d3; dive, rear kick

DESCRIPTION: Pegasi are intelligent winged horses that serve the cause of good. They understand common and can also speak with horses. A pegasus must be ridden bareback. A pegasus may forego its front attacks to kick at a rear opponent for 2d6 damage. It can also dive from 50 feet or higher, gaining a +2 bonus to an attack roll and inflicting double damage.

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Trading Cards

Lycanthrope, Werelion™

ARMOR CLASS: 7**THACO:** 15**MOVEMENT:** 15, Jp 6**HIT DICE:** 6 + 6**ALIGNMENT:** Lawful evil**SIZE:** M or L (6' long)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 3; Dmg 1d6/1d6/2d6; rear claw rake, hit only by silver or +1 weapons

DESCRIPTION: Werelions are humans that can assume the form of a lion. In human form they are usually thin and sinewy, with catlike grace and deep, melodious voices. Unlike most lycanthropes, werelions are social creatures that travel in prides led by females. Werelions communicate with all normal felines.

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Trading Cards

Golgomere's Hammer of Thunderbolts™

XP VALUE: 3,000

DESCRIPTION: Golgomere's (99 of 495) magical hammer is a variation of a typical *hammer of thunderbolts*. It is a +3 weapon when wielded by any dwarf with a Strength score of at least 18/01. When used in conjunction with a *girdle of giant strength* and *gauntlets of ogre power*, the hammer is a +5 weapon that inflicts double damage dice and kills any giant that it strikes. On a successful hit when hurled, a full-fledged thunderstorm breaks out (not just a thunderclap) in a 90' radius. The storm includes rain and lightning that lasts 5 rounds.

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Trading Cards

Tyin™

ARMOR CLASS: 5**THACO:** 15**MOVEMENT:** 15, Cl 12**HIT DICE:** 4 + 4**ALIGNMENT:** Neutral**SIZE:** L (9' tall)**INTELLIGENCE:** Semi- (2-4)**COMBAT:** #AT 4; Dmg 1d4/1d4/1d8/1d6; acid globs, possible disease

DESCRIPTION: The tyin is a grotesque creature that may be related to the disir, but the tyin is found only on Ansalon. The tyin is basically humanoid, although its skin is constantly shedding and oozes a slime that exudes an unpleasant odor. It can spit globules of acid that inflict 1d8 points of damage, with a saving throw vs. breath weapon reducing it by half.

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Trading Cards

Sphinx, Andro™

ARMOR CLASS: -2**THACO:** 9**MOVEMENT:** 18, Fl 30 (D)**HIT DICE:** 12**ALIGNMENT:** Chaotic good**SIZE:** L (8' tall)**INTELLIGENCE:** Exceptional (15-16)**COMBAT:** #AT 2; Dmg 2d6/2d6; spells, roar

DESCRIPTION: An androsphinx is a huge, winged creature with the body of a male lion and the head of human man. The most powerful of the sphinxes, the androsphinx can cast spells as a 6th level priest. An androsphinx can also bellow a mighty roar three times per day—all creatures within 360 yards must make a successful saving throw vs. wand or flee in panic.

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Trading Cards

Kaleen's Amulet Versus Undead™

XP VALUE: 6,000

DESCRIPTION: Kaleen's (311 of 495) magical amulet is a particularly potent version of a typical *amulet versus undead*, allowing Kaleen to turn undead as if he were a 12th level cleric. The amulet also holds at bay forms of undead that are normally immune to the effects of turning unless those creatures roll a successful saving throw vs. spell. Failure means that the undead creature must remain at least 5 feet from the holder of the amulet.

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Trading Cards

Karali's Silver Short Sword +3™

XP VALUE: —

DESCRIPTION: Karali's (313 of 495) magical short sword is a typical +3 magical weapon in most respects. However, when it is wielded under the light of a gibbous or greater-sized moon, it drains one energy level from any victim it successfully hits. Each time that the sword drains an energy level, Karali's life force is also altered slightly, taking him ever closer to the final, true form of a darkling.

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Trading Cards

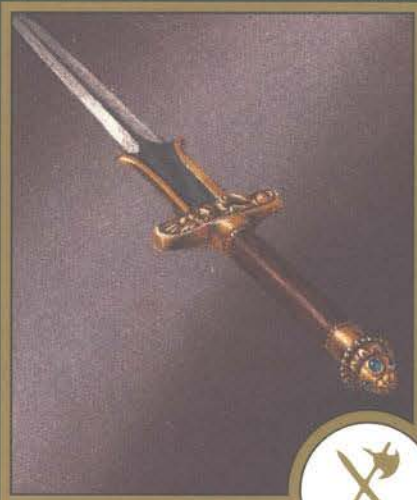
Fare's Coat of Protection +1™

XP VALUE: 1,500

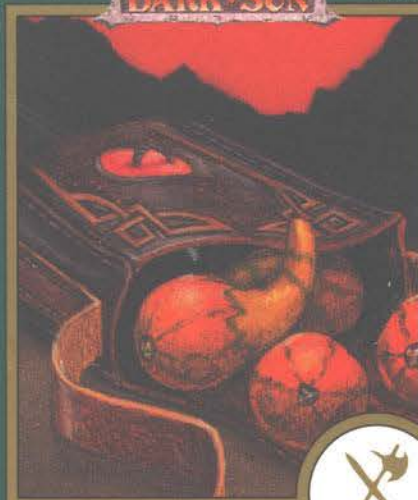
DESCRIPTION: Fare's (268 of 495) magical coat is a heavy, lined jacket with several pockets both inside and out. It is very similar to a *cloak of protection +1*, but two of its pockets function as miniature *bags of holding*, able to contain up to 3 cubic feet of material each.

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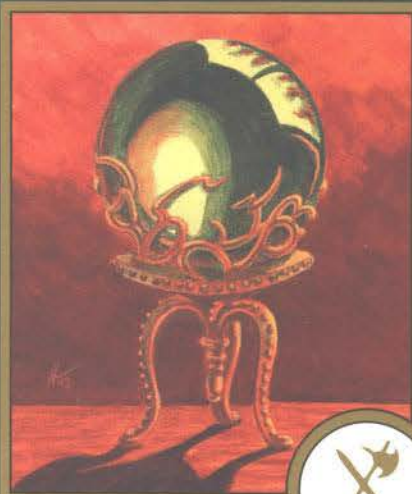
Kirren's Bastard Sword



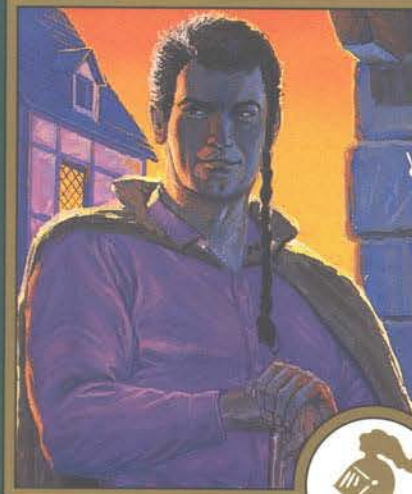
Kulver-Tam's Fruit



Kyrie's Mask



Moredlin's Crystal Ball



Mannin the Stout



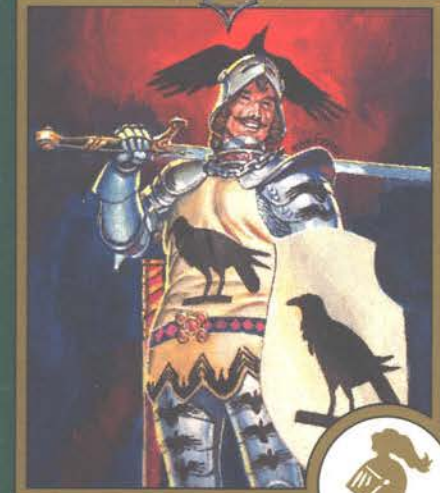
Helena Armstrong



Major Alan Teramar



Ratha Rann



Hannibil of the Raven





Kyrie's Mask of Disguises™

XP VALUE: 750

DESCRIPTION: Kyrie's (260 of 495) magical mask functions much like a *hat of disguises*, except that it becomes a piece of facial jewelry as part of the disguise (an ear or nose ring, a monocle, etc.). When worn, the mask allows Kyrie to alter her height and weight by up to 50%, and her eyes, hair, and complexion completely. There is a 5% chance each time that it is used that the mask will create a horribly deformed visage that cannot be undone for one day. This face has horribly misproportioned features, snagged teeth, scars, and so forth.

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Kulver-Tam's Fruit of Extra-Healing™

XP VALUE: 400 each

DESCRIPTION: The pieces of fruit in Kulver-Tam's (308 of 495) satchel each function as a *potion of extra-healing*. However, two of the pieces of fruit have been infected by a magical worm. If the worm is bitten while the potion fruit is being eaten, the entire fruit explodes, inflicting 2d4 points of damage upon the person eating the fruit. Only by carefully breaking open the fruit and removing the worm can this be avoided.

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Kirren's Bastard Sword +3 Frost Brand™

XP VALUE: 2,000

DESCRIPTION: Kirren (306 of 495) found this magical sword wedged in the skeleton of a red dragon. It provides a +6 bonus to combat rolls against fire-using or -dwelling creatures while providing protection to the wielder as a *ring of fire resistance*. The blade does not glow unless the temperature is below 0 degrees F. Anytime the blade is thrust into a fire source, there is a 50% chance of extinguishing it. Kirren's blade can also cast *ice storm* as an 8th level wizard once per week.

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Helena Armstrong™ 4th level Warrior

RACE: Half-elf
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 37

ALIGNMENT: Lawful good

EQUIPMENT: *Spear +2, chain mail*

BACKGROUND: Helena is one of three sisters who seek to find their missing father. Their adventures have recently taken them to edges of the Twisted Forest. Helena is fighter of no mean ability, possessing great Strength (18/26) and Constitution (17) scores. Of the three, she loved their father the most and is determined to find him at any cost.

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Mannin the Stout™ 7th level Gladiator

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 64

ALIGNMENT: Lawful neutral

EQUIPMENT: *Chain mail +3, great axe +4*

BACKGROUND: This former duelist negotiates contracts and leads field operations for the Mercenaries' Guild of Westgate. Once a gladiator in arenas in the Vilhon Reach, he has a flamboyant combat style but is a tough trainer who encourages discipline. His great axe causes damage as a bardiche (plus magical bonuses).

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Moredlin's Crystal Ball™

XP VALUE: 1,000

DESCRIPTION: Moredlin's (256 of 495) *crystal ball* is a typical version of the normal scrying device, except that sound is transmitted normally between the *crystal ball* and the individuals that are being viewed. This has an obvious drawback, that Moredlin must be very quiet while conducting his scrying. On the other hand, he may choose to communicate verbally with anyone he has chosen to view through his magical sphere.

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Hannibil of the Raven™ 6th level Paladin

RACE: Human
ARMOR CLASS: -4
THACO: 15
MOVEMENT: 12
HIT POINTS: 52

ALIGNMENT: Lawful good

EQUIPMENT: *Shield +2, bastard sword +2, potion of healing, full plate armor*

BACKGROUND: Hannibil is one of three noble paladins who seek to free the tormented souls within Castle Bloodmere. With his brothers Melykurion (87 of 495) and Mark (417 of 495), he has long fought against the evil of the prison's master, Castellan Pietor. Despite few victories, Hannibil remains hopeful.

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Ratha Rann the Eagle-Eyed™ 9th level Ranger

RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 75

ALIGNMENT: Neutral good

EQUIPMENT: *Chain mail +2, shield +1, long sword +1, long bow +2, 20 arrows +1*

BACKGROUND: Ratha retired to the Nellie Thursday Home for Experienced Adventurers after some unexpected financial reverses some 25 years ago. To prove that he is not yet old, Ratha has taken to chasing every pretty girl he lays his far-sighted eyes upon. Ada the Unbending is his latest target.

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Major Alan Teramar™ 9th level Warrior

RACE: Human
ARMOR CLASS: -4
THACO: 12
MOVEMENT: 12
HIT POINTS: 78

ALIGNMENT: Lawful good

EQUIPMENT: *Plate mail +2, shield +1, long sword +2*

BACKGROUND: Once a respected officer, Teramar retired after losing his command in a terrible battle. He came out of retirement to help the local guard deal with the rampages of an evil wizard. After that day, Teramar formed a special company, the Sentinels, to deal with any other such problems.

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FORGOTTEN REALMS™

Trading Cards



Llewellan



Al-Qadim™

Trading Cards



Akbar bin Husam



Al-Qadim™

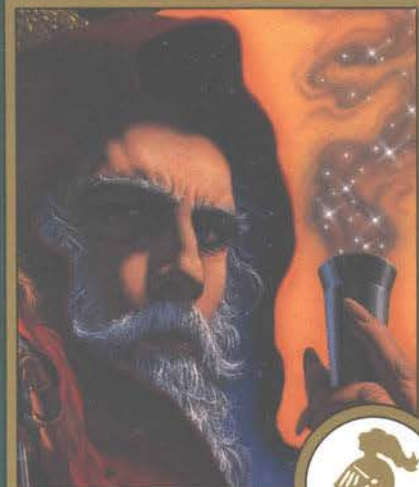
Trading Cards



Nabil al-Karim



Advanced Dungeons & Dragons™
2nd Edition Trading Cards



Moredin



DARK SUN™

Trading Cards

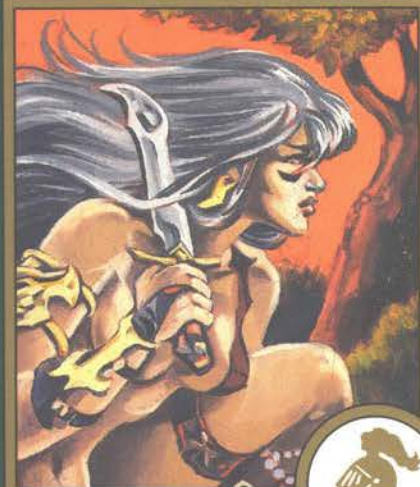


Shala



FORGOTTEN REALMS™

Trading Cards



Fera



Advanced Dungeons & Dragons™
2nd Edition Trading Cards

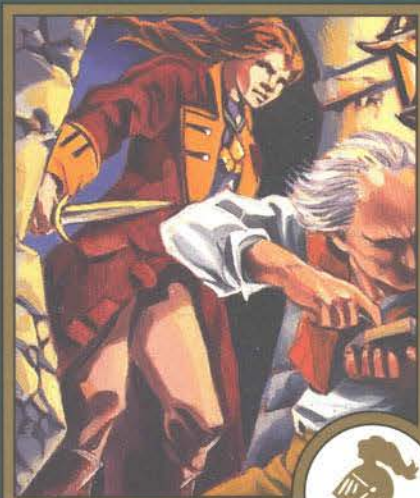


Barnus the Scag



GREYHAWK™
ADVENTURES Trading Cards

Trading Cards



Kyrie



FORGOTTEN REALMS™

Trading Cards



Justina Sittas





Trading Cards

Nabil al-Karim™ 1st level Sha'ir

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Neutral good
EQUIPMENT: *Wand of magic missiles*, quarterstaff, jambiya
BACKGROUND: Nabil is about to become involved in a blood feud between his clan and the family of an al-Hadhar merchant. While he is saddened by the loss of his friend Jamal, Nabil believes a peaceful solution could be found before violence erupts. His djinnling Faruk agrees.

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Trading Cards

Akbar bin Husam™ 2nd level Sorcerer

RACE: Human
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of protection +2*, spell book
BACKGROUND: Akbar has traveled to Hiyal, City of Intrigue, to visit his favorite uncle Farid and aid him in an upcoming blood feud. Farid was insulted by an al-Badia called Jamal and "justly" had the wretch slain. Jamal's kin, the Clan Karim, demanded compensation but was refused.

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Trading Cards

Llewellan™ 4th level Militant Invoker

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: Two-handed sword, spell books
BACKGROUND: Llewellan is a militant wizard and as such has a limited amount of fighting ability. He emphasizes this by using his large sword regularly. Llew also enjoys using impressive spells such as *fireball* or *lightning bolt*. He is a decent companion, though a bit selfish. Anyone underestimating him is making a very bad mistake.

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Fera™

4th level Hishnashaper Thief

RACE: Halfling
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT POINTS: 20
ALIGNMENT: Neutral evil
EQUIPMENT: *Knife +3*, spear, club
BACKGROUND: Fera was raised in the jungles of Payit in Maztica. She is the daughter of her tribe's shaman and learned to use the magic of hishna from him. Fera has traveled throughout Maztica since her tribe was destroyed by rampaging Nexalan orcs. Fera is looking for passage to Faerun so she may see more of the world.

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Trading Cards

Shala™

4th level Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Neutral good
EQUIPMENT: Obsidian knife
BACKGROUND: Shala and her friends Toola (419 of 495) and Angia (420 of 495) comprise a secret cell of the Veiled Alliance. They try to recruit new members and cause trouble for the templars. Shala is a kind-hearted soul but is quickly angered by any show of senseless violence. She truly hates a dwarven templar named Thrax (211 of 495).

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Trading Cards

Moredlin™

6th level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Bracers of defense AC 4*, *crystal ball*
BACKGROUND: Moredlin is a reclusive individual who retired from adventuring after an aging encounter with a ghost. He is a skilled alchemist, although strange vapors and loud explosions are said to occur about his tower from time to time. Moredlin has been known to occasionally aid those who seek out his advice.

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Trading Cards

Justina Sittas™ 2nd level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Neutral
EQUIPMENT: *Bag of holding* (1,500 lb version)
BACKGROUND: This beautiful woman's job includes approaching every ship at the Waterdeep piers every day to collect dock taxes. If taxes are not paid, the ship must leave port immediately. If the tax evaders refuse to leave the docks, she calls 2d4 constables who arrive in 2d10 rounds to arrest the fee dodgers.

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Trading Cards

Kyrie™

6th level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Neutral good
EQUIPMENT: *Medallion of ESP*, *short sword +2*, *boots of speed*, *mask of disguises*, *medallion of nondetection*
BACKGROUND: Kyrie is 24 years old and works as a constable in the City of Greyhawk. She often works undercover, posing as a thief, a fence, a murderer, or as an extortionist in order to gain the trust of the criminals she is trying to apprehend.

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Trading Cards

Barnus the Scag™ 1st level Rogue

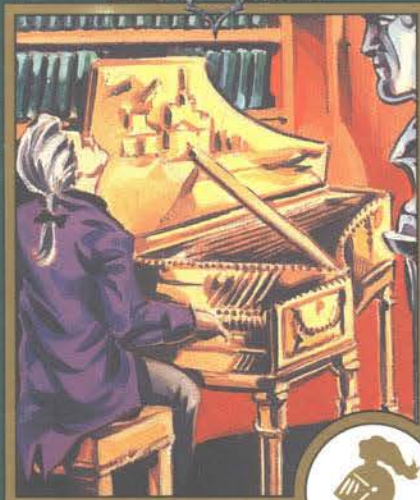
RACE: Half-human/Half-kobold
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 9
HIT POINTS: 4
ALIGNMENT: Lawful evil
EQUIPMENT: *Short sword +1*, *gnome-bane*, *cursed set of lock picks*
BACKGROUND: Barnus the Scag is an ugly human-kobold who was the victim of an evil wizard's curious wish. He has an insane hatred of gnomes. He gains most of his money by pilfering from others, but his cursed lock picks always work against him.

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Ravenloft™

Trading Cards

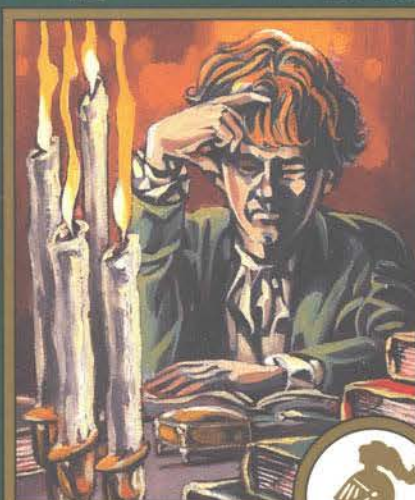


Baron Lyron Evensong



FORGOTTEN REALMS™

Trading Cards



Rhodhan



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Tar the White



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

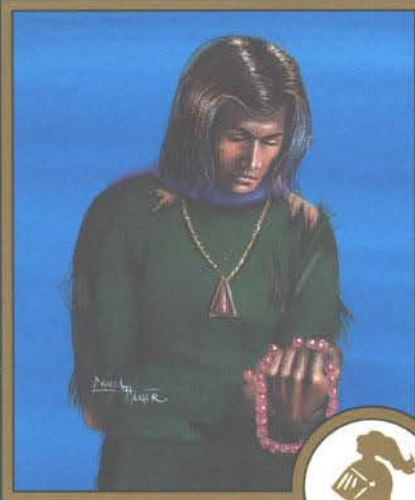


Kalia



FORGOTTEN REALMS™

Trading Cards

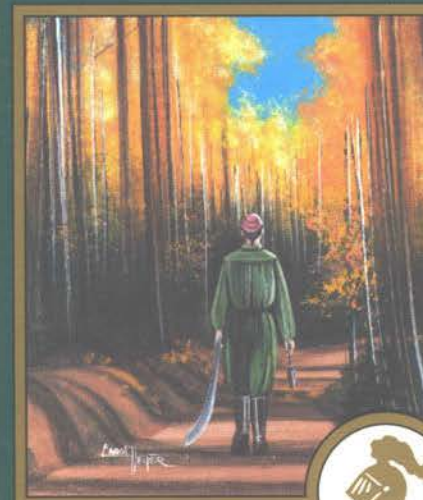


Salmone Healsmith



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

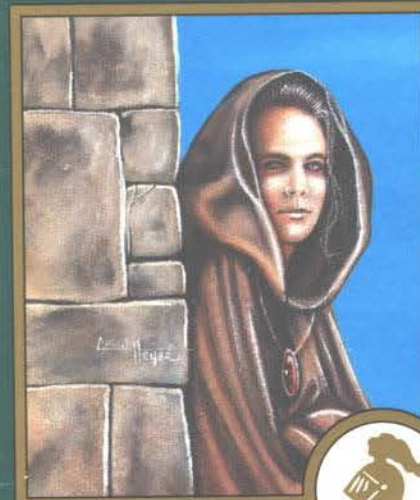


Griffon Broadleaf



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Fare Mirage



GREYHAWK™
ADVENTURES

Trading Cards

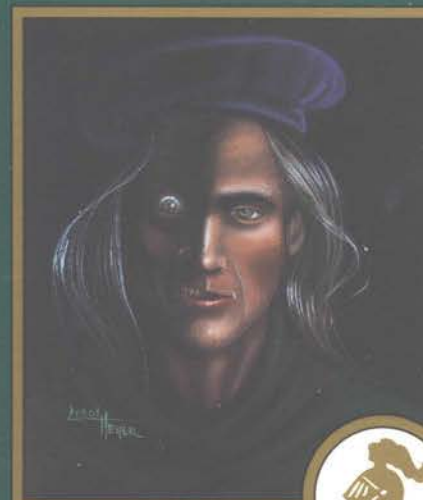


Marissa Octavia Tancred



GREYHAWK™
ADVENTURES

Trading Cards



Janus "Bad Penny"



Tar the White™
10th level Priest

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 9
HIT POINTS: 57
ALIGNMENT: Lawful neutral
EQUIPMENT: *Rod of resurrection, ring of protection +2, whip +2/+3 vs. chaotic targets*
BACKGROUND: Considered a dying old man by his tribe, Tar decided to take his spellcasting abilities elsewhere and put them to good use. He now passes from one adventuring party to another, looking for a group that will respect him for his talents and not treat him like an infirm old man.

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Rhodhan™
19th level Priest

RACE: Human
ARMOR CLASS: 4
THACO: 8
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Lawful good
EQUIPMENT: *Robe of protection +4, boots of speed*
BACKGROUND: Rhodhan has never engaged another being in combat, and he never carries weapons, always talking his way out of a fight. However, if an opponent demands an altercation of one sort or another, Rhodhan will agree to arm wrestle (Str 13) in order to settle the disputes.

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Baron Lyron Evensong™
9th level Bard

RACE: Human
ARMOR CLASS: 5 (special)
THACO: 16
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Neutral evil
EQUIPMENT: *Harpichord of commanding*
BACKGROUND: Lyron, a bard from Krynn, hired a mage to enchant his *harpichord* so those who heard it would obey his wishes. When his songs and poems failed to inspire compliance in his listeners, Lyron's dagger and club were powerful persuasions. When his dark ballads reached their peak, the Mists of Ravenloft took notice....

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Griffon Broadleaf™
11th level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 76
ALIGNMENT: Neutral
EQUIPMENT: *Scimitar +1, bag of holding*
BACKGROUND: A proud person, Griffon doesn't allow anyone, companions included, to slander the druidic faith. Defamation happens often because Griffon tends to analyze all situations, gauging their importance to the balance of nature. Knowing the alignments need each other to survive, Griffon strives to maintain an equilibrium.

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Salmone Healsmith™
17th level Priest of Eldath

RACE: Human
ARMOR CLASS: 7
THACO: 10
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral
EQUIPMENT: *Necklace of prayer beads, cloak of protection +3, amulet of power*
BACKGROUND: Born in the town of Scardale, Salmone quickly became renowned for his abilities as a cleric-for-hire. His carelessness about the character of his partners, however, soon gained him a bad name. He became known as "Salmone-for-anyone's-hire" and fell into financial ruin.

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Kalia™
8th level Cleric

RACE: Human
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 33
ALIGNMENT: Lawful good
EQUIPMENT: *Flail +1, cloak of protection +3, long sword +1 flame tongue, staff of curing*
BACKGROUND: Kalia's greatest strength is her inner serenity which, in conjunction with her wide, innocent green eyes, lulls many foes into underestimating this beautiful (Cha 15) woman. Though peaceful and caring with her healing arts, she can become a fierce tigress when confronted.

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Janus "Bad Penny" Winthwil™
8th level Psionicist

RACE: Human
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Lawful good/evil
EQUIPMENT: *Cloak of displacement, hat of disguise*
BACKGROUND: When Janus's powers manifested, he was persecuted. This caused him to develop a hostile second personality that could control his destructive skills. His dark side controls psychokinetic powers and uses disguises.

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Marissa Octavia Tancred™
3rd level Psionicist

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Neutral
EQUIPMENT: *Ring of animal friendship*
BACKGROUND: Mari is a shy 8-year-old Psychokineticist who is friendly with animals but with an air of mystery. She conceals her powers, using them to help those she cares for and acting surprised by the 'magic' when it occurs.

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Fare Mirage™
5th level Psionicist

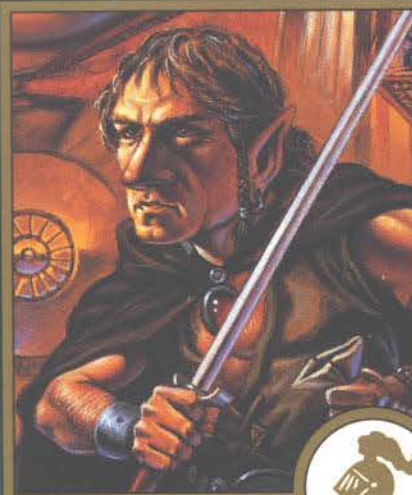
RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Neutral good
EQUIPMENT: *Coat of protection +1, boots of balance, medallion of truth*
BACKGROUND: Fare Mirage is a wanted heretic because of her psionic gift. Her mother was killed for the same reason. She is a wild psionicist with the Body Weaponry, Dimension Walk, Ectoplasmic Form, and Phobia Amplification devotions. She also has Probability Travel and Teleport.

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Ariel Anjelique



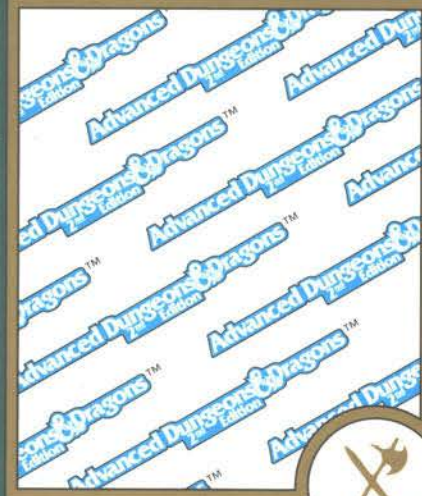
Flynn Oakplume



Nyril Sundottir



Morin Granitfist



Checklist



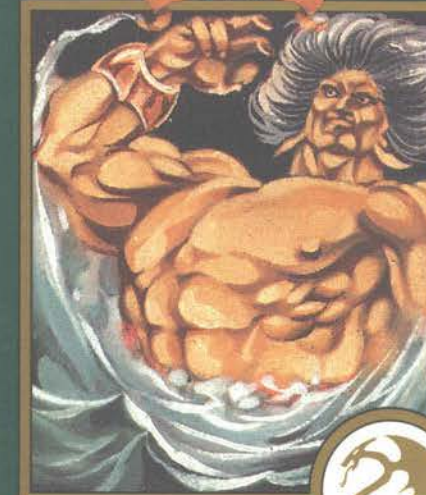
Banshee, Dwarf



Cockatrice



Flowfiend



Giant, Reef





Nyral Sunsdottir™

4th/4th level Fighter/Mage

RACE: Half-elf
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral good
EQUIPMENT: *Sword of dancing, dagger +1, cloak of protection +3, brooch of shielding*
BACKGROUND: Nyral's human mother died while she was still an infant. Her father left her to be raised by her mother's relatives in Silvermoon. Nyral fights fiercely at first in a battle, and then she lets her dancing sword *Fletis* fight while she casts spells.

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Flynn Oakplume™

4th/5th level Fighter/Thief

RACE: Elf
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Neutral evil
EQUIPMENT: *Leather armor +2, cloak of protection +1, long sword +1, bag of holding*
BACKGROUND: Flynn grew up in Celene, but he was never much for sylvan living. A city dweller at heart, he stowed away on a ship bound for the City of Greyhawk. He soon joined the thieves' guild there. Flynn enjoys fleeing the many rich refugees who have recently entered Greyhawk.

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Ariel Anjelique™

2nd level Psychokineticist

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Neutral good
EQUIPMENT: *Hat of disguise, short bow, war hammer, leather armor*
BACKGROUND: This caring and kind girl is also a prankster who often uses her Telekinesis to cause objects to fly about. Ariel has belonged to several adventuring groups and is currently searching for a new one. In combat, she prefers to levitate and shoot arrows down at her opponents.

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Banshee, Dwarf™

ARMOR CLASS: 0
THACO: As in life
MOVEMENT: 12
HIT DICE: As in life
ALIGNMENT: Always evil, otherwise as in life
SIZE: M (4'-5' tall)
INTELLIGENCE: As in life
COMBAT: #AT as in life; Dmg 1d2+10 or by weapon; gaze, malediction, psionics, hit only by steel or +1 or better weapons
DESCRIPTION: Dwarf banshees are the undead remains of dwarves who could not complete their major foci in life. They retain all aspects of their former character class, including levels, at the time of death. They cannot bear the thought of someone else completing the task of their focus.

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|--|---|
| <input type="checkbox"/> 221 B'rohng | <input type="checkbox"/> 246 Kyrie's Mask of Disguises |
| <input type="checkbox"/> 222 Clockwork Horror | <input type="checkbox"/> 247 Moredin's Crystal Ball |
| <input type="checkbox"/> 223 Feesu | <input type="checkbox"/> 248 Mannin the Stout |
| <input type="checkbox"/> 224 Giant, Frost | <input type="checkbox"/> 249 Helena Armstrong |
| <input type="checkbox"/> 225 Grav | <input type="checkbox"/> 250 Major Alan Teramar |
| <input type="checkbox"/> 226 Tree Seat | <input type="checkbox"/> 251 Ratha Rann the Eagle-Eyett |
| <input type="checkbox"/> 227 Mini-Blade | <input type="checkbox"/> 252 Hannibill of the Raven |
| <input type="checkbox"/> 228 Zulkoon | <input type="checkbox"/> 253 Llewelan |
| <input type="checkbox"/> 229 Censer | <input type="checkbox"/> 254 Akbar bin Husam |
| <input type="checkbox"/> 230 Astrolabe and Armillary | <input type="checkbox"/> 255 Nabil al-Karim |
| <input type="checkbox"/> 231 Forge | <input type="checkbox"/> 256 Moredin |
| <input type="checkbox"/> 232 Cases for Books | <input type="checkbox"/> 257 Shala |
| <input type="checkbox"/> 233 Tabards | <input type="checkbox"/> 258 Fera |
| <input type="checkbox"/> 234 Water Clock | <input type="checkbox"/> 259 Barnius the Scag |
| <input type="checkbox"/> 235 Lycanthrope, Werelion | <input type="checkbox"/> 260 Kyrie |
| <input type="checkbox"/> 236 Pegasus | <input type="checkbox"/> 261 Justina Sittas |
| <input type="checkbox"/> 237 Serpent Lord | <input type="checkbox"/> 262 Baron Lyron Evenson |
| <input type="checkbox"/> 238 Sphinx, Andro- | <input type="checkbox"/> 263 Rhodhan |
| <input type="checkbox"/> 239 Tyn | <input type="checkbox"/> 264 Tar the White |
| <input type="checkbox"/> 240 Golgomere's Hammer of Thunderbolts | <input type="checkbox"/> 265 Kalia |
| <input type="checkbox"/> 241 Fare's Coat of Protection +1 | <input type="checkbox"/> 266 Salmerie Healomith |
| <input type="checkbox"/> 242 Karal's Silver Short Sword +3 | <input type="checkbox"/> 267 Griffon Broadleaf |
| <input type="checkbox"/> 243 Kaleen's Amulet Versus Undead | <input type="checkbox"/> 268 Fare Mirage |
| <input type="checkbox"/> 244 Kirren's Bastard Sword +3 Frost Brand | <input type="checkbox"/> 269 Marissa Octavia Tancred |
| <input type="checkbox"/> 245 Kulver-Tam's Fruit of Extra-Healing | <input type="checkbox"/> 270 Janus "Bad Penny" Winthwil |
| | <input type="checkbox"/> 271 Ariel Anjelique |
| | <input type="checkbox"/> 272 Flynn Oakplume |
| | <input type="checkbox"/> 273 Nyral Sunsdottir |
| | <input type="checkbox"/> 274 Morin Granitefist |
| | <input type="checkbox"/> 275 Checklist |

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Morin Granitefist™

3rd/3rd level Fighter/Cleric Champion

RACE: Dwarf
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 6
HIT POINTS: 20
ALIGNMENT: Lawful good
EQUIPMENT: *Warhammer +1, plate mail, broad sword, dagger*
BACKGROUND: Morin is a champion of Moradin, the creator of the dwarf race. As such, he upholds the honor of dwarves everywhere and never overlooks a slight to dwarvenkind. His friends think he is a little pompous but incredibly loyal and skilled in battle.

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Giant, Reef™

ARMOR CLASS: 0 or -4
THACO: 5
MOVEMENT: 15, Sw 12
HIT DICE: 18
ALIGNMENT: Neutral good
SIZE: H (16' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1d10 or by weapon
DESCRIPTION: Reef giants are loners, living in great mansions that typically look like simple huts from the outside. They are unhindered when in underwater combat and are immune to water- and cold-based attacks. They prefer to fight with huge tridents that inflict 2d10+10 points of damage. Once per day a reef giant can form a small whirlpool to suck in enemies and drown them.

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Flowfiend™

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 9, Fl 18(D)
HIT DICE: 7 + 7
ALIGNMENT: Chaotic evil
SIZE: Varies
INTELLIGENCE: Highly (13)
COMBAT: #AT 5; Dmg 1d12×4/2d10; flowfiend conversion, hit only by +1 or better weapons
DESCRIPTION: Flowfiends are the result of certain evil individuals that fall into the phlogiston and are not simply calcified. They vary in height, depending upon the original size of the victim—between a quarter and a third of former dimensions. A flowfiend "swims" the phlogiston, seeking other victims to convert into flowfiends.

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Cockatrice™

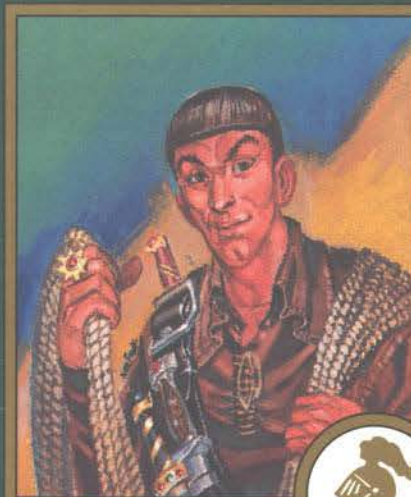
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 6, Fl 18 (C)
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: S (3' tall)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1d3; petrification
DESCRIPTION: The cockatrice is a horrid hybrid of a cock, a bat, and a lizard. Its touch upon exposed flesh causes petrification, although it is immune to the petrification effect from others of its own kind. The cockatrice ferociously attacks anything that threatens it or its nest. The base chance of a cockatrice touching exposed flesh on an attack is 10% multiplied by the victim's Armor Class.

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Human Paladin



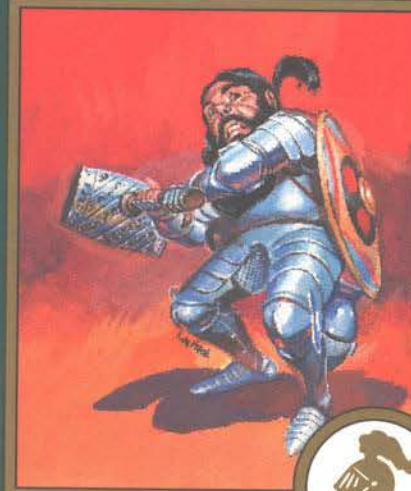
Human Rogue



Elf Wizard



Half-elf Druid



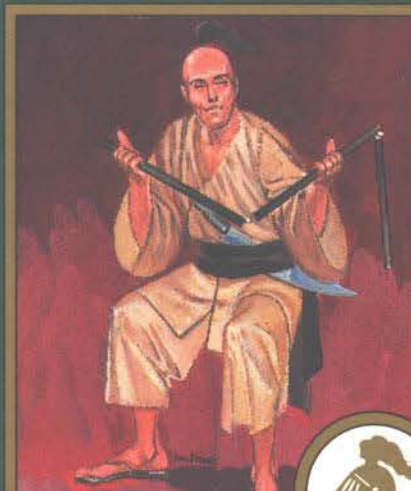
Dwarf Cleric



Human Wizard



Human Warrior



Human Warrior



Human Wizard



Al-Qadim

Trading Cards



Heway



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Manticore



SPELLMAGIC

Trading Cards



Pirate of Gith



Al-Qadim

Trading Cards



Serpent, Winged



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Spider, Huge



Dragon Lance

Trading Cards



Wyndlass



GREYHAWK ADVENTURES

Trading Cards

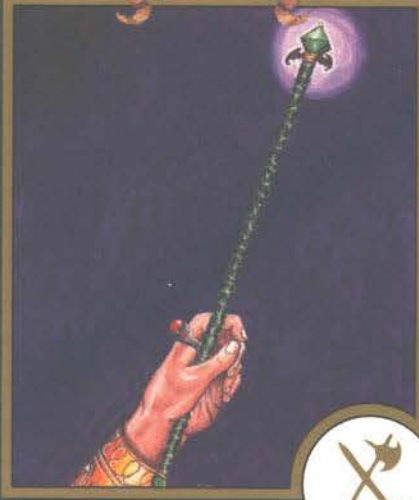


Morgan's Barding



Al-Qadim

Trading Cards



Nabil's Wand



Al-Qadim

Trading Cards



Raji's Shield





Trading Cards

Pirate of Gith™

ARMOR CLASS: 0
THACO: Special
MOVEMENT: 12
HIT DICE: 7-11
ALIGNMENT: Lawful evil
SIZE: M (6'-7' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT varies; Dmg by weapon
DESCRIPTION: Pirates of Gith are a race of beings from the Astral Plane that attack ships from their bases on asteroids. Gith pirates can be fighters, mages, clerics, fighter/mages, and occasionally fighter/clerics, always up to the 11th level of ability. When piloting an elven organic ship, a gith spelljammer can take it and its crew into the Astral Plane once per day.

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Trading Cards

Manticore™

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12, Fl 18 (E)
HIT DICE: 6 + 3
ALIGNMENT: Lawful evil
SIZE: H (15')
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1d3/1d3/1d8; tail spikes
DESCRIPTION: The manticore is a monster with a lion's body, the wings of a bat, the head of a man, and a taste for human flesh. The manticore can fire a volley of 1d6 tail spikes at targets up to 180 yards away (four times per day). It can also attack with its claws and bite. Manticores prefer warm lands to cool ones and have territories that may cover as much as 20 square miles. They mate for life.

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Trading Cards

Heway™

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12, Sw 6
HIT DICE: 1 + 3
ALIGNMENT: Chaotic evil
SIZE: M (12' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1d3; poison, hypnotic stare, poison skin
DESCRIPTION: The heway is a large white snake that enjoys poisoning wells and oases. When a creature drinks water that has been poisoned by a heway, it must successfully save vs. poison or suffer 30 points of damage and be paralyzed for 1d6 hours. Any creature looking into the gaze of a heway must successfully save vs. paralyzation or passively be devoured.

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Trading Cards

Wyndlass™

ARMOR CLASS: 3
THACO: 9
MOVEMENT: 3
HIT DICE: 12
ALIGNMENT: Neutral
SIZE: H (20' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 11; Dmg 1d10x10/1d4; surprise
DESCRIPTION: The wyndlass lurks in swamps and gloomy forests. It has been known to devour several whole horses at once. Ten 25-foot-long tentacles attach to the body of a wyndlass in two clusters of five. A wyndlass hides in a deep pit of quicksand, waiting for a victim. When a victim steps into the pit, the wyndlass unfurls its tentacles and pulls the victim down to be devoured.

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Trading Cards

Spider, Huge™

ARMOR CLASS: 6
THACO: 19
MOVEMENT: 18
HIT DICE: 2 + 2
ALIGNMENT: Neutral
SIZE: M (6' diameter)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1d6; leap on victims, poison
DESCRIPTION: Huge spiders are aggressive predators that prefer to wait in camouflaged tunnels and holes where they leap out upon victims, who suffer a -6 penalty to their surprise rolls. Huge spiders also have a poisonous bite that inflicts 15 points of damage if a saving throw vs. poison with a +1 bonus is not successful.

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Trading Cards

Serpent, Winged™

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12, Fl 18 (B)
HIT DICE: 4 + 4
ALIGNMENT: Neutral
SIZE: L (8'-10' long)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 1; Dmg 1d4; poison, spark shower, immunity to electricity
DESCRIPTION: Winged serpents are large lizard-like creatures with amazingly fast wings. They dwell in the forests of Zakhara. They have a corrosive poison that inflicts 2d8 points of damage per round for two rounds unless a successful save vs. poison is made to reduce the damage by half. They also have a special breath weapon that resembles a spark shower.

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Trading Cards

Raji's Shield of the Holy™

XP VALUE: 400
DESCRIPTION: Raji's (208 of 495) magical shield is inscribed with the symbol of Najm the Adventurous. In Raji's or any other priest of Najm's hands, the shield provides an Armor Class bonus of +2 and grants that priest the ability to affect undead at four levels higher than normal.

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Trading Cards

Nabil's Wand of Magic Missiles™

XP VALUE: 4,000
DESCRIPTION: Nabil's (255 of 495) version of the wand of magic missiles shoots forth up to two magical missiles in a single round, each inflicting 1d4+1 points of damage to targets. In addition, each missile leaves a bright glowing path and issues a high-pitched shriek as it streaks toward its target. Various missiles have a different color of flaming path, and the sound each makes is slightly different, much as various fireworks sound and appear unique during a pyrotechnical display.

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Trading Cards

Morgan's Half Plate Horse Barding +1™

XP VALUE: 500
DESCRIPTION: Morgan's (307 of 495) warhorse wears this suit of half barding, giving it an effective Armor Class of 1. The barding protects only the head and front portions of the horse, leaving the rear unprotected. The weight of plate barding is such that only warhorses can wear it and then only for short periods of time.

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Al-Qadim

Trading Cards

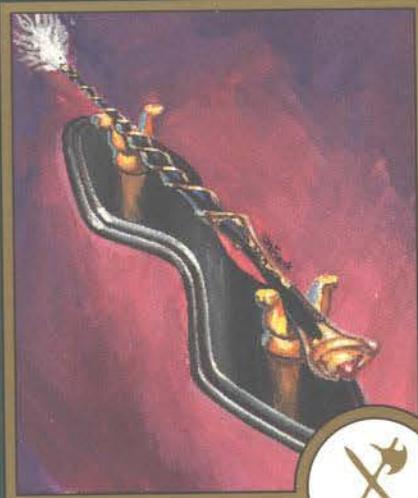


Raji's Armor



FORGOTTEN REALMS

Trading Cards



Sathallarin's Wand



SPELLJAMMER

Trading Cards



Sebastian's Chime



FORGOTTEN REALMS

Trading Cards

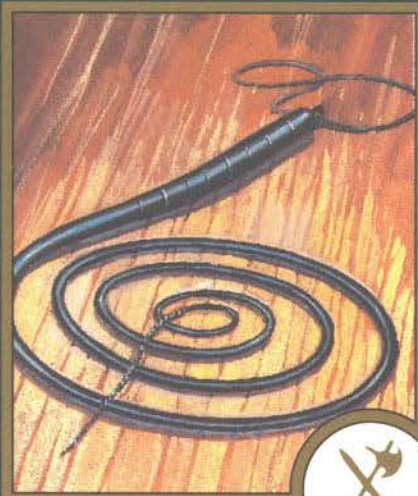


Storm's Harp



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Tar's Whip



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Korm Tigertooth



FORGOTTEN REALMS

Trading Cards

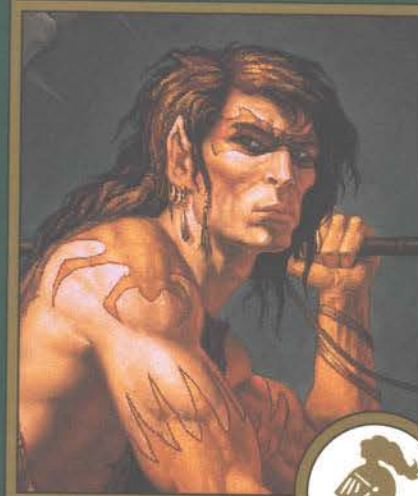


Artemus Dimartius



DRAGONLANCE

Trading Cards

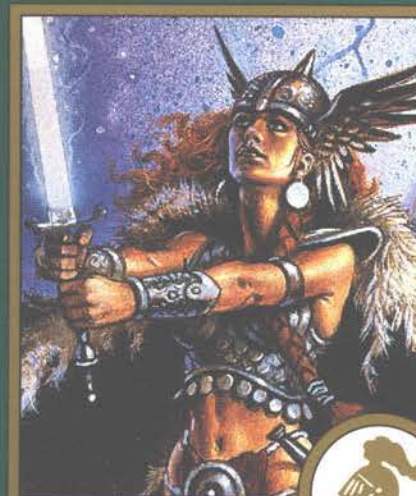


Kamar-Ashan



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Kirren Frostblade





Sebastian's Chime of Opening™

XP VALUE: —

DESCRIPTION: Sebastian's (195 of 495) version of the *chime of opening* also causes locked, barred, *wizard locked*, and *held* portals to open. However, each time it is used, there is a 25% chance that the magical chime set casts a *fire trap* spell upon whatever is to be opened.

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Sathallarin's Wand of Wonder™

XP VALUE: 6,000

DESCRIPTION: Sathallarin's (312 of 495) magical wand is similar in many ways to a typical *wand of wonder*—each time a charge is expended, an unusual event occurs. When Sathallarin uses *his* wand, however, not one but two and sometimes three (10% chance) different effects are created simultaneously, producing some even more bizarre occurrences.

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Raji's Armor of the Desert Evening™

XP VALUE: 500

DESCRIPTION: Raji's (208 of 495) magical armor is unusual for the land of Zakhara—it is a suit of banded, rather than lamellar, armor. Like other forms of *armor of the desert evening*, this magical armor does not provide additional bonuses to Armor Class, but it can be worn in the desert heat without ill effect. Raji believes that this armor was originally made for an outland warrior from some country that is more accustomed to banded mail armor.

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Korm Tigertooth™ 3rd level Barbarian

RACE: Dwarf

ARMOR CLASS: 0

THACO: 18

MOVEMENT: 6

HIT POINTS: 31

ALIGNMENT: Chaotic neutral

EQUIPMENT: *Shield +2, spear +1, horned tiger's skull helmet, plate mail, dagger*

BACKGROUND: Korm is strong, reckless, and unpredictable. He once wrestled a horned tiger-creature to death, and he now wears its skull as a helmet. He makes friends easily, but he does not keep them, as he tends to insult them. While he is with a group, he is loyal, although he can be obnoxious.

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Tar's Whip +2, +3 vs. Chaotic Creatures™

XP VALUE: 1,200

DESCRIPTION: Tar's (264 of 495) magical whip is normally a +2 weapon, but against any creature with a chaotic alignment it functions as a +3 weapon.

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Storm's Harp of Methild™

XP VALUE: 4,000

DESCRIPTION: Storm (207 of 495) possesses one of the rare magical harps recovered from Myth Drannor, known as *Methild's harp*. Whenever Storm plays this magical harp, all locks are opened, all knots are undone, all bonds are broken, and all *web* spells are parted within 10 feet. All of the above forms of restraint that are affected by the harp are outlined in an orange form of *faerie fire* for one turn. Magical barriers (such as a *wall of force*) are not affected by the harp.

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Kirren Frostblade™ 9th level Ranger

RACE: Human

ARMOR CLASS: 2

THACO: 12

MOVEMENT: 12

HIT POINTS: 53

ALIGNMENT: Neutral good

EQUIPMENT: *Scale mail +3 of blending, dagger +1, bastard sword +3 frost brand, +6 vs. fire-using/dwelling creatures*

BACKGROUND: Kirren took the name Frostblade from her sword, which she found lodged in the ribcage of a red dragon's skeleton. She often roams the wilderness in disguise, using the blending power of her armor to look like a common peasant girl.

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Kamar-Ashan™ 2nd level Barbarian

RACE: Kagonesti Elf

ARMOR CLASS: 6

THACO: 19

MOVEMENT: 12

HIT POINTS: 15

ALIGNMENT: Neutral good

EQUIPMENT: *Spear +1, elven boots, leather armor +1, atrakha*

BACKGROUND: Kamar-Ashan lives on Southern Ergoth, in the village of Sun, and is a skilled hunter in the forests and grasslands there. He has defended his village often from the ogres and goblins that plague it. He distrusts the Silvanesti and Qualinesti elves, who have villages nearby.

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Artemus Dimartius™ 2nd level Swashbuckler Warrior

RACE: Human

ARMOR CLASS: 5

THACO: 19

MOVEMENT: 12

HIT POINTS: 11

ALIGNMENT: Chaotic good

EQUIPMENT: *Ring of protection +1, cloak of displacement, boots of striding and springing, rapier +1, main-gauche*

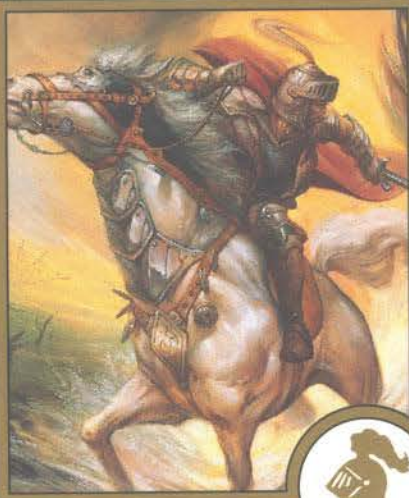
BACKGROUND: Artemus is a swaggering buffoon with a good heart. He's far better at telling tales to impress the ladies in Waterdhavian bars than performing deeds of derring-do, but his skills are improving. His last 'duel' was with a thief that stole a lady's purse.

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GREYHAWK
ADVENTURES

Trading Cards



Morgan Ravenstar



DAIK SUN

Trading Cards

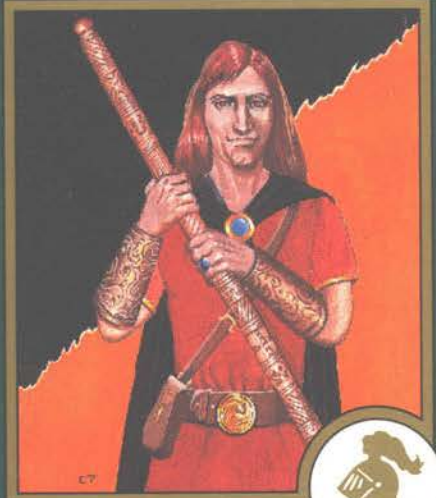


Kulvar-Tam



FORGOTTEN REALMS

Trading Cards



Ceryx



Advanced Dungeons & Dragons
2nd Edition

Trading Cards

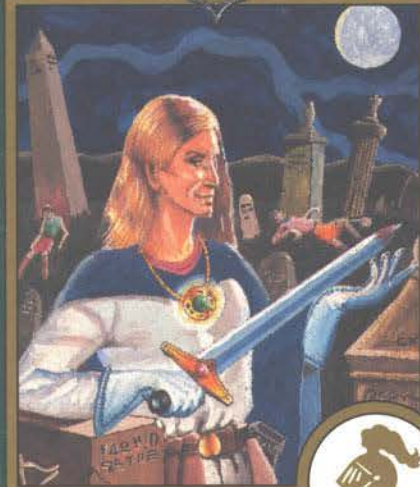


Miola Waites



Ravenloft

Trading Cards



Kaleen Corigrave



FORGOTTEN REALMS

Trading Cards



Sathallarin



Ravenloft

Trading Cards

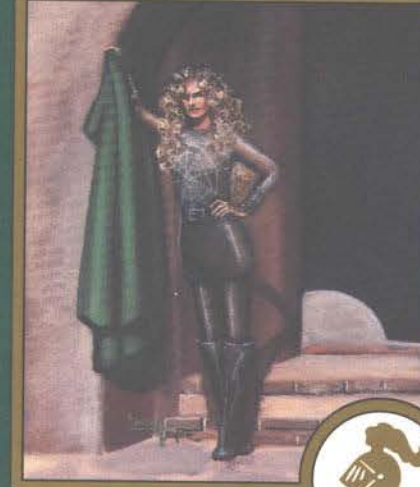


Karali Jenei



DragonLance

Trading Cards

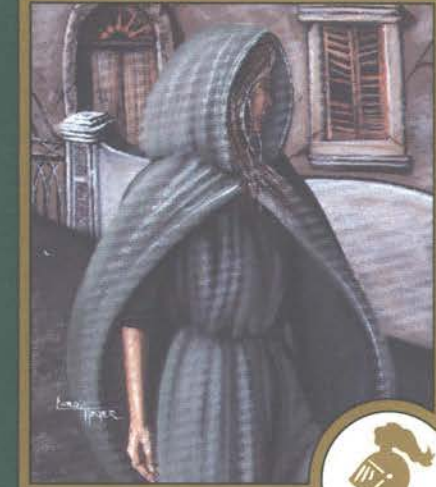


Cyria the Spider



GREYHAWK
ADVENTURES

Trading Cards



Ashley the Grey





Ceryx™

8th level Fire Elemental

RACE: Human
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Bracers of defense AC 2, cloak of the bat, copper-cored quarterstaff*
BACKGROUND: Ceryx has long been fascinated with fire magic and the Seven Lost Rings of Mhzentul. Indeed, he was on the verge of recovering two of them from the Zhentarim mage Whisper when that one was killed by Doust Soulwood. He cares only for magic and friends, like Magnus (3 of 60).

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Kulvar-Tam™

6th level Preserver Invoker

RACE: Human
ARMOR CLASS: 2
THACO: 19
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Lawful neutral
EQUIPMENT: *Ring of life, ring of protection +2, bracers of defense AC 6, fruit of extra-healing, fruit of ESP*
BACKGROUND: Kulvar-Tam was born in a tiny village in the Ringing Mountains. He hates slavers, as both his best friend and his cousin were enslaved when he was a child. He is rather hot-headed, and he always has *fireball* and *magic missile* spells at the ready.

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Morgan Ravenstar™

7th level Paladin

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: *Plate mail +1, long sword +1, half plate horse barding +1*
BACKGROUND: Morgan fought as a lieutenant under Lord Holmer of the Shield Lands in the beginning of the great Greyhawk War. After losing his entire unit to the enemy, Morgan and his faithful warhorse Cameron went on a quest to kill a sea monster in Nyr Dyv, to regain Morgan's honor.

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Sathallarin™

3rd level Wild Mage

RACE: Moon Elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Wand of wonder, dagger +2*
BACKGROUND: Sathallarin is more than half crazy. He took to wild magic because he felt it expressed his innermost feelings—that is, unpredictable and powerful. He is just as likely to aid a group of people as to attack them. However, despite his illness, he can also see the odds and will not do foolish things that might result in his death.

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Kaleen Corigrave™

10th level Militant Necromancer

RACE: Human
ARMOR CLASS: 1
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral good
EQUIPMENT: *Long sword +3, cloak of protection +2, ring of protection +5, amulet of protection vs. undead*
BACKGROUND: Originally from Toril, Kaleen was transported to Darkon while escaping from angry Thayvian wizards. As a man devoted to destroying undead, he found the demiplane was full of work. He has not yet gained the attention of Azalin.

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Miola Waites™

5th level Mage

RACE: Half-elf
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 4, wand of magic missiles, rope of climbing*
BACKGROUND: Miola is an embittered teen with a strange aptitude for magic. At the age of only 15 years, she has already achieved her current level. She is spoiled, always used to getting her own way, and she will not hesitate to kill those who oppose her.

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Ashley the Grey™

13th level Investigator

RACE: Half-elf
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Neutral good
EQUIPMENT: *Net of entrapment, bracers of defense AC 4, long sword +3, ring of invisibility, eyes of the eagle*
BACKGROUND: Ashley the Grey is one of the most feared individuals in the underworld of the City of Greyhawk, although she has no official existence. She is a masked vigilante who excels at her job. Her mark is a dab of ash on the foreheads of her unconscious victims.

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Cyria the Spider™

5th level Bounty Hunter Thief

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12, Fl 21 (C)
HIT POINTS: 27
ALIGNMENT: Neutral good
EQUIPMENT: *Portable hole, leather armor +2, winged boots*
BACKGROUND: Cyria is an enigma. No one knows of her past or her motivations, but they do know that she is one of the best bounty hunters in the business. No matter what tactics her prey might try, they are inevitably funneled along the path that Cyria chooses, ensnaring themselves in her web.

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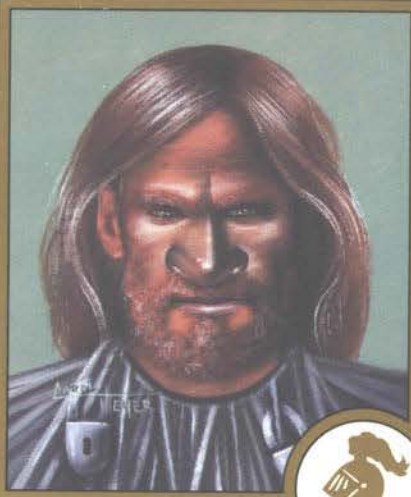
Karali Jenei™

6th level Rogue

RACE: Human (darkling)
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic evil
EQUIPMENT: *Silvered short sword +3, ring of invisibility, cloak of arachnida*
BACKGROUND: Karali is a Vistana recently cast out from his tribe for the evils he brought upon it. One of the few male Vistani to have the Sight, he abused it for his own gain at the expense of his tribe. Now he wanders the lands of Ravenloft, slowly decomposing into the form of the darkling.

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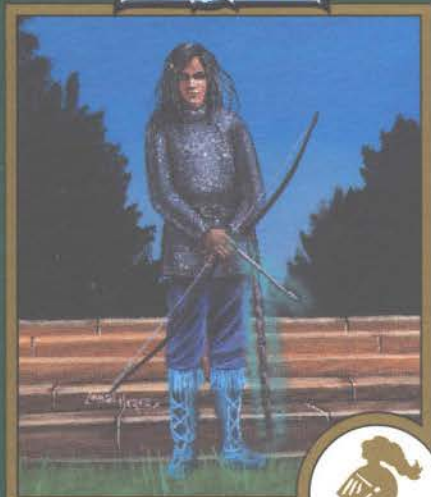
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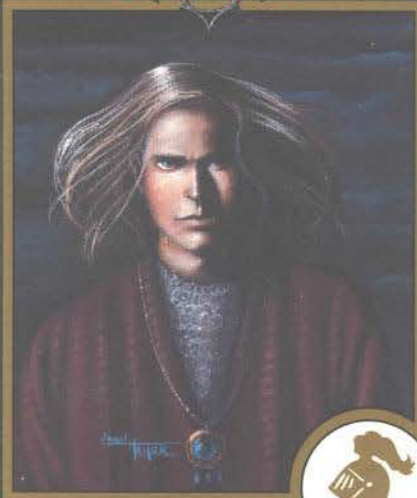
Tahafilon



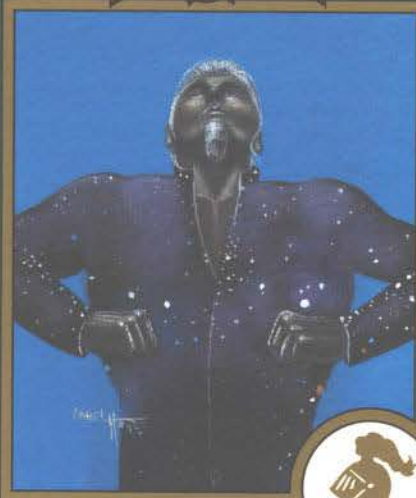
Kyris'n



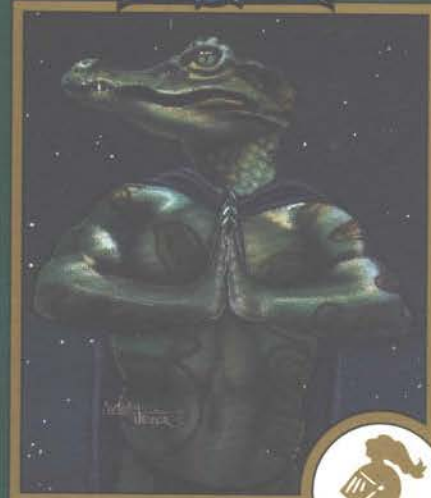
Hajallian Thremintha



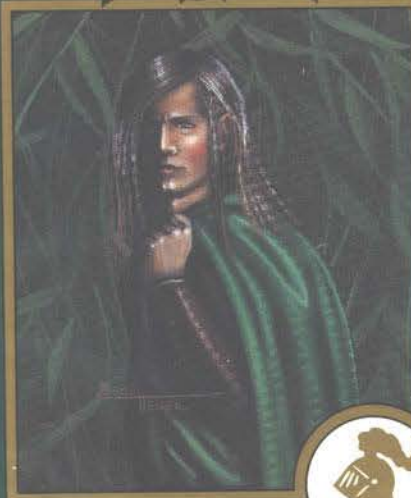
Latslav of Darkon



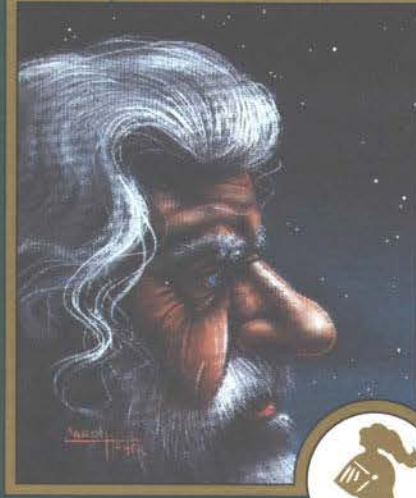
Kneyalotep Knekopot



Staan of the Way



Uritel of the Garden



Oswuggle



Obbi Skyfoot





Hajallian Thremintha™
4th level Priest of Corellon
Larethian

RACE: Elf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Chaotic good
EQUIPMENT: Long bow +2, 20 arrows +1, long sword +1
BACKGROUND: Hajallian is the only survivor of an attack on the elven world of Dawnrise by the cowardly scro. He has dedicated his life to the death of these and other evil humanoid. He offers spiritual solace to those elves who are in the same situation.

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Kyris'n™
4th level Bard

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: 15 darts +1, steel dagger, vial of Type F poison
BACKGROUND: Kyris'n was a Urikite singer pressed into service in King Hamanu's army, a position she hated. Fortunately, the army from Tyr crushed the Urikite army and she was able to escape its clutches. She now wanders between the cities, seeking fame and fortune as an itinerant bard.

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Tahafileon™
1st level Troubleshooter

RACE: Gnome
ARMOR CLASS: 4
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic good
EQUIPMENT: A stone with *continual light* cast upon it, complete set of lockpicks
BACKGROUND: Tahafileon was raised the child of a poor locksmith's family in a large city. After exhaustively learning his father's trade, he made himself available for adventuring groups, although none have yet taken him along on their quests so far.

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Staan of the Way™
2nd level Priest of the Way

RACE: Lizard man
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 6, Sw 12
HIT POINTS: 13
ALIGNMENT: Neutral
EQUIPMENT: Footman's mace +2
BACKGROUND: Staan was trained in the teachings of the Way from the time she hatched. Now that she has matured, she travels the spaceways, helping the deserving and spreading the ideals of her faith. A fierce fighter and a compassionate friend, Staan has found acceptance among many of the diverse races of wildspace.

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Kneyalotep Knekopot™
5th level Priest of Ptah

RACE: Spacesea giant
ARMOR CLASS: 0
THACO: 7 (special)
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: Neutral good
EQUIPMENT: Stone of good luck, smoke powder
BACKGROUND: The elder of his clan, Kneyalotep serves as captain of the space-sea-giant galleon *Ptah's Glory* and can use *stone shape*, *stone tell*, and *transmute rock to mud* once per day, each as if he were a 7th level priest. Using the Rock of Bral as a base camp, his clan's ship roams the spheres on mercantile or escort duties.

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Latislav of Darkon™
7th level Priest of Tyr

RACE: Human
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Lawful good
EQUIPMENT: Staff of curing, amulet of life protection, mace of disruption
BACKGROUND: Latislav is originally from Waterdeep, but his party wandered into the domain of Darkon, where they came into conflict with Azalin: Latislav was the only survivor. The time he has spent in Darkon erased the memory of his previous life, and he knows only that Azalin seeks his death.

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Obbi Skyfoot™
2nd level Psychoporter

RACE: Halfling
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 6
HIT POINTS: 9
ALIGNMENT: Neutral
EQUIPMENT: Shield +1, studded leather armor, short sword, short bow
BACKGROUND: Obbi views herself as a swashbuckler. She travels through wildspace on any ship that will hire her, using her psionics to earn her keep. Obbi was born and raised on the Rock of Bral, but she has traveled extensively since reaching adulthood. She often works with Oswuggle (323 of 495).

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Oswuggle™
1st level Clairsentient

RACE: Gnome
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 6
HIT POINTS: 5
ALIGNMENT: Neutral good
EQUIPMENT: Leather armor, hand axe
BACKGROUND: Raised aboard a spelljamming ship, Oswuggle is a fine sailor who uses his psionic powers to scout for his captain. Filled with wanderlust and curiosity, Oswuggle travels the space lanes wherever he can, often in the company of Obbi Skyfoot (324 of 495), his halfling friend. Oswuggle has a pet giant space hamster named Fluff.

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Uritel of the Garden™
1st level Druid

RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral
EQUIPMENT: Leather armor, scimitar, sling
BACKGROUND: Uritel was raised by the pirate enclave on Garden, the seventh planet in the Realmspace system. He became enthralled with nature and the great plant Yggdrassil's Child, which held his world together, and he has started a new spacefaring religion which worships world-plants. He now travels to spread the faith.

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DARK SUN™ Trading Cards

Vel the Traveler

DARK SUN™ Trading Cards

Chuka-tet

DARK SUN™ Trading Cards

Lorta

GREYHAWK ADVENTURES™ Trading Cards

Killian

DRAGONLANCE™ Trading Cards

Knag the Finder

Advanced Dungeons & Dragons 2nd Edition™ Trading Cards

Checklist

Advanced Dungeons & Dragons 2nd Edition™ Trading Cards

Beetle

Advanced Dungeons & Dragons 2nd Edition™ Trading Cards

Crabman

Al-Qadim™ Trading Cards

Genie



Loorta™

3rd level Illusionist/Telepath

RACE: Halfling
ARMOR CLASS: 10
THACO: 19
MOVEMENT: 6
HIT POINTS: 12
ALIGNMENT: Neutral

EQUIPMENT: *Ring of jumping*, quabone
BACKGROUND: Loorta served as shaman for her tribe before it was destroyed by a group of elves which the tribe had offended. To gain revenge, the halflings allied with a pack of thri-kreen. Loorta became friends with one thri-kreen in particular, Chuka-tet (326 of 495). Loorta now travels the wastes with Chuka-tet and Vel (325 of 495).

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Chuka-tet™

4th level Psychokineticist

RACE: Thri-kreen
ARMOR CLASS: 2
THACO: 19
MOVEMENT: 18
HIT POINTS: 25
ALIGNMENT: Neutral

EQUIPMENT: Gythka, 10 chatkcha, leather harness, cloak
BACKGROUND: Chuka-tet is a scout for her tribe and travels the surrounding areas to bring back information. She has a mul (325 of 495) and a halfling (327 of 495) for clutch-mates now, but she still dislikes elves. Although fairly talkative, she is very concerned with hunting, traveling, and learning.

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Vel the Traveler™

4th level Psychoporter

RACE: Mul
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Neutral

EQUIPMENT: *Wrist razors +2*
BACKGROUND: A former arena warrior, Vel is a formidable combatant who uses her various psionic abilities to launch devastating surprise attacks. She has begun traveling with the thri-kreen Chuka-tet (326 of 495) and the halfling Loorta (327 of 495). Formerly a loner, Vel would give her life to protect her friends.

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|---|--|
| <input type="checkbox"/> 276 Banshee, Dwarf | <input type="checkbox"/> 302 Tar's Whip +2, +3 vs. Chaotic Creatures |
| <input type="checkbox"/> 277 Cockatrice | <input type="checkbox"/> 303 Korm Tiger-tooth |
| <input type="checkbox"/> 278 Flowfield | <input type="checkbox"/> 304 Artemus Dimartius |
| <input type="checkbox"/> 279 Giant, Reef | <input type="checkbox"/> 305 Kamar-Ashan |
| <input type="checkbox"/> 280 Create-Your-Own | <input type="checkbox"/> 306 Kirren Frostblade |
| <input type="checkbox"/> 281 Create-Your-Own | <input type="checkbox"/> 307 Morgan Ravenstar |
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| <input type="checkbox"/> 287 Create-Your-Own | <input type="checkbox"/> 313 Karali Jenei |
| <input type="checkbox"/> 288 Create-Your-Own | <input type="checkbox"/> 314 Cyria the Spider |
| <input type="checkbox"/> 289 Heway | <input type="checkbox"/> 315 Ashley the Grey |
| <input type="checkbox"/> 290 Manticore | <input type="checkbox"/> 316 Tahallion |
| <input type="checkbox"/> 291 Pirate of Gith | <input type="checkbox"/> 317 Kyrtis n |
| <input type="checkbox"/> 292 Serpent, Winged | <input type="checkbox"/> 318 Hajjalian Thremintha |
| <input type="checkbox"/> 293 Spider, Huge | <input type="checkbox"/> 319 Latslav of Darkon |
| <input type="checkbox"/> 294 Wyndlass | <input type="checkbox"/> 320 Kneyalotep Knekopot |
| <input type="checkbox"/> 295 Morgan's Half Plate Horse Barding +1 | <input type="checkbox"/> 321 Staan of the Way |
| <input type="checkbox"/> 296 Nabil's Wand of Magic Missiles | <input type="checkbox"/> 322 Urtel of the Garden |
| <input type="checkbox"/> 297 Raji's Shield of the Holy | <input type="checkbox"/> 323 Oswuggle |
| <input type="checkbox"/> 298 Raji's Armor of the Desert Evening | <input type="checkbox"/> 324 Obbi Skyfoot |
| <input type="checkbox"/> 299 Sathalairn's Wand of Wonder | <input type="checkbox"/> 325 Vel the Traveler |
| <input type="checkbox"/> 300 Sebastian's Chime of Opening | <input type="checkbox"/> 326 Chuka-tet |
| <input type="checkbox"/> 301 Storm's Harp of Methild | <input type="checkbox"/> 327 Loorta |
| | <input type="checkbox"/> 328 Killian |
| | <input type="checkbox"/> 329 Kanag the Finder |
| | <input type="checkbox"/> 330 Checklist |

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Kanag the Finder™

4th level Ranger/Thief

RACE: Ilquar Goblin
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 6
HIT POINTS: 27

ALIGNMENT: Neutral good
EQUIPMENT: *Leather armor +2, short sword +1*
BACKGROUND: Once a hunter for his people, Kanag became increasingly dissatisfied with the low regard many of his fellow goblins had for life and nature. Driven by curiosity and a hope for a better life, he has left his tribe in northern Taladas to travel the world. Because he often meets with distrust, he tries to do good deeds for others.

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Killian™

5th level Cleric/Thief

RACE: Gnome
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 6
HIT POINTS: 18

ALIGNMENT: Neutral
EQUIPMENT: *Wand of earth and stone, cloak of protection +4, ring of shocking grasp*
BACKGROUND: Killian acts as a retriever for the church of Ulaa, patroness of miners. When people steal gems and other riches from the lands guarded by his church, Killian is often one of the special operatives sent to re-acquire the items. He is very quiet and tough, with little sense of humor.

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Genie, Tasked, Artist™

ARMOR CLASS: 5
THACO: 13
MOVEMENT: 9
HIT DICE: 7
ALIGNMENT: Chaotic neutral
SIZE: M (7' tall)
INTELLIGENCE: Genius (17)

COMBAT: #AT 1; Dmg 1d6; spell abilities
DESCRIPTION: Tasked artist genies produce masterworks of high art, within their chosen specialty and in a very short period of time. They include poets, musicians, sculptors, painters, woodworkers, calligraphers, etc. Each artist genie is able to cast *duo-dimension*, *mirror image*, *illusion*, *polymorph self*, and *stone shape* twice per day. Tasked artist genies are willing to live among humans under the right circumstances.

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Crabman™

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 9, Sw 6
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: M-L (7-10' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 2; Dmg 1d6/1d6

DESCRIPTION: Crabmen live as simple hunter-gatherers, subsisting on carrion and algae. Crabmen generally live in coastal cave complexes. Females lay approximately 100 eggs about two weeks after mating. Few of the eggs survive to larval stage, as they are quite delicious to other sea predators. Crabmen live to be about 20 years old. They speak their own language, consisting of clicks and hisses.

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Beetle, Rhinoceros™

ARMOR CLASS: 2
THACO: 9
MOVEMENT: 6
HIT DICE: 12
ALIGNMENT: Nil
SIZE: L (12' long)
INTELLIGENCE: Non- (0)
COMBAT: #AT 2; Dmg 3d6/2d8

DESCRIPTION: Similar to their ordinary counterparts, giant rhinoceros beetles are basically unintelligent and always hungry. The horn of this type of beetle can grow to as long as 6 feet. The shell of the rhinoceros beetle is often colorful or iridescent and valued by clerics of Egyptian pantheons, who often hang them on the walls as decorative scarabs. Giant rhinoceros beetles are found in jungle regions.

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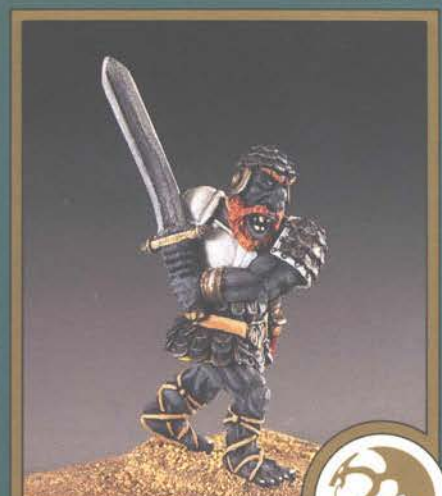
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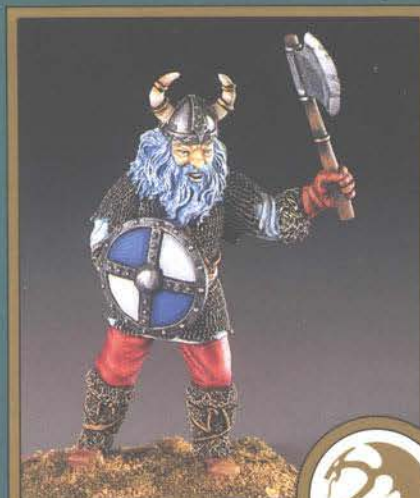
Ettin



Giant



Giant



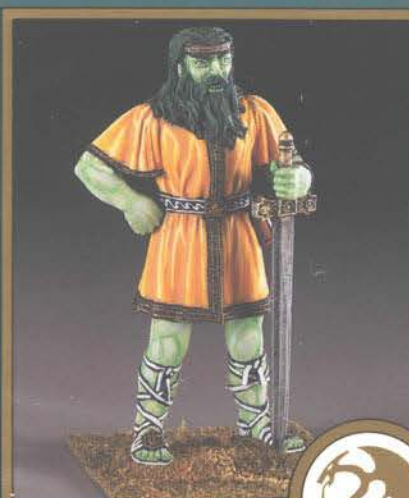
Giant



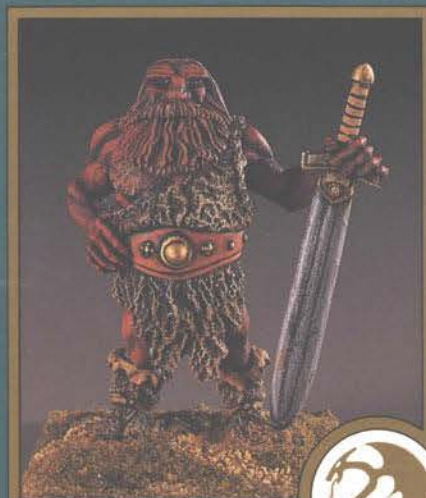
Giant



Giant



Giant



Giant-kin



Ogre



Mini-Series: Miniatures
Giant, Fire™

ARMOR CLASS: -1 (5)
THACO: 5
MOVEMENT: 12 (15)
HIT DICE: 15+1d4+1 hit points
ALIGNMENT: Lawful evil
SIZE: H (18' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1d8 or by weapon, +10 Str bonus; hurl rocks; fire resistance
DESCRIPTION: Fire giants are tall but squat, resembling huge dwarves. They typically wear banded mail and carry all of their belongings in huge sacks. Fire giants favor huge two-handed swords and like to wait in ambush by lava pools or hot springs. They live in well organized military groups, occupying large castles or caverns.

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Mini-Series: Miniatures
Giant, Cloud™

ARMOR CLASS: 0
THACO: 3
MOVEMENT: 15
HIT DICE: 16+1d6+1 hit points
ALIGNMENT: Neutral (good 50%, evil 50%)
SIZE: H (24' tall)
INTELLIGENCE: Average to very (8-12)
COMBAT: #AT 1; Dmg 1d10 or by weapon, +11 Str bonus; hurl rocks
DESCRIPTION: Cloud giants consider themselves above all other giants except storm giants, whom they consider to be equals. They are masterful tacticians and they enjoy fine things. Cloud giants also appreciate music and all learn to play an instrument, usually the harp. Some cloud giants have spell-casting abilities.

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Mini-Series: Miniatures
Ettin™

ARMOR CLASS: 3
THACO: 10
MOVEMENT: 12
HIT DICE: 10
ALIGNMENT: Chaotic evil
SIZE: H (13' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 1d10/2d6 or by weapon
DESCRIPTION: These two-headed creatures are the foul kin of giants. Since they have two heads, they are only surprised on a 1. They do not have a language of their own, but speak a mishmash of several humanoid tongues. Ettins are very isolationist in outlook, living in wilderness regions by themselves and killing most trespassers without a second thought.

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Mini-Series: Miniatures
Giant, Stone™

ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT DICE: 14+1d3 hit points
ALIGNMENT: Neutral
SIZE: H (18' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1d8 or by weapon, +8 Str bonus; hurl rocks
DESCRIPTION: Stone giants have dense gray skin that allows them to blend in with rocky surroundings and gives them a natural AC of 0. Stone giants typically dwell in cave complexes high in mountain ranges. A few stone giants develop the special magical abilities of *stone shape*, *stone tell*, and *transmute rock to mud* (once per day).

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Mini-Series: Miniatures
Giant, Hill™

ARMOR CLASS: 3 (5)
THACO: 9
MOVEMENT: 12
HIT DICE: 12+1d2 hit points
ALIGNMENT: Chaotic evil
SIZE: H (16' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1d6 or by weapon, +7 Str bonus; hurl rocks
DESCRIPTION: Hill giants are the smallest of the giants, typically dressing in animal skins and wielding huge clubs. They prefer temperate areas, often dwelling in cave complexes in extended families. Occasionally, a hill giant complex will be guarded by giant pets such as dire wolves. Hill giants are very suspicious of magic.

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Mini-Series: Miniatures
Giant, Frost™

ARMOR CLASS: 0 (5)
THACO: 7 or 5
MOVEMENT: 12 (15)
HIT DICE: 14+1d4 hit points
ALIGNMENT: Chaotic evil
SIZE: H (21' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1d8 or by weapon, +9 Str bonus; hurl rocks; cold resistance
DESCRIPTION: Like most evil giants, frost giants are crude and somewhat stupid. They typically wear chain mail and carry their belongings in huge sacks. Frost giant warriors favor huge battle axes and like to ambush travelers by hiding in snow. Some bands of frost giants have either a shaman or witchdoctor.

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Mini-Series: Miniatures
Ogre™

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 9
HIT DICE: 4+1
ALIGNMENT: Chaotic evil
SIZE: Large (9'+ tall)
INTELLIGENCE: Low (8)
COMBAT: #AT 1; Dmg 1d10 or by weapon, +2 Str bonus
DESCRIPTION: Ogres are large humanoids that live by ambushes, raids, and theft. They occasionally cooperate with some of the evil giants, working with them and serving as soldiers. Otherwise, ogres live in loosely unified tribes without much organization or leadership. Ogres often pillage and raid for treasure, food, and slaves.

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Mini-Series: Miniatures
Giant-kin, Firbolg™

ARMOR CLASS: 2
THACO: 9
MOVEMENT: 15
HIT DICE: 13+7
ALIGNMENT: Neutral (chaotic good)
SIZE: L (10½' tall)
INTELLIGENCE: Average to genius (8-18)
COMBAT: #AT 1; Dmg 1d10 or by weapon, +7 Str bonus; spells; deflect missiles
DESCRIPTION: Firbolg society is a close-knit organization centered around the family or clan. Typically, there are 4d4 members in a clan, along with a shaman of 1st to 7th level. They build homes with stout log walls and huge central fireplaces in a common room, where the clan meets and decisions are made.

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Mini-Series: Miniatures
Giant, Storm™

ARMOR CLASS: 0 (-6)
THACO: 3
MOVEMENT: 15, Sw 15
HIT DICE: 19+1d6+1 hit points
ALIGNMENT: Chaotic good
SIZE: G (26' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 1d10 or by weapon, +12 Str bonus; impervious to electricity
DESCRIPTION: Storm giants are a gentle and reclusive type of giant, most similar to humans in appearance and most likely to get along with them. They have many abilities relating to controlling water and the weather. In battle they sometimes wear bronze plate mail. Storm giants are the most philosophical of the giants.

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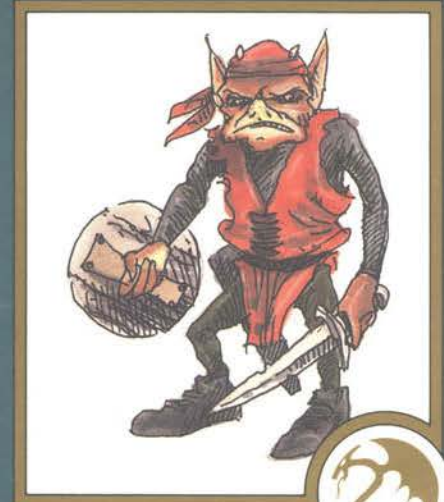
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Giant-kin



Hippogriff



Kobold



DARK SUN™ Trading Cards

Pterran

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Silt Runner

DARK SUN™ Trading Cards

Spider, Crystal

Advanced Dungeons & Dragons™
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Trading Cards

Wyvern

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Staff

Ravenloft™ Trading Cards

Icon

Kobold™

ARMOR CLASS: 7 (10)
THACO: 20
MOVEMENT: 6
HIT DICE: 1/2
ALIGNMENT: Lawful evil
SIZE: S (3' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1d4 or by weapon
DESCRIPTION: Kobolds are a cowardly, sadistic race of short humanoids that are in constant conflict with humans and demihumans for living space and food. Kobolds hate gnomes and attack them over all other species if possible. Although small, kobolds are dangerous opponents who use trickery and overbearing attacks to bring down much more powerful enemies.

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Hippogriff™

ARMOR CLASS: 5
THACO: 16
MOVEMENT: 18, Fl 36 (C)
HIT DICE: 3+3
ALIGNMENT: Neutral
SIZE: L (10' long)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 3; Dmg 1d6/1d6/1d10
DESCRIPTION: The hippogriff is a monstrous hybrid of eagle and horse, preferring desolate sections of temperate and tropical regions in which to live. Hippogriffs are meat eaters, but they are very clean animals. They like sparkling things such as bits of glass and gems. The griffon is the natural enemy of the hippogriff, but the hippogriff defends itself well by gathering in large numbers.

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Giant-kin, Firbolg™

ARMOR CLASS: 2
THACO: 9
MOVEMENT: 15
HIT DICE: 13+7
ALIGNMENT: Neutral (chaotic good)
SIZE: L (10 1/2' tall)
INTELLIGENCE: Average to genius (8-18)
COMBAT: #AT 1; Dmg 1d10 or by weapon, +7 Str bonus; spells; swat missiles
DESCRIPTION: Of all the giant-kin, the firbolg is the most powerful, due to intelligence and magical power. All firbolgs can cast *detect magic*, *diminution*, *fool's gold*, *forget*, and *alter self* once per day. They also have 15% magic resistance. Firbolgs live in remote forests and hills, distrustful of other civilized races, although they get along with druids and elves.

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Trading Cards

Spider, Crystal™

ARMOR CLASS: 2
THACO: 17
MOVEMENT: 24
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: L (8' body)
INTELLIGENCE: Semi (2-3)
COMBAT: #AT 3; Dmg 2d4/2d4/1d4; Poison; grab; light beam; psionics
DESCRIPTION: The crystal spider is a beautiful creature that refracts sunlight, giving off dazzling colors. It spins a glass web that can focus a damaging beam of light upon victims and inflict cutting damage. The spider also can focus a beam of light that inflicts heat damage or it can bite, injecting type E poison. Its psionics include control light and inertial barrier.

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Trading Cards

Silt Runner™

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 48
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: S (3-4' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3 or 1; Dmg 1d3/1d3/1d6 or by weapon; psionics
DESCRIPTION: These small creatures are common on Athas. They despise elves and always attack them first. Silt runners prefer to either ambush a target or overwhelm it with multiple waves of attacks. Silt runners' psionic powers include clairaudience, combat mind, radial navigation, and see sound. They fight with wooden or bone daggers, clubs, and spears.

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Trading Cards

Pterran™

ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3 or 1; Dmg 1d4/1d4/1d6 or by weapon; psionics
DESCRIPTION: Pterrans are lizard creatures, distrustful of halflings and men, that inhabit the Hinterlands near the Ringing Mountains. They impose a -1 to opponents' surprise rolls when encountered in a forest. Pterran psionic powers include aura sight, danger sense, ego whip, id insinuation, mind blank, thought shield, ESP, life detection, and contact.

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Trading Cards

Icon of the Raven™

XP VALUE: —
DESCRIPTION: This icon is a powerful symbol of good possessed by Patron Arabel (484 of 495). Once per day it can *cure serious wounds*, *purify food and drink*, and *bless*. It also acts as a detection device, informing Father Arabel whenever any undead approach to within 50 feet. Several times in the recent past, Castellan Pietor, the duke of Castle Bloodmere, has attempted to steal the icon from Father Arabel, but he has thus far been unsuccessful.

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Arctor's Staff of Swarming Insects™

XP VALUE: 150 per charge
DESCRIPTION: Arctor's (487 of 495) staff functions much as a typical *staff of swarming insects* does, expending one charge to create a swarm of insects (60 insects plus 10 per level of the user). However, Arctor can alternately choose to create 2d4-1 giant insects by expending three charges. In either case, the range of the created swarm is 60 feet + 10 feet per level of the caster.

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Wyvern™

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 6, Fl 24 (E)
HIT DICE: 7+7
ALIGNMENT: Neutral (evil)
SIZE: G (35' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 2d8/1d6; poison
DESCRIPTION: The wyvern is a huge flying lizard, distantly related to the dragon, that has a poisonous stinger on its tail. The wyvern is stupid but aggressive, diving upon grounded targets from the air to snatch them up with its two claws. It imposes a -2 surprise modifier on opponents when doing this. An adult wyvern consumes the equivalent of a man- to large-sized creature every day.

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GREYHAWK
ADVENTURES

Trading Cards

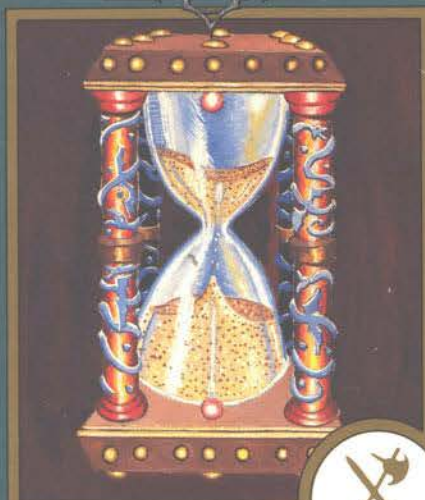


Leather Armor



Ravenloft

Trading Cards



Hourglass



SPELLJAMMER

Trading Cards

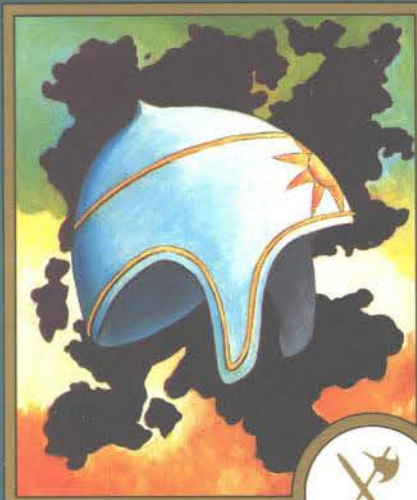


Pipes



GREYHAWK
ADVENTURES

Trading Cards



Hat



Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Helm



Advanced Dungeons & Dragons
2nd Edition

Trading Cards

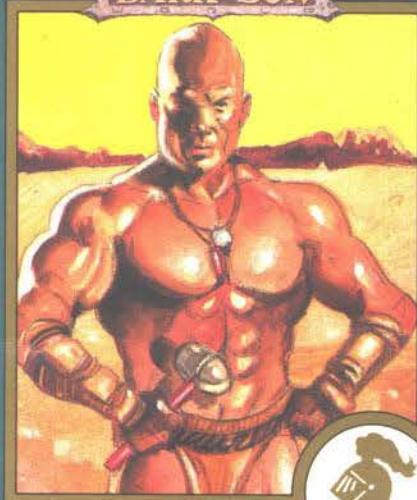


Long Sword



DAK-SUN

Trading Cards



Basher



AL-RABIB

Trading Cards

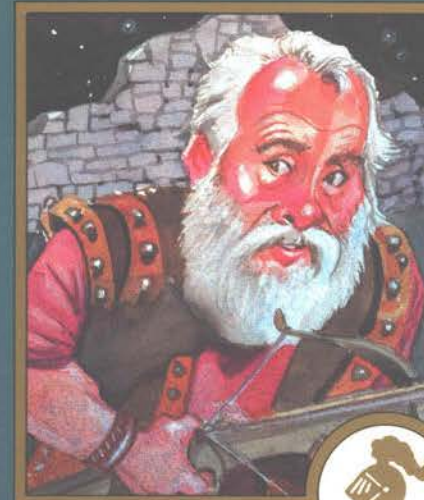


Turhan



DRAGONLANCE

Trading Cards



Hod





Trading Cards

Cymboli's Pipes of Sounding™

XP VALUE: 1,500

DESCRIPTION: Cymboli's (482 of 495) pipes of sounding function much like a typical set. Many different sounds can be created, from running water to the cry of a baby to the footsteps of marching soldiers. Once per week these pipes can also produce the sounds of creatures' calls that have a magical effect on those who hear it. For example, the pipes can be made to sound like the cry of a harpy, with the accompanying *charm* affecting all within range. The player of the harp is immune to any effects.

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Trading Cards

Brindletople's Time Bomb™

XP VALUE: 1,000

DESCRIPTION: This magical item is in the form of an hourglass. When Brindletople (490 of 495) places a certain amount of sand in the hourglass and then flips it over, he activates its magic. The hourglass can hold from one minute's to one hour's worth of sand. When the sand runs out, the time bomb detonates. However, unlike a typical *time bomb*, Brindletople's version automatically triggers a wild surge rather than a 5th level *fireball*. As well, this version of the *time bomb* is reusable.

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Trading Cards

Bradlie's Leather Armor +1™

XP VALUE: 250

DESCRIPTION: Bradlie's (415 of 495) suit of armor functions as a standard magical suit of *leather armor +1*. It is, however, so incredibly ugly that anyone wearing it always suffers a negative reaction adjustment. Bradlie loathes to wear the armor and has been looking for another suit that fits his needs better but thus far has not found one.

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Trading Cards

Gregory's +5 Holy Avenger™

XP VALUE: 4,000

DESCRIPTION: This holy avenger long sword in Gregory's (472 of 495) possession is known as *Thrivaenstel*, which means "Truth's Right Arm" in an old tongue. As with all *holy avengers*, in a paladin's hands *Thrivaenstel* generates 50% magic resistance in a 5-foot radius, dispels magic within the same radius at a level equal to the paladin's level, and allows the paladin to inflict 10 extra points of damage per successful strike against chaotic evil opponents. In any other person's hands, *Thrivaenstel* merely functions as a *long sword +2*.

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Trading Cards

Golo's Helm of Telepathy™

XP VALUE: 3,500

DESCRIPTION: Unlike a typical *helm of telepathy*, Golo's (489 of 495) version duplicates certain psionic powers without expending PSPs. With this helm, Golo can establish contact, mindlink, ESP, empathy, and false sensory input without a power check needed. Golo must still concentrate his effort into using the helm, precluding him from taking any other action in the round.

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Trading Cards

Gnaash's Hat of Stupidity™

XP VALUE: —

DESCRIPTION: Gnaash's (486 of 495) *hat of stupidity* is different from the more typical magical item because the level of the wearer's Intelligence fluctuates rather than simply drops. The wearer of the hat still believes that the hat is a beneficial magical item, but the Intelligence score of that individual either drops (90% chance) or rises (10% chance) by 2d4 points (18 maximum). Each situation lasts for 24 hours and then a new score is determined, calculated from the wearer's *original* Intelligence score.

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Trading Cards

Hod o' the Wood™

3rd level Fighter

RACE: Gnome

ARMOR CLASS: 4

THACO: 18

MOVEMENT: 6

HIT POINTS: 18

ALIGNMENT: Neutral evil

EQUIPMENT: Light crossbow, poisoned bolts

BACKGROUND: Hod (Turlow Wurthun) was a spy for the draconian armies. In the Wars, he betrayed a tribe of wild elves. He later escaped, changed his name, and became a wanderer. Hod is neither very brave nor very strong, but he is usually reliable unless put into great personal danger. He shuns pure elves and is terrified of the Kagonesti.

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Trading Cards

Turhan al-Ruffik™

5th level Mamluk

RACE: Human

ARMOR CLASS: 3

THACO: 16

MOVEMENT: 12

HIT POINTS: 34

ALIGNMENT: Lawful neutral

EQUIPMENT: *Scimitar of speed*, *chain mail +2*

BACKGROUND: Originally of a desert tribe, Turhan was captured by slavers and "recruited" into the army of Qudra. He eventually accepted citified military life, and his loyalty and zeal are exceptional. He is secretly ashamed of his origins, denying his ties to his original people by being hard on desert dwellers.

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Trading Cards

Basher the Dwarf™

5th level Gladiator

RACE: Half-giant

ARMOR CLASS: 6

THACO: 16

MOVEMENT: 15

HIT POINTS: 72

ALIGNMENT: Lawful (?)

EQUIPMENT: *Bracers of defense AC 6*, amulets psionically empowered with disintegrate and inertial barrier

BACKGROUND: A former gladiator, Basher trained with a number of dwarf warriors. He has adopted their ways to the best of his abilities, choosing freedom for all dwarves as his focus. He prefers the company of dwarves to all others, but he is very tolerant of all races.

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Ravenloft

Trading Cards



Jhurgen

Advanced Dungeons & Dragons 2nd Edition Trading Cards



Kathena

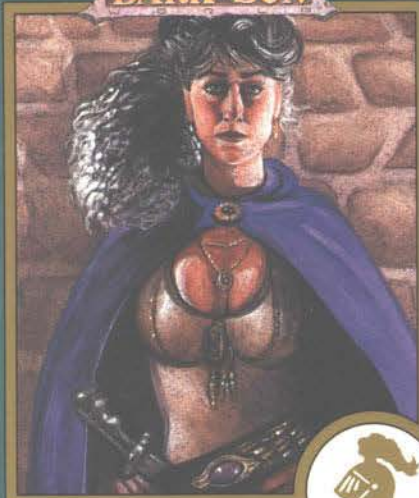
FORGOTTEN REALMS

Trading Cards



Kregos

DAIK SUN Trading Cards



Tarcia

FORGOTTEN REALMS Trading Cards



Pyros

GREYHAWK ADVENTURES Trading Cards



Lythia

GREYHAWK ADVENTURES Trading Cards



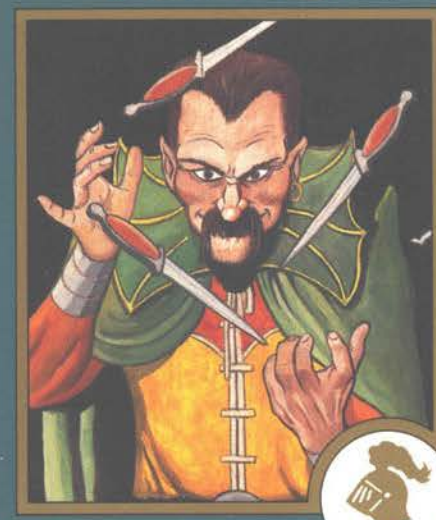
Chubbukoku

Dragon Lance Trading Cards



Rhyltha

GREYHAWK ADVENTURES Trading Cards



Vilarus



Kregos Belizzian™

5th level Red Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Lawful evil
EQUIPMENT: Eight diamond coins, dagger +1
BACKGROUND: In Thay, Kregos was a member of a wizards' circle. He was taken by the Tuigan horde while engaged in an espionage mission in Semphar. He survived only by swearing allegiance to Yamun Khan. Since his return, he has been recruiting humanoids for the Thesk outpost. He knows some of the strange magic of the East.

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Kathena Silverblade™

4th level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful good
EQUIPMENT: Silver long sword +1, pearl of wisdom
BACKGROUND: Born of a noble family, Kathena doted on her younger brother Rathmore, who disappeared two years ago. Rumor says he was bitten by a werewolf and became one. She follows his trail, determined to free him of the curse. She is famous as a werewolf slayer, for she has killed every one that she has encountered.

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Jhurgen Vastish™

3rd level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: Long sword +1, 6 blessed bolts +3, hand crossbow, studded leather armor
BACKGROUND: Having narrowly escaped being turned into a beast man by Franzek Markov, Jhurgen now rescues others from the same fate. His ordeal has left terrible scars, causing him to be mistaken for a highwayman. He has an attack bonus of +4 vs. beast men.

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Lythia Elaewyn™

5th level Amazon Conjurer

RACE: Grey elf
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Lawful neutral
EQUIPMENT: Wand of conjuration, cloak of elvenkind
BACKGROUND: Though she has kin in the Celadon Forest, Lythia wanders far and wide. In one adventure, she rescued the gnome illusionist Chubbukoku (367 of 495) in the Bone March. They now operate mainly against the Great Kingdom, humanoid raiders, and bandits.

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Pyros the Cunning™

6th level Militant Elementalist

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 6, ring of spell storing (detect magic, fireball, teleport)
BACKGROUND: Pyros the Cunning, elemental mage of fire, treads a fine line between law and chaos, good and evil. His natural impatience and mercurial temperament often land him in situations from which only his native wit can extricate him.

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Tarcia Kharkoban™

4th level Defiler

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 11
ALIGNMENT: Chaotic evil
EQUIPMENT: Rod of divining, steel dagger
BACKGROUND: Tarcia comes from Wallis, where her mentor Arkhahz al-Tibhar is also a defiler. Tarcia often operates as a courier, with the understanding that extra things she "finds" on the job are hers. Ambitious and thus far loyal, she suspects (rightly) that, in fact, her master has plans for her that are as unpleasant as they will be fatal.

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Vilarus the Showman™

8th level Thief

RACE: Half-elf
ARMOR CLASS: 1
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic neutral
EQUIPMENT: Dagger of throwing +2, cloak of the bat, bracers of defense AC 5
BACKGROUND: Vilarus is the leader of a band of traveling "Showmen." Each member of the band is a skilled thief. Vilarus uses the band to disguise his various illegal activities. He loves a challenge and will often plan his heist so that his victim has an even chance to catch him.

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Rhytha Welewy™

4th level Rogue Handler

RACE: Kender
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 6
HIT POINTS: 18
ALIGNMENT: Chaotic good
EQUIPMENT: Dagger +1, hoopak
BACKGROUND: Originally a weaver in Brightfield, Rhytha was for years a daydreamer. Displaced during the Wars of the Lance, she became a freedom fighter. Now, her insatiable curiosity has led her into a search for the finest cloths in Krynn. Fascinated by new textures and colors, she travels, collecting superb samples of the weaver's art.

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Chubbukoku™

4th level Anagakok Illusionist

RACE: Gnome
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT POINTS: 12
ALIGNMENT: Neutral good
EQUIPMENT: Boots of varied tracks
BACKGROUND: Born in the Corusk Mountains, this small adventurer is well traveled. Captured by Frost Barbarians and lost on a raid into the Bone March, he was rescued by Lythia Elaewyn (366 of 495), who was on a mission for the Theocracy of the Pale. Since that time they have become inseparable friends and companions.

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GREYHAWK
ADVENTURES

Trading Cards



Jarnia



FORGOTTEN REALMS

Trading Cards



Bailey



FORGOTTEN REALMS

Trading Cards



Serpé



Ravenloft

Trading Cards



Vashtar



Al-Qadim

Trading Cards

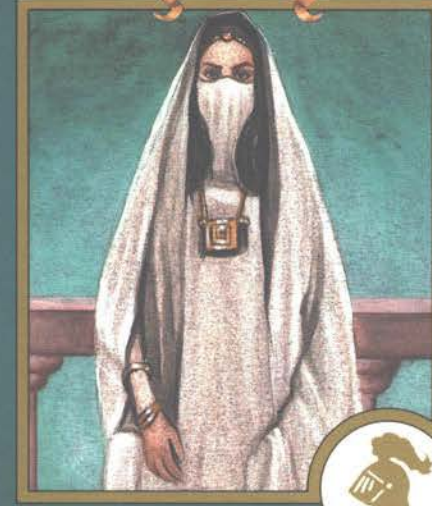


Almeryl



Al-Qadim

Trading Cards



Shahpesh



Al-Qadim

Trading Cards

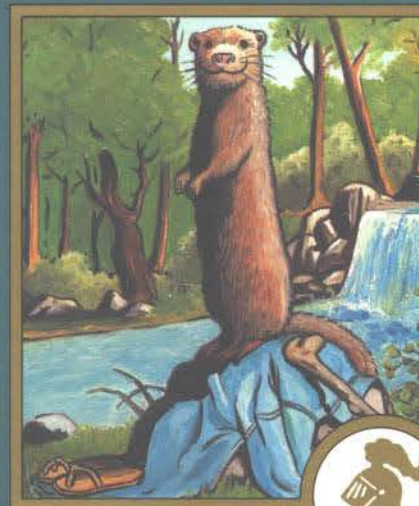


Noora



GREYHAWK
ADVENTURES

Trading Cards

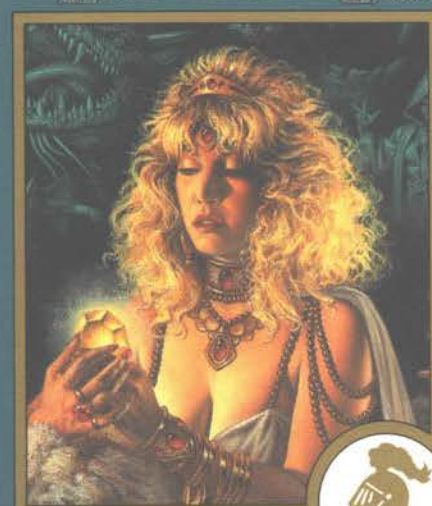


Otter



FORGOTTEN REALMS

Trading Cards



Arden





Serpé™

5th level Bard

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Belt of swimming, gauntlets of dexterity, cutlass +2*
BACKGROUND: Serpé is a Skald, or Viking bard. She has spent her whole life on the move, looking for new challenges. She joins any group on its way to do some heroic and death-defying deed. As far as she is concerned, the more dangerous the adventure, the better the story it will make afterwards.

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Bailey™

3rd level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 7*
BACKGROUND: Friendly and outgoing. Bailey has taken a variety of jobs as a sales clerk at shops frequented by adventurers. She keeps the local Thieves' Guild informed about the arrival of newcomers with more money than is good for them. She never takes part in the thefts and thus has escaped exposure.

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Jarnia "Nimblefingers"™

3rd level Thief

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 11
ALIGNMENT: Chaotic evil
EQUIPMENT: *Dagger of venom*
BACKGROUND: Jarnia is a member of Vilarus's (369 of 495) band of "Showmen." She often works the crowds or can be seen juggling knives. Jarnia sometimes secretly follows Vilarus on his rooftop escapades, hoping for the chance to save him and earn his gratitude. Her feelings toward Vilarus are motivated by her desire to take over the band.

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Shahpesh™

5th level Moralist

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful neutral
EQUIPMENT: *Phylactery of faithfulness, incense of obsession, philtre of persuasiveness*
BACKGROUND: Shahpesh is of a moralist order whose members call themselves the Chosen of Fate. A fervent missionary, she travels the length of Zakhara preaching the need for people to purify themselves. Shahpesh dresses entirely in white in order to reflect her inner purity.

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Almeryl al-Shap™

2nd level Pragmatist

RACE: Stout halfling
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 6
HIT POINTS: 11
ALIGNMENT: Neutral
EQUIPMENT: Padded armor, long-handled mace, collection of many holy symbols
BACKGROUND: This outgoing, dark-skinned wanderer delights in visiting new places, meeting new people, and learning about new gods and goddesses. He believes that all deities are worthy of respect and therefore prays daily to each and every one whose name is known to him.

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Vashtar™

2nd level Priest

RACE: Human
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Lawful evil
EQUIPMENT: Splint mail, shield, morning star
BACKGROUND: Vashtar is a devout follower of Wee Jas, the Suel goddess of death and magic. He recently found himself transported to the demiplane of dread. Unlike most people, Vashtar likes it here. Brave, charismatic, treacherous, and cruel, he has finally found a place where he feels at home.

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Arden™

1st level Psionicist

RACE: Half-elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Neutral good
EQUIPMENT: *Luckstone*
BACKGROUND: Arden's mother was a human wizard who fell in love with an elf ranger. Arden inherited her mother's beauty and brilliance and her father's passionate love of all living beings. Her psionic powers of object reading and sensitivity to psychic impressions only recently manifested themselves; she is still learning to control them.

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Otter™

7th level Druid

RACE: Human/otter
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral
EQUIPMENT: *Ring of protection +2*
BACKGROUND: Otter was born an otter, the pet of a druid in the Gnarley Forest. Killed by hunters and then reincarnated into human form, he became a druid himself. Since mastering the druidic shapechanging ability, he has spent most of his time in animal form. Whatever his form, he keeps the mannerisms of a hyperactive otter.

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Noora bint Amon™

12th level Hakima

RACE: Human
ARMOR CLASS: 10
THACO: 14
MOVEMENT: 12
HIT POINTS: 57
ALIGNMENT: Chaotic good
EQUIPMENT: *Ring of djinn summoning, ring of sustenance, dust of appearance, bag of bones, candle of propitiousness, amulet of perpetual youth, jambiya*
BACKGROUND: Loved and respected in her own village, Noora is famed both for her beauty and her wisdom. She is also well known for her willingness to help any good-aligned adventurers, even outlanders, if their quest is just.

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FORGOTTEN REALMS

Trading Cards

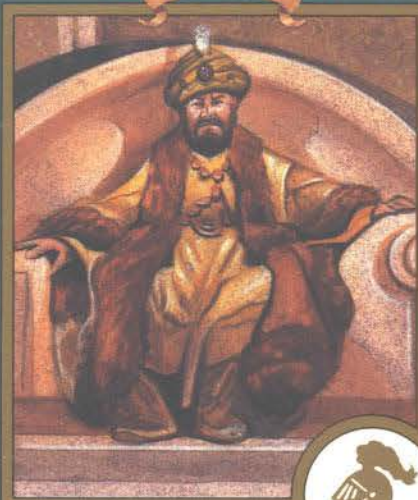


Tanith



Al-Qadim

Trading Cards



Thuba Mleen



FORGOTTEN REALMS

Trading Cards



Soolin



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Skorian



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Lt. Giller



DragonLance

Trading Cards



Lucia



FORGOTTEN REALMS

Trading Cards

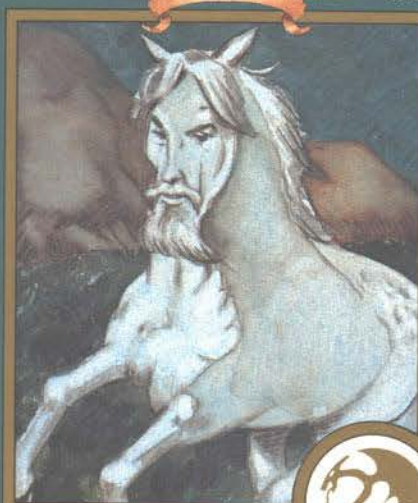


Checklist



Al-Qadim

Trading Cards



Buraq



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Dracolich





Soolin Potter™

3rd level Psionicist

RACE: Half-elf
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Lawful neutral
EQUIPMENT: *Stone of good luck*
BACKGROUND: Soolin is the daughter of an oriental wujen and an elf. She was forced to leave home at an early age because her father's family would not tolerate her mixed blood. This has given her mixed feelings toward humans, but also compassion toward victims of bigotry. She prefers psychoportive and metapsionic disciplines.

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Thuba Mleen™ (The King in Yellow)™

20th level Psionicist

RACE: Unknown
ARMOR CLASS: -6
THACO: 11
MOVEMENT: 6
HIT POINTS: 54
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 2, ring of protection +4, cloak of protection +4, phylactery of long years, pearl of wisdom, efreeti bottle, ring of human influence*
BACKGROUND: Little is known about this sinister figure, as few who are summoned into his presence escape with life and sanity intact. He dwells deep within the Haunted Lands.

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Tanith™

3rd level Psionicist

RACE: Human
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Chaotic good
EQUIPMENT: *Ring of protection +1, dagger*
BACKGROUND: A single mother and innkeeper, Tanith mainly uses her power of aura sight to spot potential troublemakers among her customers and her danger sense to keep her two daughters safe. Recently, to her delight, she gained the additional ability of dream travel, enabling her to visit exotic places she has always wanted to see.

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Lucia Avenger™

3rd/3rd level Warrior/Wizard

RACE: Half-elf
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Lawful evil
EQUIPMENT: *Plate mail +1, long sword +2, boots of striding and springing*
BACKGROUND: Lucia is rather stocky for a half-elf, due to her excellent Constitution (18). She is also intelligent, using her abilities to increase her power. Lucia is fond of magical items and will go to great lengths to obtain them. Her enemy Kormar Thromdan (471 of 495) has already denied her several.

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Lt. Michael Giller™

5th/6th level Warrior/Priest

RACE: Human
ARMOR CLASS: -1
THACO: 16
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Lawful good
EQUIPMENT: *Shield +3, potion of extra-healing, plate mail*
BACKGROUND: Michael is a recruit of the elite company known as the Sentinels. He is a lean and quiet young man who is trying to come to terms with his father's recent death. While he dislikes combat, he will not hesitate to use force if necessary.

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Skorian Skalazari™

7th/7th level Fighter/Wizard

RACE: Drow
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Chaotic good
EQUIPMENT: *Short sword +2, short sword +1, ring of shooting stars, ioun stone of spell storing, drow chain mail*
BACKGROUND: Skorian left Rixdar to escape certain death at the hands of his ex-lover. He has since been pursued by assassins seeking to exact her vengeance. He is constantly on the move and finds it difficult to trust people, always examining their motives.

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Dracolich™

ARMOR CLASS: Special
THACO: As per former dragon type
MOVEMENT: As per former dragon type
HIT DICE: As per former dragon type
ALIGNMENT: Evil (any)
SIZE: As per former dragon type
INTELLIGENCE: Unique
COMBAT: As per former dragon type
DESCRIPTION: The dracolich is the undead form of any evil dragon that went through the necessary transformation magic. Dracoliches are immune to *charm, sleep, enfeeblement, polymorph, cold* (magical or natural), *electricity, hold, insanity*, and *death* spells. The dracolich has an Armor Class two better than it had in life. Its eyes are replaced with two glowing red points of light.

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Buraq™

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 27, Fl 27 (C)
HIT DICE: 5
ALIGNMENT: Neutral good
SIZE: L

INTELLIGENCE: High (13-14)
COMBAT: #AT 3; Dmg 1d6/1d6/2d6; trample; time stop; magical resistance
DESCRIPTION: The buraq has the body of a horse and the face of a wise man. It is a creature of majesty, consenting to carry only those who have earned its trust and friendship. The buraq can run through the sky as swiftly as on the ground, and it can create a *time stop* effect for a rider if necessary. Its hooves never need to be shod and make no noise, even at a full gallop.

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Checklist

- | | |
|---|---|
| <input type="checkbox"/> 331 Beetle | <input type="checkbox"/> 358 Basher the Dwarf |
| <input type="checkbox"/> 332 Crabman | <input type="checkbox"/> 359 Turhan al-Ruffik |
| <input type="checkbox"/> 333 Genie, Tasked, Artist | <input type="checkbox"/> 360 Hod o' the Wood |
| <input type="checkbox"/> 334 Ettin | <input type="checkbox"/> 361 Jhurgan Vastosh |
| <input type="checkbox"/> 335 Giant, Cloud | <input type="checkbox"/> 362 Kathena Silverblade |
| <input type="checkbox"/> 336 Giant, Fire | <input type="checkbox"/> 363 Kreggos Belizzian |
| <input type="checkbox"/> 337 Giant, Frost | <input type="checkbox"/> 364 Garcia Kharkabani |
| <input type="checkbox"/> 338 Giant, Hill | <input type="checkbox"/> 365 Pynos the Cunning |
| <input type="checkbox"/> 339 Giant, Stone | <input type="checkbox"/> 366 Lythia Elerwyn |
| <input type="checkbox"/> 340 Giant, Storm | <input type="checkbox"/> 367 Chubbukoku |
| <input type="checkbox"/> 341 Giant-kin, Firbolg | <input type="checkbox"/> 368 Rhyttha Welewy |
| <input type="checkbox"/> 342 Ogre | <input type="checkbox"/> 369 Vilarus the Showman |
| <input type="checkbox"/> 343 Giant-kin, Firbolg | <input type="checkbox"/> 370 Jarnia Nimblefingers |
| <input type="checkbox"/> 344 Hippogriff | <input type="checkbox"/> 371 Bailey |
| <input type="checkbox"/> 345 Mind Flayer | <input type="checkbox"/> 372 Serpe |
| <input type="checkbox"/> 346 Pterrion | <input type="checkbox"/> 373 Vasthar |
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| <input type="checkbox"/> 351 Icon of the Raven | <input type="checkbox"/> 378 Arden |
| <input type="checkbox"/> 352 Bradley's Leather Armor +1 | <input type="checkbox"/> 379 Tanith |
| <input type="checkbox"/> 353 Brindletop's Time Bomb | <input type="checkbox"/> 380 Thuba Mleen |
| <input type="checkbox"/> 354 Cymbal's Pipes of Sounding | <input type="checkbox"/> 381 Soolin Potter |
| <input type="checkbox"/> 355 Gnaash's Hat of Stupidity | <input type="checkbox"/> 382 Skorian Skalazari |
| <input type="checkbox"/> 356 Golo's Helm of Telepathy | <input type="checkbox"/> 383 Lt. Michael Giller |
| <input type="checkbox"/> 357 Gregory's +5 Holy Avenger | <input type="checkbox"/> 384 Lucia Avenger |
| | <input type="checkbox"/> 385 Checklist |

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GREYHAWK
ADVENTURES

Trading Cards

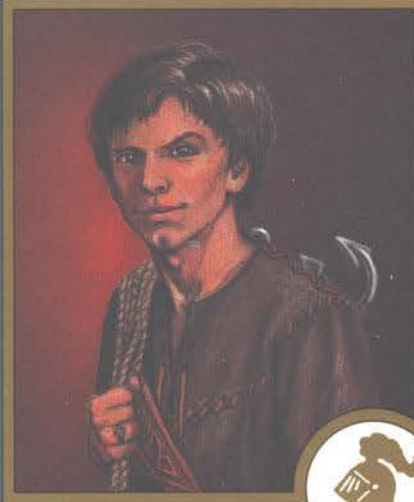


Sir Duane



GREYHAWK
ADVENTURES

Trading Cards



Ahlaege



GREYHAWK
ADVENTURES

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Shadow



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ADVENTURES

Trading Cards

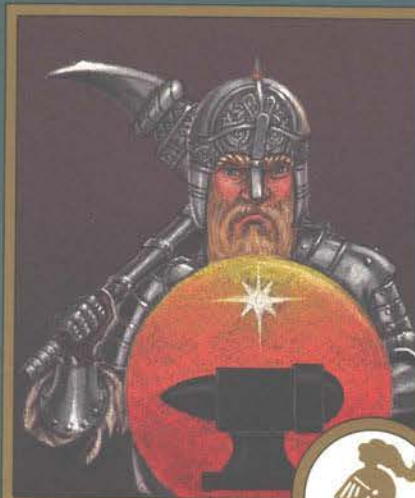


Sheerah



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ADVENTURES

Trading Cards



Captain Gahalatine



GREYHAWK
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Dorian



GREYHAWK
ADVENTURES

Trading Cards

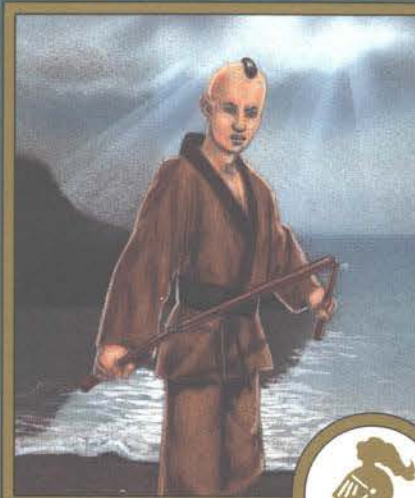


Draga



GREYHAWK
ADVENTURES

Trading Cards



Arant



GREYHAWK
ADVENTURES

Trading Cards



Charissa





Mini-Series: Alliance of Defiance Shadow™

9th level Wizard

RACE: Elf
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Chaotic neutral
EQUIPMENT: Ring of protection +2, cloak of protection +2, bracers of defence AC 4, staff of striking, wand of fear
BACKGROUND: Shadow is a mysterious and quiet adventurer who seems somewhat moody. When he is amused, however, his raspy cackle is very distinctive. He considers Ahlaege (389 of 495) to be his closest companion.

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Mini-Series: Alliance of Defiance Ahlaege™

9th level Thief

RACE: Human
ARMOR CLASS: -4
THACO: 16
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bracers of defence AC 4, boots of striding and springing, ring of invisibility, ring of shooting stars
BACKGROUND: Ahlaege, known for his practical jokes, frequently gets himself or the rest of the group into tough situations. He is, however, a good scout and considers Shadow (390 of 495) to be a very good friend.

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Mini-Series: Alliance of Defiance Sir Duane Govindana™

7th level Paladin

RACE: Human
ARMOR CLASS: -8
THACO: 14
MOVEMENT: 12
HIT POINTS: 76
ALIGNMENT: Lawful good
EQUIPMENT: Plate mail +4, shield +2, long sword +3 frost brand, gem of true seeing
BACKGROUND: Sir Duane is a stalwart companion of a group of adventurers known as the Alliance of Defiance. This band of heroes successfully defeated the evil forces of the Temple of Elemental Evil. Bold in battle, Sir Duane has defeated many enemies in combat.

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Mini-Series: Alliance of Defiance Dorian™

9th level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Lawful neutral
EQUIPMENT: Ring of protection +3, wands of magic missiles and paralyzation, luckstone
BACKGROUND: Dorian is a newer addition to the Alliance of Defiance. He used to work as a sage in the Furryondian city of Littleberg. Dorian played a key part in the vanquishing of Zuggtmoy in the Temple of Elemental Evil, helping to confine her to her plane.

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Mini-Series: Alliance of Defiance Captain Gahalatine

Bascher™

9th level Cleric

RACE: Dwarf
ARMOR CLASS: -2
THACO: 16
MOVEMENT: 6
HIT POINTS: 75
ALIGNMENT: Lawful neutral
EQUIPMENT: Plate mail +1, shield +1, gauntlets of ogre power, several scrolls
BACKGROUND: Captain Bascher joined the Alliance of Defiance relatively recently, having served in the army of Veluna prior to that. In battle, he wields a huge hammer known as *Whelm* that he acquired in the wilds near the Bandit Kingdoms.

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Mini-Series: Alliance of Defiance Sheerah Nissassa™

10th level druid

RACE: Half-elf
ARMOR CLASS: -1
THACO: 14
MOVEMENT: 12
HIT POINTS: 88
ALIGNMENT: Neutral
EQUIPMENT: Leather armor +2, shield +3, ring of protection +1, scimitar +2, wand of opening, ring of water walking
BACKGROUND: Sheerah was born to an elven mother and raised in the Gnarlly Forest. Upon joining the Alliance of Defiance, she began repairing some of the damage done by the Temple of Elemental Evil to the lands around.

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Mini-Series: Alliance of Defiance Charissa™

10th level Illusionist

RACE: Human
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 53
ALIGNMENT: Neutral good
EQUIPMENT: Cloak of protection +2, ring of protection +2, wand of ice storms, ring of shocking grasp
BACKGROUND: Charissa was severely wounded during the great battle with Zuggtmoy in the Temple of Elemental Evil, and would have died if not for Arant (395 of 495). She now considers him to be one of her closest friends.

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Mini-Series: Alliance of Defiance Arant Quovant Garday™

9th level Fighting-Monk

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Lawful neutral
EQUIPMENT: Ring of protection +1, rope of entanglement, falchion sword +1
BACKGROUND: Arant is from a far distant land, perhaps the Baklunish area. He is a steady warrior in combat, and has saved companions' lives many times by jumping in front of a foe to fend off attacks. Besides his magical sword, he uses a three-section staff.

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Mini-Series: Alliance of Defiance Draga™

7th level Fighter

RACE: Human
ARMOR CLASS: -3
THACO: 14
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Neutral good
EQUIPMENT: Plate mail +1, long sword +2, bow of strength, ring of sustenance
BACKGROUND: Draga has been a member of the Alliance of Defiance for a long time, and is a reliable warrior, always ready to jump to a companion's aid. He is affectionately known by the group as "Mister Hairy," due to his thick locks and scruffy face.

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Al-Qadim™

Trading Cards

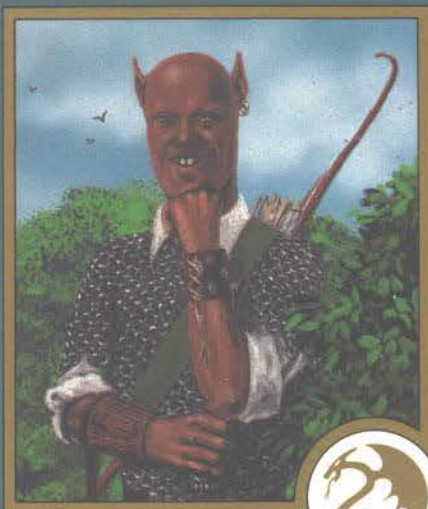


Genie



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Giant-kin



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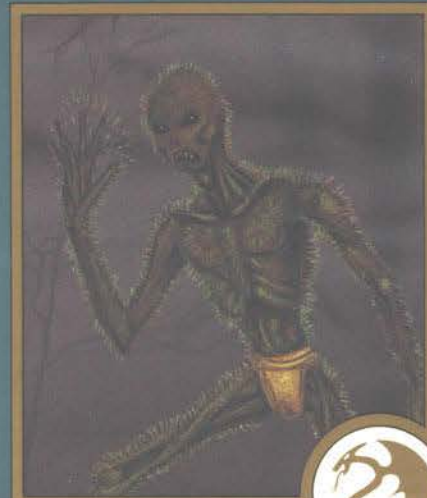


Hydra



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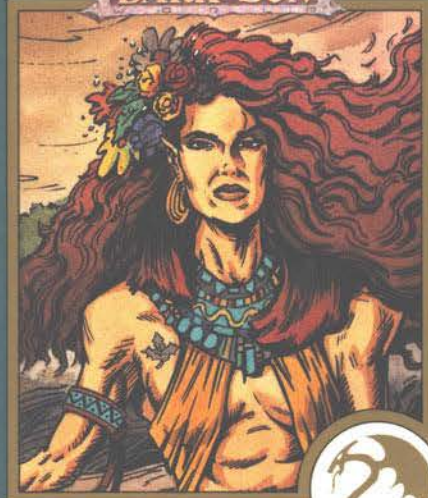


Needleman



DARK SUN™

Trading Cards



Pyreen



Al-Qadim™

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Simurgh



DARK SUN™

Trading Cards



Spirit of the Land



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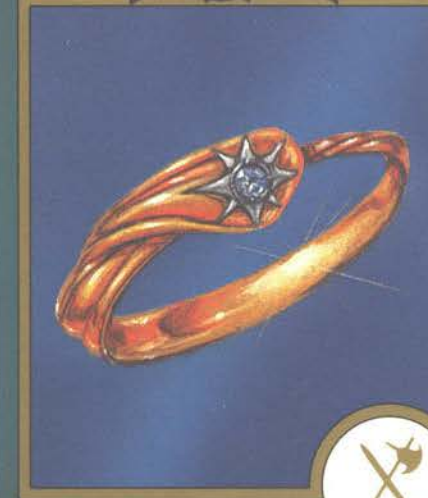


Xill



SPELLJAMMER™

Trading Cards



Ring



Hydra™

ARMOR CLASS: 5
THACO: Special
MOVEMENT: 9
HIT DICE: 5-12
ALIGNMENT: Neutral
SIZE: G (30' long)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 5-12; Dmg Special
DESCRIPTION: Hydrae are immense reptilian monsters with multiple heads. A hydra has one Hit Die per head. If a hydra has 5 or 6 heads, each inflicts 1d6 points of damage. Hydrae with 7 or 8 heads inflict 1d8 points of damage per head. Each head of a hydra has 8 hit points, and all heads must be destroyed before a hydra dies.

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Giant-kin, Voadkyn™

ARMOR CLASS: 8 (5 in armor)
THACO: 13
MOVEMENT: 12
HIT DICE: 7+7
ALIGNMENT: Chaotic good
SIZE: L (9½' tall)
INTELLIGENCE: High to exceptional (13-16)
COMBAT: #AT 1; Dmg by weapon. +3 to +6 Str bonus; surprise; some spell resistance
DESCRIPTION: Voadkyn, also known as wood giants, are the smallest of the giant-kin and are good friends with wood elves. They do not have lairs, preferring to live under the stars, among the trees. Like elves, voadkyn are 90% resistant to *sleep* and *charm* spells, and they can *polymorph* into any humanoid creature from 3 to 15 feet in height. They have infravision to 90 feet.

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Genie, Tasked, Guardian™

ARMOR CLASS: -4
THACO: 7
MOVEMENT: 15
HIT DICE: 14
ALIGNMENT: Lawful
SIZE: L (10' tall)
INTELLIGENCE: High (14)
COMBAT: #AT 4; Dmg 1d10 × 4 or by weapon
DESCRIPTION: Guardian genies are sworn to maintain an endless vigil over some item. They were once efreet but have been reshaped to possess two faces and four arms. They never sleep and are never surprised. A guardian genie can breathe a gout of green fire 30 feet long, three times per day. Their services are contracted for 101 or 1001 years. They cannot be bribed.

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Simurgh™

ARMOR CLASS: 1
THACO: 11
MOVEMENT: 3, Fl 48 (A)
HIT DICE: 10+10
ALIGNMENT: Lawful good
SIZE: G (20' wingspan)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 2; Dmg 2d8/2d8; wing buffet; dazzle
DESCRIPTION: Simurghs are known as the kings of the birds, and they often aid and protect lawfully good creatures. They are pacifistic and rarely enter combat, even to save another's life. They can fan out their tail feathers, creating a dazzling display of light that hypnotizes all creatures within a 50-foot radius unless a successful saving throw vs. spell is rolled.

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Pyreen™

ARMOR CLASS: 0 (10)
THACO: 5
MOVEMENT: 24
HIT DICE: 16-20
ALIGNMENT: Neutral good
SIZE: M (6-7' tall)
INTELLIGENCE: Supra-genius (19)
COMBAT: #AT 1; Dmg by weapon. +3 Str bonus; spells
DESCRIPTION: Also known as peace-bringers, pyreens are mysterious beings that roam Athas, attempting to set things right where they can. They are powerful druids and psionics, and they have characteristics of all human and demihuman races. They speak all the languages of the human and demihuman races and have a 65% chance to speak other languages.

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Needleman™

ARMOR CLASS: 6
THACO: 17
MOVEMENT: 9
HIT DICE: 3+4
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1 or 1d6; Dmg 3d4 or 1d2; surprise; needles
DESCRIPTION: Needleman are intelligent forms of plant life that resemble emaciated human males. Their entire bodies are covered with small needles which they use in an attack in two ways. A needleman either slaps an opponent for 3d4 points of damage or launches 1d6 needles to a distance of 20 feet. Needleman are particularly vulnerable to magic.

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Intier's Ring of Shooting Stars™

XP VALUE: 3,000
DESCRIPTION: Intier's (477 of 495) magical ring functions much as a normal ring of shooting stars, allowing the wearer to utilize various light- and lightning-related spells, either underground or at night. Intier's ring, however, provides for a rather spectacular display whenever the *ball lightning*, *shooting stars*, or *spark shower* functions are used. All of the effects are a bright blue color and are accompanied by loud whistling, crackling, and popping, along with billowing streamers of smoke.

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Xill™

ARMOR CLASS: 0
THACO: 12 (10 with missiles)
MOVEMENT: 15
HIT DICE: 5
ALIGNMENT: Lawful evil
SIZE: M (4' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 4; Dmg 1d4 × 4 or by weapon; paralysis; subdual; etherealness
DESCRIPTION: Xill are creatures that travel through the Ethereal plane in search of humanoid hosts in which to lay their young. Each of their four arms can wield a separate weapon with no penalty. The xill prefers to capture prey alive by grappling potential hosts and then injecting them with a paralytic poison. Xill communicate with other creatures telepathically.

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Spirit of the Land™

ARMOR CLASS: 2
THACO: 5
MOVEMENT: 48
HIT DICE: 20
ALIGNMENT: Neutral
SIZE: L to H (10-20' tall)
INTELLIGENCE: Supra-genius (20)
COMBAT: #AT 2; Dmg 4d8/4d8; +3 or better weapon to hit; magic resistance
DESCRIPTION: A spirit of the land is a powerful being that inhabits various geographical features of Athas. They are almost never seen, and when they are encountered, they are virtually invulnerable. A spirit in nonmaterial form is totally immune to all magic, psionics, and physical attacks. Wishing to avoid civilization, a spirit typically works through a druid.

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GREYHAWK
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Wand



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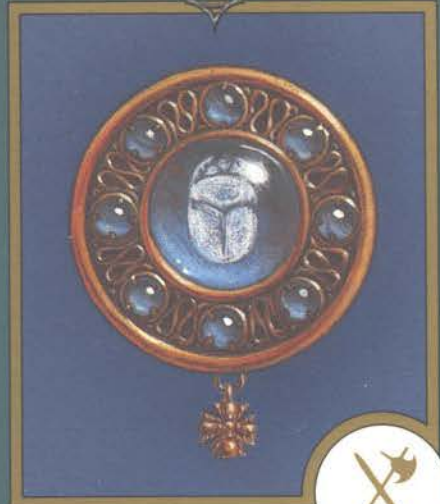


Pearl



Ravenloft

Trading Cards

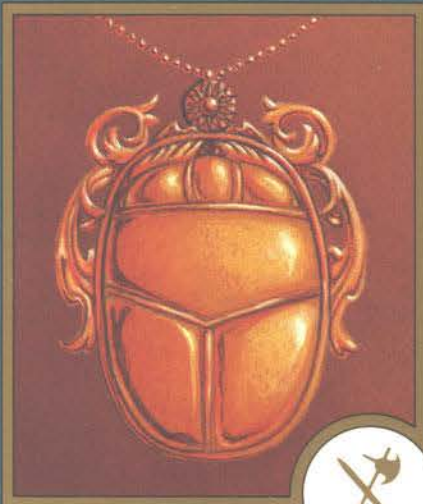


Scarab



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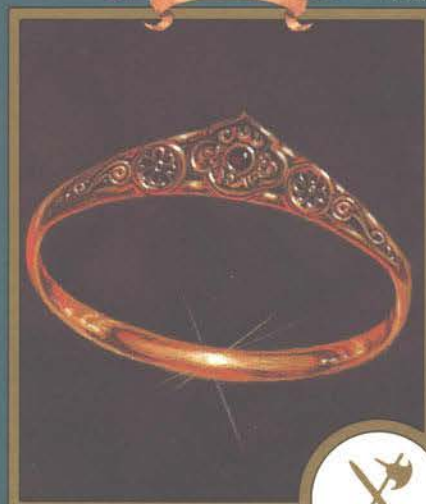


Scarab



Al-Qadim

Trading Cards

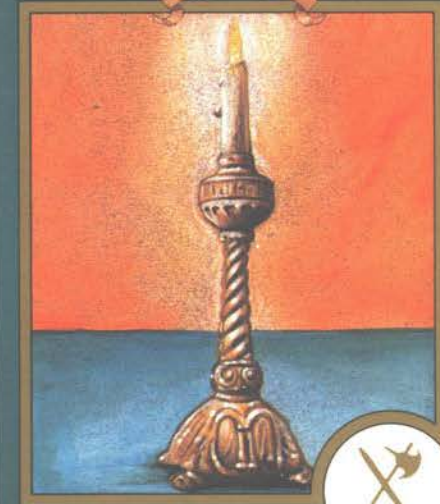


Ring



Al-Qadim

Trading Cards

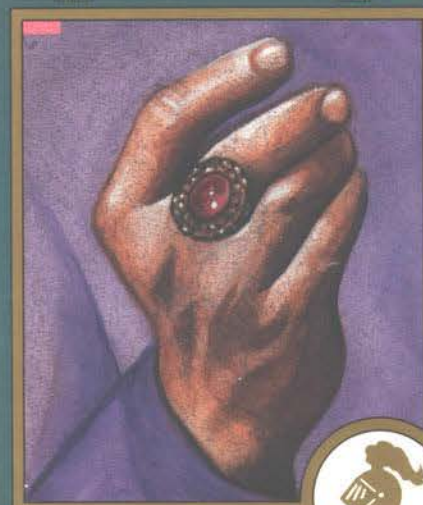


Candle



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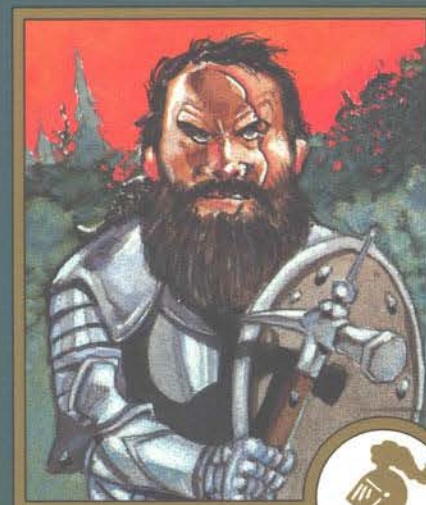


Ring



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Shard



DragonLance

Trading Cards



Bors





Mark's Scarab of Protection™

XP VALUE: 3,000

DESCRIPTION: Mark's (417 of 495) scarab protects him just as a normal *scarab of protection* would, except that it was once cursed. A powerful priest removed the curse for Mark, so it now provides a +2 saving throw bonus vs. spell, allows a saving throw against magic when it is normally not applicable, and it can absorb 24 levels of draining attacks. It has already saved Mark against such potent draining attacks twice—once against a vampire, and once against a wight.

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Kathena's Pearl of Wisdom™

XP VALUE: 500

DESCRIPTION: Kathena's (362 of 495) *pearl of wisdom* differs from the standard *pearl* because it increases a paladin's Wisdom score, rather than a priest's. the paladin must possess the pearl for 30 days in order for its magic to operate initially, and then the paladin must keep the pearl or the magic is lost and the Wisdom score returns to its original value.

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Karelia's Wand of Illusion™

XP VALUE: 2,750

DESCRIPTION: Karelia's (473 of 495) wand generates *audible glamer* and *phantasmal force* spell effects just as any *wand of illusion* would. However, Karelia has managed to modify this particular one so that any visual effect created has a large amount of pink in it, which usually appears very odd. For example, Karelia once tried to create a small fountain in the midst of a flower garden, but the leaves of the trees and the water in the fountain were all pink.

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Noora's Candle of Propitiousness™

XP VALUE: 1,000

DESCRIPTION: Noora's (376 of 495) *candle of propitiousness* functions normally, providing attack-roll bonuses to allies and attack-roll penalties to a specific foe if the combat takes place within 50 feet of the lit candle. However, unlike most of these magical candles, Noora's candle can be reused as often as she wishes, until it has been burned a total of 60 rounds. At that point, the candle will be completely consumed.

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Noora's Ring of Djinn Summoning™

XP VALUE: 3,000

DESCRIPTION: Noora's (376 of 495) ring is similar in many ways to a standard *ring of djinn summoning*. Noora's ring, however, will summon a tasked artist genie known as Akmed. Akmed is a skilled weaver and can produce some of the finest cloth, fabrics, and rugs ever seen in Zakhara. Akmed often gives his works to Noora so that she may present them to others as gifts. Noora uses these gifts to solidify alliances, reward services well done, or simply as tokens of friendship.

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Mortos's Scarab Versus Golems™

XP VALUE: 1,000

DESCRIPTION: Mortos's (491 of 495) *scarab versus golems* allows Mortos to know whenever there is a stone golem anywhere within 60 feet of him. As well, Mortos can engage in combat with a stone golem as if it were a normal creature without special magical defences. In addition, Mortos can use the scarab to assume the form of a stone statue once per week, remaining in statue form for a maximum of 24 hours.

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Bors Bladebite™

4th level Warrior

RACE: Dwarf

ARMOR CLASS: 7

THACO: 17

MOVEMENT: 6

HIT POINTS: 36

ALIGNMENT: Neutral good

EQUIPMENT: *Dagger +1*, leather armor, battle axe

BACKGROUND: Bors and a group of his friends recently recovered a large amount of treasure from the ruins of Castle Pelinor. However, this did not sit well with the castle's current resident, a blue dragon by the name of Frii. With no small amount of luck, Bors managed to escape with the treasure, if not all of his friends.

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Shard Stoutstrike™

7th level Warrior

RACE: Dwarf

ARMOR CLASS: 0

THACO: 14

MOVEMENT: 6

HIT POINTS: 70

ALIGNMENT: Lawful good

EQUIPMENT: *Plate mail +1*, *shield +1*, *warhammer +3* *dwarven thrower*

BACKGROUND: Shard is rumored to be one of the few survivors of the battle in which Alan Teramar (250 of 495) lost his command. He lives up to his name in combat, striking fast and hard. His appearance as a grizzly warrior is accented by the jagged scar running across his left cheek.

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Pyros's Ring of Spell Storing™

XP VALUE: 3,000

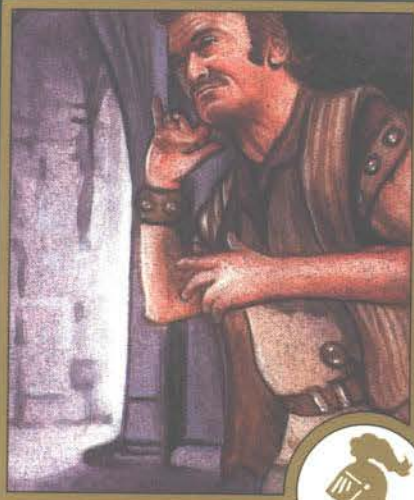
DESCRIPTION: Pyros's (365 of 495) *ring of spell storing* stores three spells, just as a typical version of this magical item does. However, unlike the normal *ring*, Pyros's ring is not restricted to three specific spells. While it must hold *detect magic* and *teleport*, the third slot is open to any spell from the elemental school of Fire, a great advantage to Pyros in his line of study.

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GREYHAWK
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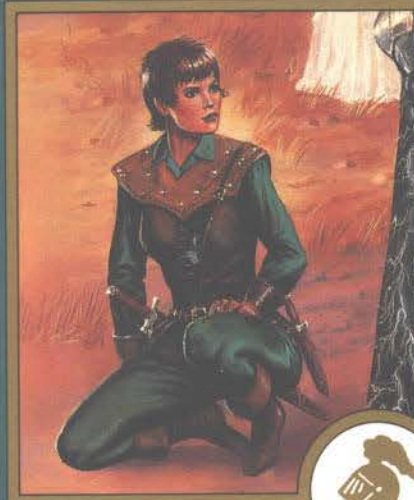


Bradlie



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Trystona



Ravenloft

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Mark



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Nahal



DARK SUN™

Trading Cards



Toola



DARK SUN™

Trading Cards

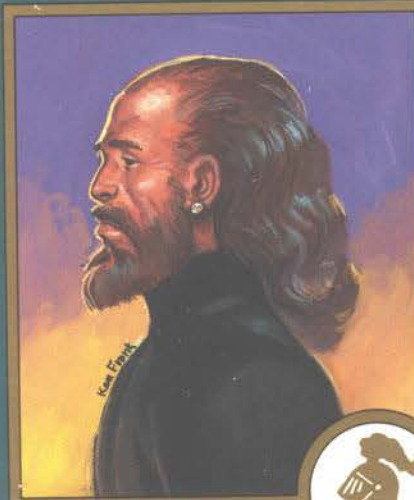


Angia



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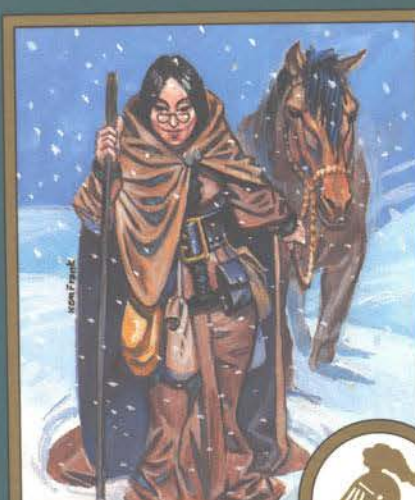


Vexter



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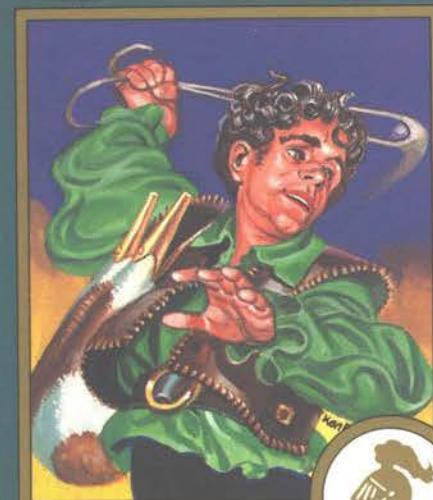


Fael



FORGOTTEN REALMS

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Thwittle





Mark of the Raven™

7th level Paladin

RACE: Human
ARMOR CLASS: -5
THACO: 14
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Lawful good
EQUIPMENT: Full plate armor +1, shield +3, sword +5 holy avenger, scarab of protection
BACKGROUND: Mark is the eldest of three brothers trapped within the dukedom of Castellon Pietor. Armed with the relics of their order, Mark leads Melykurion (87 of 495) and Hannibil (252 of 495) in their struggle against evil. Mark's great Strength (18/00) has saved the trio many times.

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Trystona™

3rd level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Chaotic good
EQUIPMENT: Dagger +1, leather armor
BACKGROUND: Trystona's parents were lost during the War of the Lance, leaving her to fend for herself. She fled to the woods, where she learned the ways of the wild. Recently, a large number of Draconians have begun moving through her forest home. As a result, Trystona has begun traveling to seek help in the outside world.

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Bradlie Tagart™

3rd level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Neutral evil
EQUIPMENT: Very ugly suit of leather armor +1
BACKGROUND: Bradlie has been in government service all of his life, learning not only which forms to fill out but also the fine art of flattery. Concerned only with his personal status, Bradlie has used every post entrusted to him to build up political favors instead of doing the job. He is very paranoid and subject to violent mood swings.

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Angia™

3rd level Wizard

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Chaotic good
EQUIPMENT: Quarterstaff
BACKGROUND: Angia was taken from her parents by templars when she was a child. She grew up in cruelty and abuse, never dreaming of escape or a better life. Rescued by Toola (419 of 495) and Shala (257 of 495) of the Veiled Alliance, she was taken in and taught magic and self-respect. Angia has a violent hatred of all templars.

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Toola™

5th level Wizard

RACE: Half-elf
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful good
EQUIPMENT: Bracers of defense AC 4, bone dagger
BACKGROUND: Toola is the leader of a three-person cell of the Veiled Alliance in Tyr. She and her companions Angia (420 of 495) and Shala (257 of 495) seek to disrupt the work of the templars when and where they can. Toola is a practical individual and is not given to rash decisions. She works hard to keep Shala and Angia out of trouble.

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Nahal the Incurrible™

11th level Wild Mage

RACE: Human
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defense AC 6, wand of wonder, warp marble
BACKGROUND: A former apprentice of Hornung the Anarch (45 of 60), Nahal is curious about the effects of wild magic on the Realms. She has studied extensively and uses her knowledge to help others avoid being harmed by wild magic. She also searches Toril (and other planes) for Hornung.

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Thwitle Phaslebum™

6th level Scout

RACE: Halfling
ARMOR CLASS: 1
THACO: 18
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: Leather armor +3, short sword +4, bag of holding, sling, dagger, cloak
BACKGROUND: Thwitle used to be a shy halfling, preferring to remain at home where life was easy. Then he met the great illusionist Vextor (421 of 495) and his whole life changed. As he scouts ahead, Thwitle finds it difficult to resist thumping enemies with his sling while they're not looking.

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Fael™

3rd level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of warmth, walking staff, riding pony
BACKGROUND: Although Fael wanted a life as a bard, traveling and performing, she found that she had no talent for it. Instead, she spends her time going from village to village, putting on performances with her cantrips for the folk of the mountain villages. One of her favorite spells is *faerie fire*.

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Vextor, Master of Illusion™

7th level Illusionist

RACE: Human
ARMOR CLASS: -3
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic good
EQUIPMENT: Cloak of protection +3, bracers of defense AC 4, staff of striking, wand of negation
BACKGROUND: Vextor was born in the village of Amphail but when a bad winter and failed crops forced the family to move to Waterdeep, he became apprenticed to Delfen Yellowknife. Vextor is now an illusionist of some repute and has been on several planar adventures.

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GREYHAWK
ADVENTURES

Trading Cards



Ferret



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Melikna



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Trading
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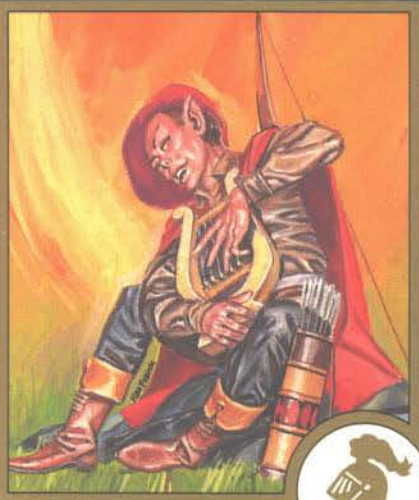


Sarina



FORGOTTEN REALMS

Trading
Cards

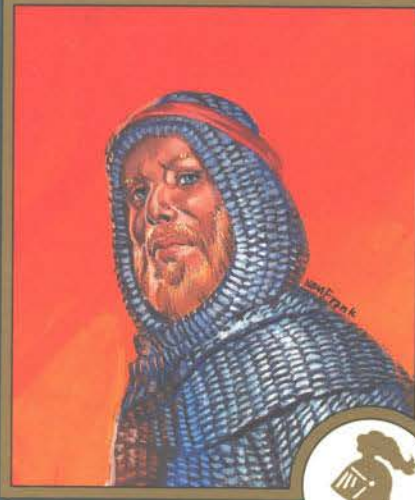


Lanasetas



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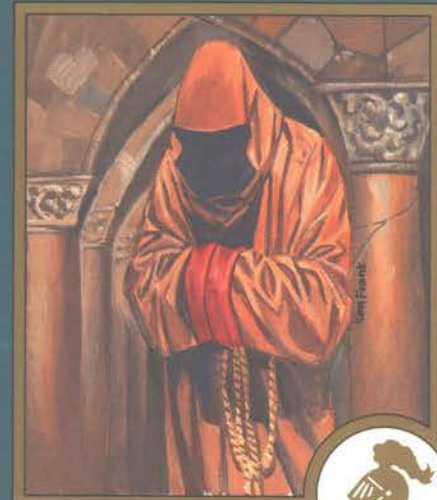


Colgrim



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Trading
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Ahmintam



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Kergitta



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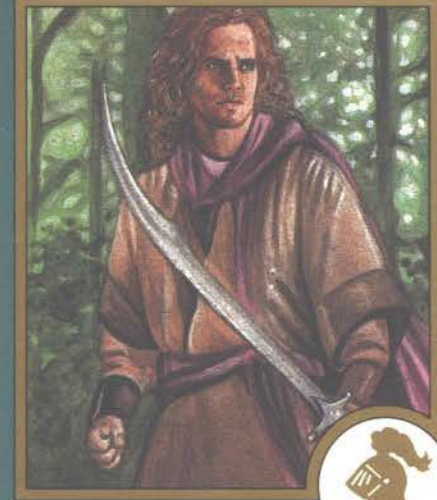


Mellevna



FORGOTTEN REALMS

Trading
Cards



Boeddu





Sarina Reqnivich™

5th level Rogue

RACE: Elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral good
EQUIPMENT: Boots of elvenkind, leather armor
BACKGROUND: Sarina leads a double life as a wealthy aristocrat, using the knowledge that she gains at parties and balls to her advantage. After gleaning all she can of a potential victim, she carefully plans her burglary. Sarina can usually be found at the most affluent social gatherings in Waterdeep.

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Melikna van Raestel™

2nd level Swashbuckler

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Chaotic neutral
EQUIPMENT: Ring of protection +1, ring of swimming, rapier
BACKGROUND: When Melikna's wealthy parents discovered that she wanted to sail on a ship, looking for adventure, they immediately secured for her two protective rings. They felt that these rings were vital since Melikna had always been accident prone and did not know how to swim.

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Ferret™

9th level Thief

RACE: Elf
ARMOR CLASS: -3
THACO: 16
MOVEMENT: 12
HIT POINTS: 64
ALIGNMENT: Neutral
EQUIPMENT: Leather armor +5, cloak of protection +4, ring of shooting stars
BACKGROUND: Once, during a battle with orcs that was going badly for Ferret's party, a companion caused a tree to grow underground with a magical wand. Then the wand made fish rain from the ceiling. Ferret convinced the orcs that a powerful force of nature was angry with them, scaring them off.

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Ahmintam™

7th level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Lawful good
EQUIPMENT: Walking staff
BACKGROUND: As a young priest, Ahmintam offended his god by refusing aid to someone he did not deem worthy. (As a result, the injured party died.) Ahmintam now spends his days in repentance by giving aid to all who ask. He hopes that soon his god will see him as worthy again and once more grant him spells.

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Colgrim™

19th level Priest

RACE: Human
ARMOR CLASS: -6
THACO: 8
MOVEMENT: 12
HIT POINTS: 134
ALIGNMENT: Lawful good
EQUIPMENT: Elven chain +3, shield +4, mace +4
BACKGROUND: Colgrim is perhaps even more lawful than he is good. Believing in strong principles as the highest form of honoring his god, Colgrim has stepped on a few toes while moving up the ladder within his order. Still, he is a respected warrior. His *elven chain* was a gift that he received after aiding a tribe near to extinction.

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Lanasetas Neasfilarion™

6th level Bard

RACE: Half-elf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Neutral
EQUIPMENT: Quarterstaff +3, ring of feather falling, ring of human influence
BACKGROUND: Lanasetas worked as a minstrel in the merchant house of Floslin. Lord Floslin was a cantankerous man, though, and Lanasetas had to use his ring to improve the fellow's mood more than once. When he finally had enough of court life, he joined Vexter (421 of 495) to walk the planes.

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Boeddu™

6th level Druid

RACE: Human
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Neutral
EQUIPMENT: Leather armor, wooden shield, silver scimitar, sling, donkey
BACKGROUND: When Boeddu was a young boy, he caught a businessman cheating a merchant. As repayment, the merchant gave Boeddu a donkey. Boeddu named the donkey Shmek. Traveling with Vexter, the famous illusionist (421 of 495), has opened Boeddu's eyes to many wonders.

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Melleвна™

6th level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Lawful good
EQUIPMENT: Gem of insight
BACKGROUND: Now that Melleвна is the village healer, she sits on the women's council, helping to make important decisions about the welfare of the villagers. Melleвна has become quite adept at convincing the men of the village that they are getting their way, even though the women's council actually makes the decisions.

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Kergitta Granitethews™

4th level Priest

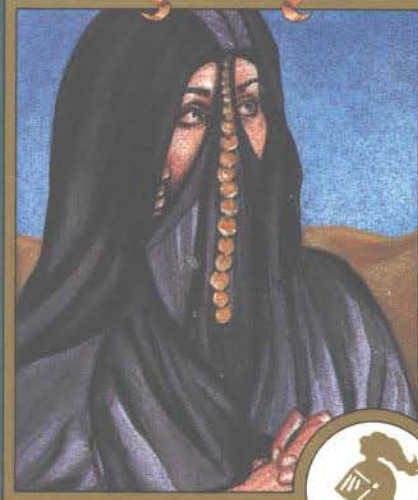
RACE: Dwarf
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Lawful good
EQUIPMENT: Plate mail, warhammer
BACKGROUND: Kergitta is renowned throughout the northern lands for her spirited approach to battles, singing at the top of her voice even as she fights. More than once this tactic has turned the tide in Kergitta's favor, driving all of her enemies away. Of course, it also tends to drive all of her allies away, too.

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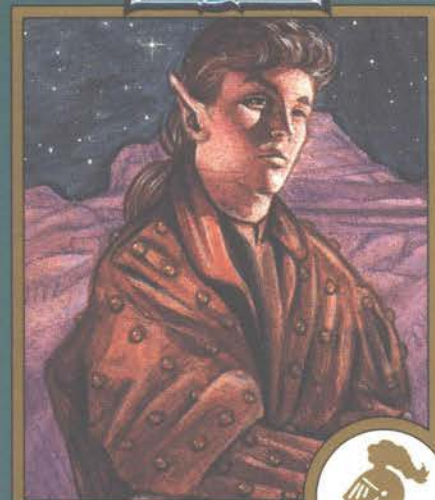
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Khaitai



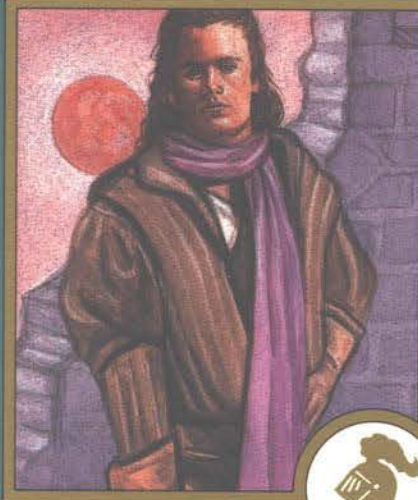
Aziza



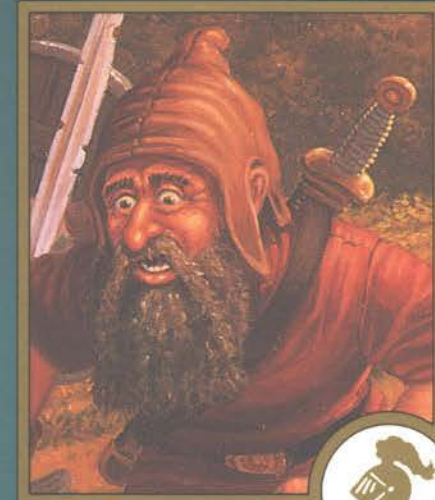
Talus



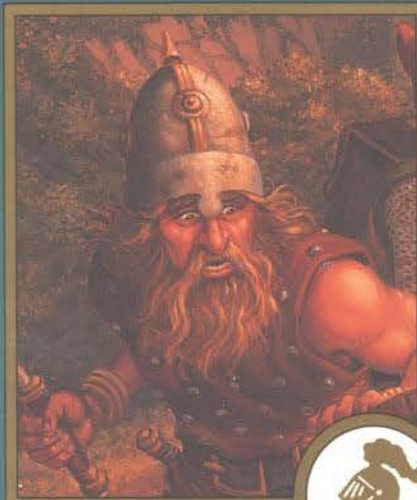
The Shadowed One



Noland



Tark



Shag



Checklist



Cat





Talus Mindswift™

4th level Psionicist

RACE: Elf
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Neutral good
EQUIPMENT: Studded leather armor, small shield
BACKGROUND: Talus has recently been recruited by a wizardly company known as the Society of the Flaming Staff. He currently serves on a remodeled Dragonfly and accompanies the mages on their investigations throughout wildspace. Talus is well skilled in the telepathic and metapsionic sciences.

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Trading Cards

Aziza bint Diyab™

1st level Psionicist

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Lawful good
EQUIPMENT: Chador, anklets, katar
BACKGROUND: Many years ago, a foreign ship was destroyed in a storm off the coast of the Land of Fate. The only survivor was a girl washed ashore. Adopted into the family of Diyab, this child grew up as Aziza. She has recently discovered her psionic abilities and is very frightened. She seeks training and assistance.

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Trading Cards

Khaitai Ghentim™

4th level Psionicist

RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Neutral evil
EQUIPMENT: Hide armor, shield, horse-man's mace, charger
BACKGROUND: Khaitai never really liked to do his chores as a child, so when he discovered his telekinetic abilities, he promptly put them to good use. When his tribe discovered his "evil mind powers," he was cast out to fend for himself. Now Khaitai makes a living waylaying merchants.

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Trading Cards

Tark Wide-Eye™

2nd/3rd level Warrior/Rogue

RACE: Dwarf
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 6
HIT POINTS: 17
ALIGNMENT: Chaotic good
EQUIPMENT: Short sword +1, leather armor
BACKGROUND: Tark was recruited by his friend Bors Bladebite (414 of 495) to explore the ruins of Castle Pelinor. They quickly found the place to be the home of a blue dragon named Frii. As Tark and his companions made off with a portion of the dragon's wealth, the wyrm awoke. Tark is now richer, but very singed.

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Trading Cards

Noland Tagart™

1st/1st level Warrior/Rogue

RACE: Half-elf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Lawful evil
EQUIPMENT: Leather armor, short sword
BACKGROUND: Noland is the spoiled son of Bradlie Tagart (415 of 495). While he is handsome and strong, Noland lacks the brains to come in out of the rain. Bradlie does everything for Noland, from getting him a job with the city guard to choosing his clothes for the day. Noland is vain and jumps at any opportunity to appear superior.

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Trading Cards

The Shadowed One™

5th level Psionicist

RACE: Human
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bracers of defense AC 4, scimitar of speed
BACKGROUND: Little is known of this dark-cloaked individual, other than that he began stalking the ways of Waterdeep about two years ago. Since that time, the Shadowed One has appeared in the middle of fights, parties, and once during a public parade. His actions are unpredictable and very bizarre.

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Trading Cards

Cat, Psionic (Tigone)™

ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT DICE: 5+2
ALIGNMENT: Neutral
SIZE: M (5-7' long)
INTELLIGENCE: Semi- (2)
COMBAT: #AT 5; Dmg 1d3 × 2/1d10/1d4 × 2; psionics
DESCRIPTION: Tigones are large, feline creatures that are psionically endowed. They use a mix of stealth and power to slay foes and prey. Tigones hunt in concentric circles, using radial navigation. They prefer to leap onto prey from above, pinning victims with their weight while clawing and biting. They are native to the Hinterlands and dislike the hot climates.

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Trading Cards

Checklist

- | | |
|---|--|
| <input type="checkbox"/> 386 Buraq | <input type="checkbox"/> 412 Pyros's Ring of Spell Storing |
| <input type="checkbox"/> 387 Dracolich | <input type="checkbox"/> 413 Shard Stoutstrike |
| <input type="checkbox"/> 388 Sir Duane Govindana | <input type="checkbox"/> 414 Bors Bladebite |
| <input type="checkbox"/> 389 Ahlaeage | <input type="checkbox"/> 415 Bradlie Tagart |
| <input type="checkbox"/> 390 Shadow | <input type="checkbox"/> 416 Trystona |
| <input type="checkbox"/> 391 Sheerah Nissassa | <input type="checkbox"/> 417 Mark of the Raven |
| <input type="checkbox"/> 392 Captain Gahvalatine Beshcher | <input type="checkbox"/> 418 Nalial the Incorrugible |
| <input type="checkbox"/> 393 Dorian | <input type="checkbox"/> 419 Taela |
| <input type="checkbox"/> 394 Draga | <input type="checkbox"/> 420 Angia |
| <input type="checkbox"/> 395 Arant Quivant Garday | <input type="checkbox"/> 421 Vester, Master of Illusion |
| <input type="checkbox"/> 396 Charissa | <input type="checkbox"/> 422 Fael |
| <input type="checkbox"/> 397 Genie, Tasked, Guardian | <input type="checkbox"/> 423 Thwittle Phasiebium |
| <input type="checkbox"/> 398 Giant-kin, Voatkin | <input type="checkbox"/> 424 Ferret |
| <input type="checkbox"/> 399 Hydra | <input type="checkbox"/> 425 Melikna van Raestel |
| <input type="checkbox"/> 400 Needleman | <input type="checkbox"/> 426 Sarina Regnivich |
| <input type="checkbox"/> 401 Pyrean | <input type="checkbox"/> 427 Lanasetas Neasflorian |
| <input type="checkbox"/> 402 Simurgh | <input type="checkbox"/> 428 Colgrim |
| <input type="checkbox"/> 403 Spirit of the Land | <input type="checkbox"/> 429 Ahmintam |
| <input type="checkbox"/> 404 Xill | <input type="checkbox"/> 430 Kergitta Granitethews |
| <input type="checkbox"/> 405 Inter's Ring of Shooting Stars | <input type="checkbox"/> 431 Melinna |
| <input type="checkbox"/> 406 Karilia's Wand of Illusion | <input type="checkbox"/> 432 Boeddu |
| <input type="checkbox"/> 407 Kathena's Pearl of Wisdom | <input type="checkbox"/> 433 Khaitai Ghentim |
| <input type="checkbox"/> 408 Mark's Scarab of Protection | <input type="checkbox"/> 434 Aziza bint Diyab |
| <input type="checkbox"/> 409 Mortos's Scarab Versus Golems | <input type="checkbox"/> 435 Talus Mindswift |
| <input type="checkbox"/> 410 Noora's Ring of Djinn Summoning | <input type="checkbox"/> 436 The Shadowed One |
| <input type="checkbox"/> 411 Noora's Candle of Propitiousness | <input type="checkbox"/> 437 Noland Tagart |
| | <input type="checkbox"/> 438 Tark Wide-Eye |
| | <input type="checkbox"/> 439 Shag Foul tongue |
| | <input type="checkbox"/> 440 Checklist |

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Trading Cards

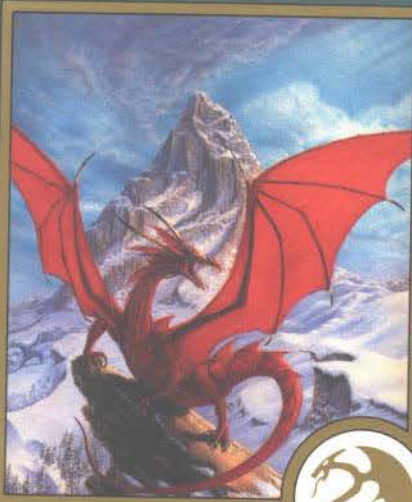
Shag Foul tongue™

3rd/4th level Warrior/Rogue

RACE: Dwarf
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 23
ALIGNMENT: Chaotic good
EQUIPMENT: Battle axe +1, studded leather armor
BACKGROUND: This vulgar-mouthed dwarf was not Bors Bladebite's (414 of 495) first choice for an adventuring partner, but Shag had the needed skills. Indeed, Shag made it possible to recover as much treasure as they did, albeit cursing every step of the way. Bors believes it was Shag's constant grumbling that woke the blue dragon Frii.

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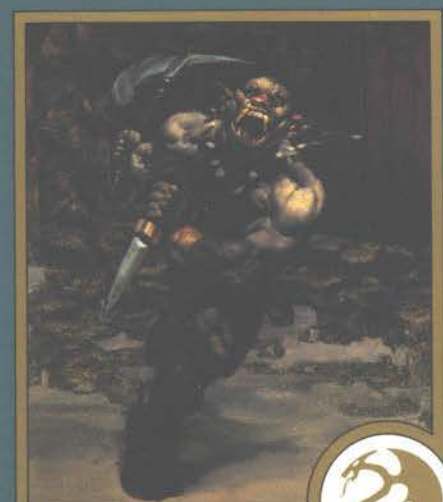
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Dragon



Genie



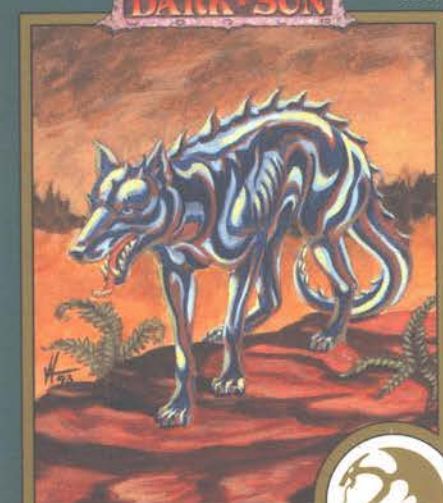
Goblin



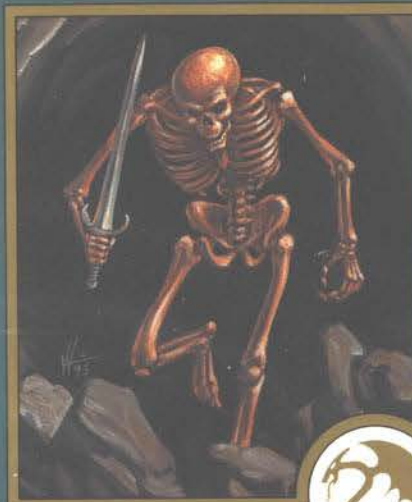
Kamadan



Nightmare



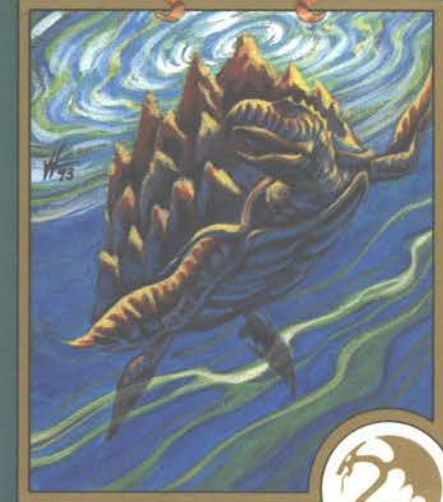
Rasclinn



Skeleton



Sprite



Zaratan



Goblin™

ARMOR CLASS: 6 (10)
THACO: 20
MOVEMENT: 6
HIT DICE: 1-1
ALIGNMENT: Lawful evil
SIZE: Small (4' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1d6 or by weapon
DESCRIPTION: Goblins are small, evil humanoids that plague the human and demihuman races by their sheer numbers. They hate bright sunlight and suffer a -1 penalty to their attack rolls when exposed to it. Goblins can use any sort of weapon, but they prefer those that take little training, such as spears and maces. They prefer leather armor. Goblins prefer to ambush opponents when possible.

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Trading
Cards

Genie, Tasked, Slayer™

ARMOR CLASS: -2
THACO: 9
MOVEMENT: 24, Fl 30 (B)
HIT DICE: 12
ALIGNMENT: Neutral evil
SIZE: L (10' tall)
INTELLIGENCE: High (13-14)
COMBAT: #AT 2; Dmg 2d8/2d8 or by weapon, +9 Str bonus; spells
DESCRIPTION: The slayer genie lives only for the purpose of killing, taking great pride and joy in this act. It is believed that slayer genies are other tasked genies who have gone insane from their labors. A slayer genie can cast *blindness*, *silence 15'*, *R. darkness*, *improved invisibility*, *ventriloquism*, *misdirection*, *assume gaseous form*, *polymorph self*, and *dimension door*.

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Dragon, Red™

ARMOR CLASS: -3 (base)
THACO: 7 (at 9 HD)
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 13 (base)
ALIGNMENT: Chaotic evil
SIZE: G (48' base)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 3 + special; Dmg 1d10/1d10/3d10; breath weapon; spells
DESCRIPTION: Red dragons are the most covetous and greedy of all dragonkind, forever seeking to increase their hoards. Their breath weapon is a searing blast of fire 90 feet long. Red dragons are totally immune to fire and speak their own language. Red dragons gain spells as they grow older, casting them as a 9th level wizard or priest.

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Trading
Cards

Rasclinn™

ARMOR CLASS: 2
THACO: 17
MOVEMENT: 36
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: S (3' at the shoulder)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1d4; rage; poison immunity; psionics
DESCRIPTION: These small dog-like creatures feed on almost any vegetation on Athas, extracting trace metals. This gives them an almost metallic hide, for which they are avidly hunted. Rasclinn are immune to all poisons derived from plants and receive a +4 saving throw bonus to all other poisons. They also project a continuous tower of iron will.

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Trading
Cards

Nightmare™

ARMOR CLASS: -4
THACO: 15
MOVEMENT: 15, Fl 36 (C)
HIT DICE: 6+6
ALIGNMENT: 15
SIZE: L (6' at the shoulder)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3; Dmg 2d4+2/2d4+2/2d4; burning hooves; paralyzing cloud
DESCRIPTION: Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, and undead lords. They are hateful of material life, attacking any nonlower-planar creatures they encounter. Their hooves set fire to combustibles. Although they have no wings, they are able to fly, even through the Astral and Ethereal Planes.

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Trading
Cards

Kamadan™

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 15
HIT DICE: 4+2
ALIGNMENT: Neutral
SIZE: L (5-6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 9; Dmg 1d3 × 2/1d6/1d4 × 6; breath weapon
DESCRIPTION: A relative of the kamatian of Maztica, the kamadan has three snakes sprouting from each shoulder. Although not poisonous, the bite of one of the creature's snakes still inflicts 1d4 points of damage. In addition, the kamadan can breathe a cloud of *sleep* gas three times per day. Kamadans reproduce by laying several leathery eggs.

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Trading
Cards

Zaratan™

ARMOR CLASS: -6/0
THACO: 5
MOVEMENT: 1, Sw 2
HIT DICE: 51-70
ALIGNMENT: Neutral
SIZE: G (200-350' diameter)
INTELLIGENCE: Average (8-10)
COMBAT: ~#AT 1; Dmg 10d10; swallow; immune to poison; magical weapons needed to pierce shell
DESCRIPTION: The zaratan is an enormous turtle that spends most of its time, thankfully, slumbering in the warm currents of Zakhara's seas. In its dormant state, a zaratan appears to be a small, rocky island. Normally, a zaratan simply withdraws for 1-10 years into its shell if threatened.

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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 by weapon (1d4 or 1d3)
DESCRIPTION: Sprites are shy and reclusive faerie people who dwell in meadows and wooded glens. They hate evil and are quite capable of militancy against such if the need arises. They coat their arrows with a special substance that, unless a saving throw vs. poison is successful, causes the victim to fall into a deep sleep for 1d6 hours. Sprites can become *invisible* at will and can *detect good/evil* at 50 yards.

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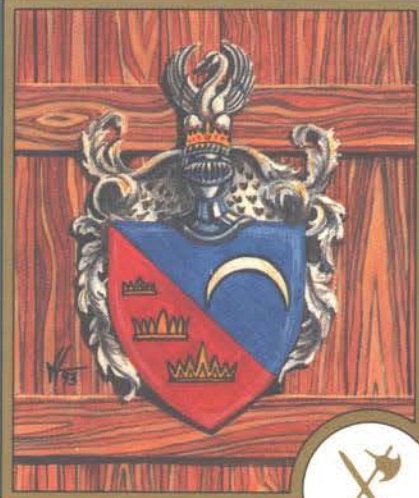
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Skeleton™

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT DICE: 1
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Non- (0)
COMBAT: #AT 1; Dmg 1d6
DESCRIPTION: Skeletons are magically animated undead monsters, created as guardians by powerful evil wizards and priests. They almost always fight with rusty weapons such as long swords or spears. Skeletons are immune to all *sleep*, *charm*, *fear*, and *hold* spells as well as cold-based attacks, and attacks made by edged or piercing weapons inflict only half damage.

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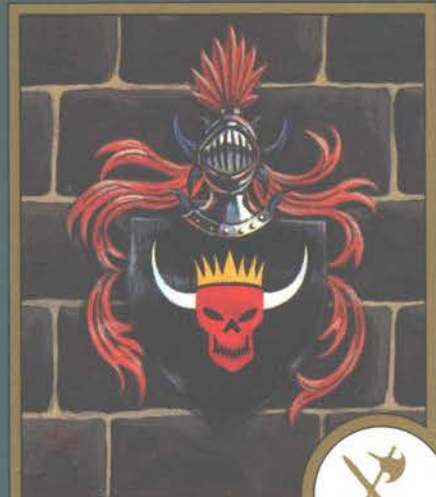
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Kingdom of Furyondy



The Great Kingdom



Horned Society



Lands of Iuz



Kingdom of Nyron



Shield Lands



Archclericy of Veluna



Free City of Greyhawk



Viscounty of Verbobonc





Mini-Series: Arms of Greyhawk Horned Society

CAPTIAL: Molag (pop. 17,750)

DESCRIPTION: Iuz so successfully overthrew the old rulers of the Horned Society that it is a source of amazement to many sages. In their place, Iuz has made his High Priestess Althea the ruler, and she has mockingly taken the old title of Most Dread and Awful Presence. She now rules this land in Iuz's name with cruelty and sadism. The humanoid of the territory have been treated well by Iuz, who plans to use their forces for further strikes against the good lands to the south.

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Mini-Series: Arms of Greyhawk The Great Kingdom

CAPTIAL: Rauxes (pop. 22,200)

DESCRIPTION: The Great Kingdom exists in name only since the end of the Wars. Ivid the Undying, ruler of this collapsed country, extends his twisted control over but a few hundred square miles. His courtiers are mostly pathetic undead creatures or pitiful sycophants who cater to his demented delusions of omnipotence. The common people cower in their homes for fear of arbitrary punishments or the pillaging of the largely autonomous Companion Guard, the once superbly disciplined army.

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Mini-Series: Arms of Greyhawk Kingdom of Furyondy

CAPTIAL: Chendl (pop. 13,000)

DESCRIPTION: The kingdom of Furyondy suffered a great deal during the Great War. Some northern territory was lost to Iuz, and the cost of rebuilding Chendl after the siege is great. Much of Furyondy's naval strength was wiped out on Whyestil Lake, although a good force remains on the Nyr Dyv. Furyondy's king, Belvor IV faces a difficult task in rebuilding his country while keeping all of Furyondy's factions and allies happy. Still, the folk of Furyondy are a friendly, good-natured people.

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Mini-Series: Arms of Greyhawk The Shield Lands

CAPTIAL: Amundfort (pop. 6,200)

DESCRIPTION: When the Wars came, Earl Holmer, the Lord of the Shield Lands, made a terrible mistake. Suspiciously believing that Furyondy wished to annex the Shield Lands, he refused military aid from that neighbor, and thus was caught unprepared when Iuz's forces flanked the Shield Lands through the Bandit Kingdoms. With the element of surprise in his favor, Iuz drove the Knights of Holy Shielding back easily and quickly took Holmer off to his doom in Dorakaa. Holmer's cousin now rules in exile.

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Mini-Series: Arms of Greyhawk The Kingdom of Nyronnd

CAPTIAL: Rel Mord (pop. 34,200)

DESCRIPTION: Long a bastion of good in the Flanaess against the depravity of the Great Kingdom, the Wars cost the Kingdom of Nyronnd dearly. Its coffers were depleted, there were 70,000 casualties, and territories were lost. Its navy remains strong, but internal rebellion at the horrendously high taxes have prevent any sort of resurgence by the country. Without the aid of the Urnst states to the west, Nyronnd would not survive. It has lost many of its best artisans, mages, scholars, and skilled folk as refugees.

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Mini-Series: Arms of Greyhawk Lands of Iuz

CAPTIAL: Dorakaa (pop. 11,150)

DESCRIPTION: Iuz has expanded his lands significantly in the Great Wars, and is now in command of a sizeable empire. With his circles of advisors, known as the Boneheart, he calculates his next moves against the outside world. Even now, refugees report fell beasts and dark magic being used to tighten Iuz's grip on his lands. Still, Iuz has his work cut out for him. He lost a large part of his humanoid armies in the wars against Furyondy and must be careful not to lose the ground he has gained.

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Mini-Series: Arms of Greyhawk Viscounty of Verbobonc

CAPTIAL: Verbobonc (pop. 12,500)

DESCRIPTION: To the residents of this free city, The Great Wars have seemed to be far away. The ruler, Viscount Wilfrick has grown old, and many of his policies of constant vigilance against the potential evils of the wilder lands around have grown lax. Many of the villages that are technically a part of the viscounty now operate under their own guidance, and relations with the gnomes of the Kron Hills have faded away. Still, there are those that work to keep Verbobonc a strong ally of Furyondy and Veluna.

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Mini-Series: Arms of Greyhawk The Free City of Greyhawk

CAPTIAL: Greyhawk

DESCRIPTION: Times are difficult in Greyhawk, as they are everywhere else since the Wars. Trade, the single biggest form of revenue in the city, has dropped by a significant margin, both because the goods aren't available and because of the dangers of transporting what little goods are there. As a result, taxation has increased over a wide variety of activities and functions. This in conjunction with the amount of unemployment that exists due to refugees has made Greyhawk a troubled city.

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Mini-Series: Arms of Greyhawk Archclericy of Veluna

CAPTIAL: Mitrik (pop. 12,000)

DESCRIPTION: Veluna is the lone remaining power of any real worth among the good lands in the central Flanaess. Relatively unscathed during the Greyhawk Wars, its agents now seek to maintain what little cohesion still exists between the beleaguered nations of good. Veluna's armies remain in a state of readiness, bolstered by forces from the Free City of Verbobonc and exiled Bisselites and Furyondians. Agents move throughout the region, snooping out Scarlet Brotherhood spies.

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Al-Qadim™

Trading Cards



Pouch



FORGOTTEN REALMS™

Trading Cards



Belt



DragonLance™

Trading Cards

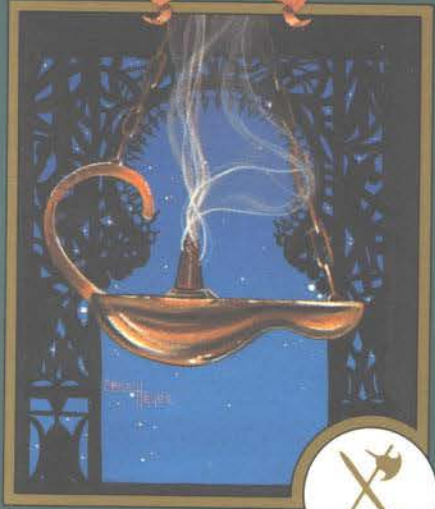


Battle Axe



Al-Qadim™

Trading Cards

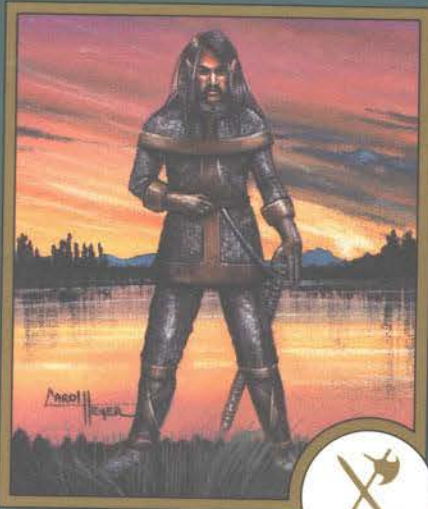


Incense



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Chain Mail



Al-Qadim™

Trading Cards

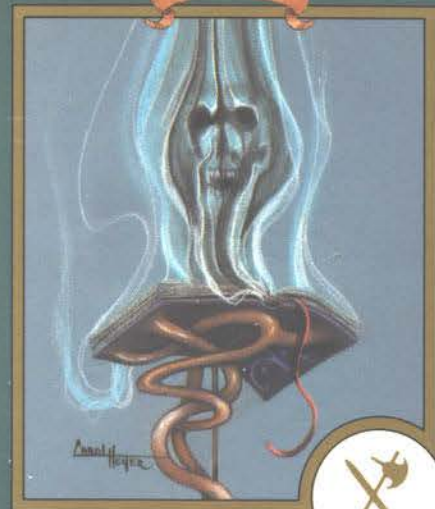


Bottle



Al-Qadim™

Trading Cards



Book



Ravenloft™

Trading Cards

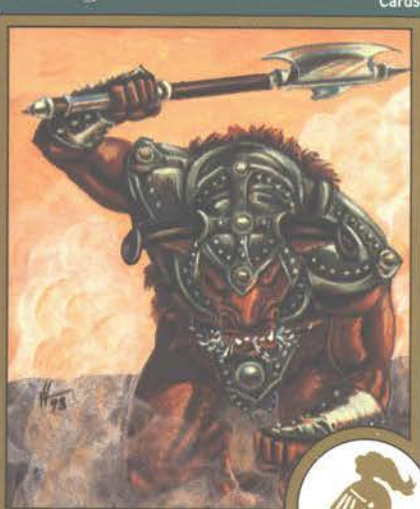


Wand



DragonLance™

Trading Cards



Klank





Shag's Battle Axe +1™

XP VALUE: 300

DESCRIPTION: Shag's (439 of 495) magical battle axe bestows the appropriate combat bonus to Shag during melee, but the axe is also somewhat sentient and is generally in a very foul mood. Although the axe cannot communicate with anyone directly, Shag can pick up bits and pieces of the axe's emotions, which have a definite influence on his own. This is probably why Shag Foul tongue is usually in such a bad mood himself (despite being a dwarf).

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Serpé's Belt of Swimming™

XP VALUE: 1,000

DESCRIPTION: Serpé's (372 of 495) magical belt enables her to swim very well, although she cannot breathe underwater with it. Serpé can swim as fast as a triton under the surface (Sw 15) and as fast as a merman on the surface (Sw 18). In addition, the belt acts as a *ring of warmth* whenever Serpé is in the water, allowing her to swim in the frigid waters of her northern climate. When she exits the water, the belt instantly dries her clothes and hair, helping her to stay warm.

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Khalid's Pouch of Accessibility™

XP VALUE: 1,000

DESCRIPTION: Khalid's pouch functions as a normal *pouch of accessibility*, with one notable difference. One time in twenty, when Khalid calls forth a particular item that he has stored in his pouch, he receives instead a random item that magically appears. This item is some sort of trinket, usually a small piece of jewelry worth between 50 and 500 gp. In exchange for this trinket, one of Khalid's stored personal items disappears forever.

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Thuba's Efreeti Bottle™

XP VALUE: 12,000

DESCRIPTION: Thuba's (380 of 495) magical bottle contains not one but two efreeti inside it, a mated pair. Thuba is a particularly cruel and punishing master, and the efreeti pair loathe him. However, he is wise and thorough and has never slipped up in issuing his commands to them. The efreeti wait and plot for the day they may gain revenge upon Thuba. He, however, knows very well their hatred for him and has several surprises for them, should they try to disobey him.

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Skorian's Drow Chain Mail +0™

XP VALUE: —

DESCRIPTION: Skorian (382 of 495) believes that his chain mail affords magical protection, while in reality it has been cursed to serve no better than normal human mail. What's worse, Skorian's explorer had a special magical spell placed upon it that allows her to track Skorian wherever he may run. Up until this point, Skorian has believed that his spurned lover's minions have been lucky in finding him, but he finally is beginning to suspect that something is not quite right.

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Shahpesh's Incense of Obsession™

XP VALUE: —

DESCRIPTION: When Shahpesh (375 of 495) burns her magical incense, she is driven to believe that her spells are of the utmost worthiness and potency, and she thinks that her spells are an appropriate response to any situation. This incense is so powerful that it has convinced Shahpesh that she is capable of casting a spell one level higher than she is allowed. When she attempts to do this, she believes the spell has worked, but in reality nothing has happened. The effects of this incense last for 24 hours or until all spells have been exhausted.

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Klank™

3rd level Warrior

RACE: Minotaur

ARMOR CLASS: 6

THACO: 18

MOVEMENT: 12

HIT POINTS: 39

ALIGNMENT: Chaotic neutral

EQUIPMENT: Leather armor, battle axe

BACKGROUND: Klank was always an unruly youth, even for a minotaur. His attitude of neutrality "with a touch of happiness" continues to bring him and his friends no end of grief. He currently serves aboard the *Constitution*, a ship of various abilities and an even more varied crew. Klank intends to become first mate in the near future.

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Tithion's Wand of Fire™

XP VALUE: 5,000

DESCRIPTION: Tithion's (474 of 495) wand functions just like a typical *wand of fire*, allowing the user to create the *burning hands*, *pyrotechnics*, *fireball*, and *wall of fire* spell effects. Tithion's wand, however, generates the vilest, blackest flames of pure darkness. These flames burn just as hotly, inflicting just as much damage as normal flames, yet they discharge no light whatsoever. In fact, they absorb light from all light sources, dimming the light level in a 60' area and creating the effects of a *fear* spell.

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Thuba's Book of Vile Darkness™

XP VALUE: 8,000

DESCRIPTION: Thuba (380 of 495) acquired this book from an evil priest who came to visit him long ago, with the intention of overthrowing and destroying him. Thuba was not impressed and had the priest taken to the dungeons. Thuba now uses the book in an experimental way by forcing captured foes who have been particularly interesting opponents to read it. He likes to see what results from such a punishment, and he learns more of the book in this way.

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Dragon Lance™

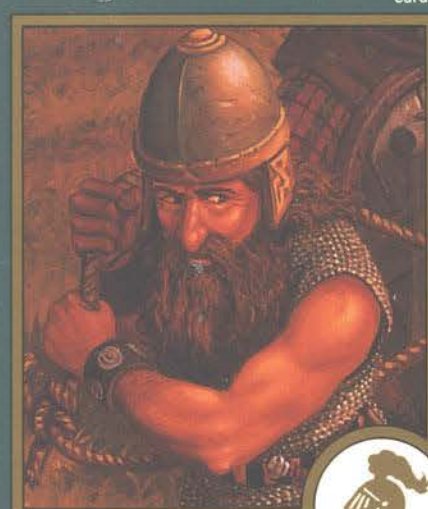
Trading Cards



Blok

Dragon Lance™

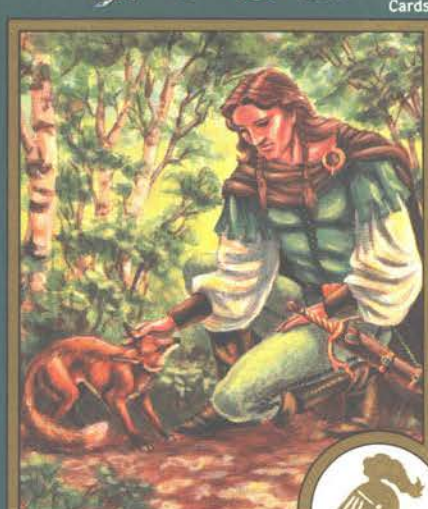
Trading Cards



Dalt

Dragon Lance™

Trading Cards



Kormar

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Gregory

GREYHAWK™
ADVENTURES

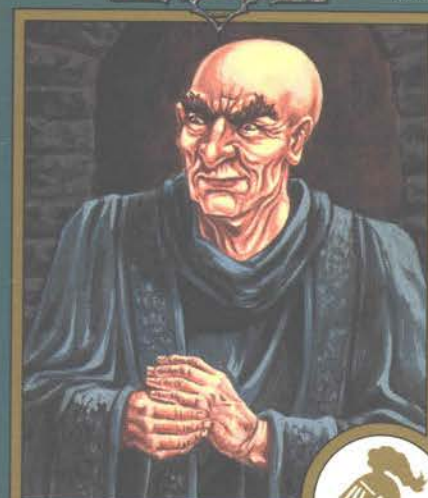
Trading Cards



Karelia

Ravenloft™

Trading Cards



Tithion

SPELLJAMMER™

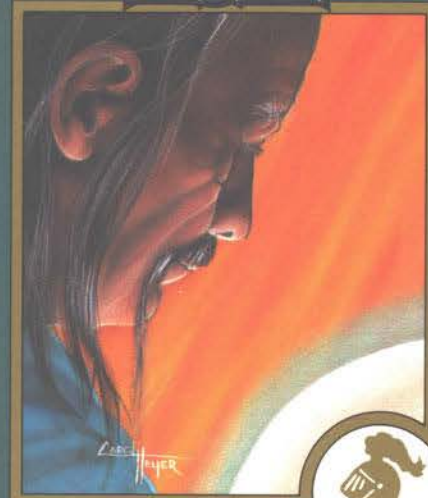
Trading Cards



Grabelli

SPELLJAMMER™

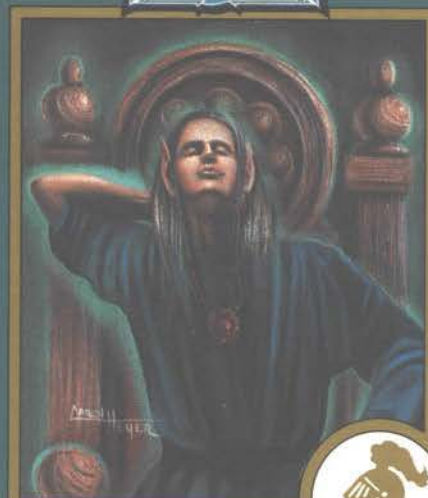
Trading Cards



Basif

SPELLJAMMER™

Trading Cards



Intier



Kormar Thromdan™

4th level Ranger

RACE: Human
ARMOR CLASS: 1
THACO: 17
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Lawful good
EQUIPMENT: *Bastard sword +1, potion of extra healing*
BACKGROUND: Kormar is a handsome, clean-cut individual with a gentle and noble heart. He easily fulfills the image of the classic hero as he travels the lands of Krynn in search of dragons to slay, maidens to rescue, and good deeds to perform. His skill with a sword is almost legendary.

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Dalt Breakback™

1st level Warrior

RACE: Dwarf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 6
HIT POINTS: 8
ALIGNMENT: Lawful neutral
EQUIPMENT: Chain mail, short sword
BACKGROUND: Dalt is the younger cousin of Bors Bladebite (414 of 495) and was easily recruited with promises of treasure and glory. What Dalt got was all the cooking, carrying, and scouting. Even when they piled the cart high with dragon-treasure, Dalt found himself pulling most of the weight. He made sure, however, his cut was as heavy.

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Blok Grimface™

3rd level Warrior

RACE: Dwarf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 6
HIT POINTS: 28
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Short sword +2, chain mail, shield*
BACKGROUND: When Bors Bladebite (414 of 495) asked him to help explore an old castle, Blok went because he wanted to. When they began making off with a share of the treasure they had found, Blok again did so because he wanted to. And when he perished holding a blue dragon at bay while his friends escaped, the reason was the same.

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Tithion™

3rd level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Lawful evil
EQUIPMENT: *Bracers of defense AC 6, wand of fire*
BACKGROUND: Tithion is a servant of the dread duke Castellan Pietor of Castle Bloodmere. He oversees most of the everyday management of the duke's horrible prison and gleefully administers punishments to those who offend him. He was once nearly slain by the few remaining Paladins of the Raven and hates them bitterly.

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Karelia Cogrinder™

6th level Illusionist

RACE: Gnome
ARMOR CLASS: 3
THACO: 19
MOVEMENT: 6
HIT POINTS: 13
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 6, ring of protection +2, wand of illusion*
BACKGROUND: Karelia likes to experiment with spell effects, especially those that contain the color pink. Many an unwitting traveler has wakened to find that their equipment is all pink. Karelia had to leave her home after she turned the Mayor's cat pink and couldn't turn it back.

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Gregory the Valorous™

4th level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Lawful good
EQUIPMENT: *Long sword +5 holy avenger, full plate +1*
BACKGROUND: Gregory has been quested to return the *holy avenger* to its rightful owner. Although he has searched the land, he has yet to find its true owner. Many have claimed ownership, but all have failed Gregory's test. Gregory is beginning to doubt that the owner is still alive but will continue searching.

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Intier the Indigo™

3rd level Wizard

RACE: Elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 11
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of shooting stars*
BACKGROUND: Intier is one of three wizards who have entered into an usual enterprise. Their company, Prism Exploration, accepts commissions to explore mysteries throughout wildspace. Of all the trio, Intier enjoys spelljamming the most, often staying at the helm until he is on the verge of collapse. He will not explain why.

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Basif the Blue™

3rd level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Lawful good
EQUIPMENT: *Bracers of defense AC 8*
BACKGROUND: Basif is a sickly individual, but he remains strong-willed and determined. He does not allow his health to interfere with his research into the mysteries of wildspace. Basif is one of three partners in a company called Prism Exploration. They travel the crystal spheres, exploring and learning about life on various worlds.

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Grabelli the Grey™

5th level Wizard

RACE: Half-elf
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of protection +2*
BACKGROUND: Grabelli is the largest stockholder in a business called Prism Exploration. Grabelli and his two partners, Basif (476 of 495) and Intier (477 of 495), pooled their money and purchased a spelljamming dragonfly. They accept assignments to travel to strange spheres and research mysteries—for a price, of course.

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FORGOTTEN REALMS

Trading Cards

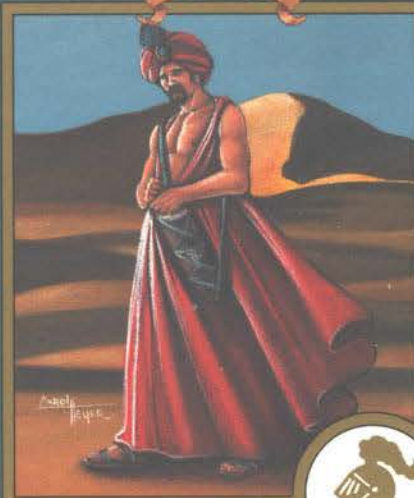


Sagrais



Al-Qadim™

Trading Cards



Khalid



FORGOTTEN REALMS

Trading Cards

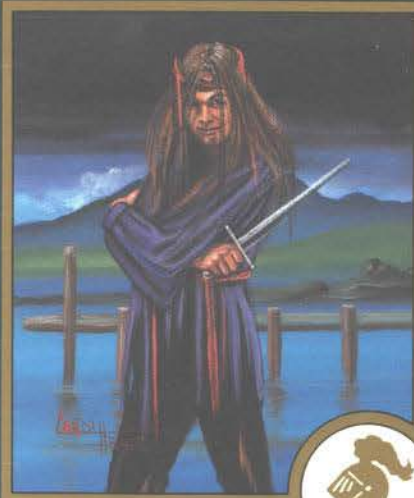


Valurian



GREYHAWK ADVENTURES

Trading Cards

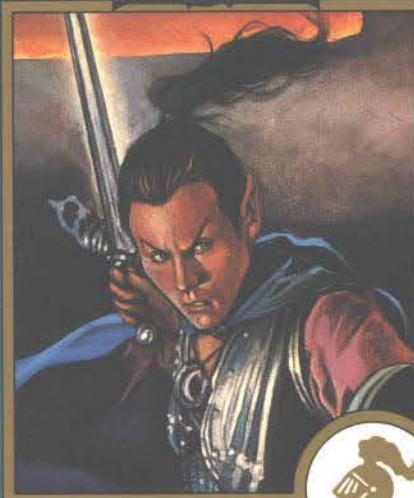


Phil



SPELLJAMMER™

Trading Cards

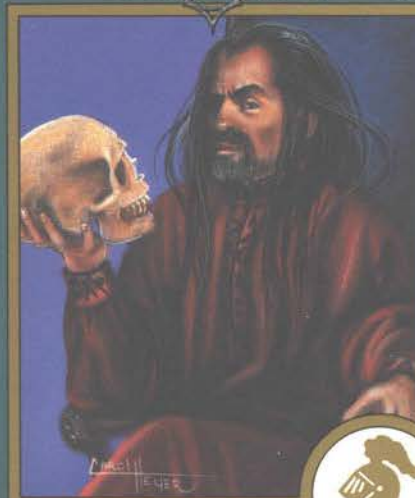


Cymboli



Ravenloft

Trading Cards



Seldain



Ravenloft

Trading Cards

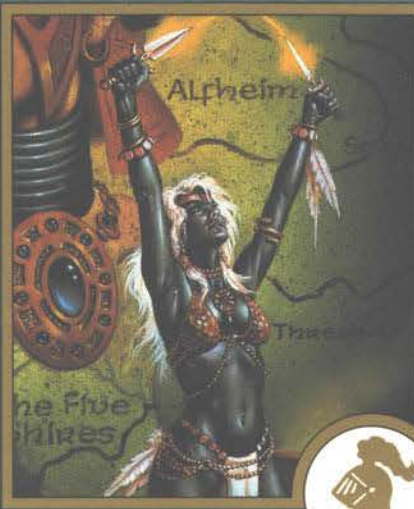


Arabel



FORGOTTEN REALMS

Trading Cards

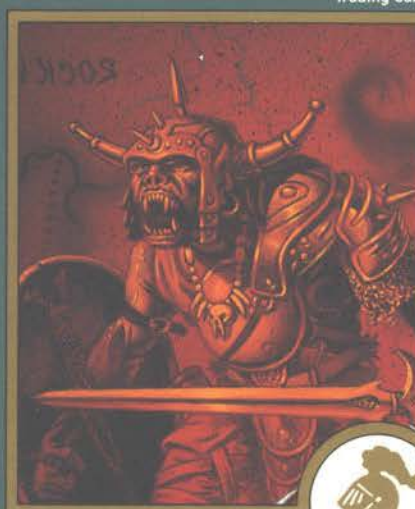


Malabeth



GREYHAWK ADVENTURES

Trading Cards



Gnaash





Valurian™

2nd level Scout

RACE: Half-elf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Neutral good
EQUIPMENT: *Short sword +1*, Leather armor
BACKGROUND: Valurian was a member of an ill-fated adventuring company out of Iri-aebor. Ambushed by bandits, her friends were slain and she was captured. As they planned her fate, the bandits were in turn ambushed by a mercenary company called the Blacktalons. Having no better prospects, Valurian joined the mercenaries.

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Trading Cards

Khalid al-Karim™

2nd level Rawun

RACE: Half-elf
ARMOR CLASS: 2
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 6*, *pouch of accessibility*, *jambiya*, *sling*, *drum*
BACKGROUND: Khalid is a member of the Karim clan, a powerful al-Badia tribe in the Haunted Lands. He is in love with the clan chieftain's daughter, Alia. A blood feud is about to begin over the death of her brother Jamal, and Khalid sees this as an opportunity to prove himself worthy to Alia.

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Trading Cards

Sagrais Bigelow™

11th level Rogue

RACE: Halfling
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 6
HIT POINTS: 48
ALIGNMENT: Neutral (good tendencies)
EQUIPMENT: *Dagger +2*, *longtooth*, *ring of protection +2*, *bracers of defense AC 6*
BACKGROUND: Sagrais is a resident of the Nellie Thursday Home for Experienced Adventurers. His best friend is an illusionist named Henry (89 of 495). Together, the pair often sneaks off for a smoke and a drink. Despite his weight, Sagrais is still a good thief.

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Seldain™

5th level Priest

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful evil
EQUIPMENT: *Warhammer +1*
BACKGROUND: Seldain was transported to the demiplane of dread by the Mists and has found a place for himself in the service of Castellan Pietor, duke of Castle Bloodmere. Seldain's duties include animating dead guards and maintaining the readiness of all undead minions in the castle. He is a very cold and callous individual.

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Trading Cards

Cymboli Starsong™

2nd level Bard

RACE: Elf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Lawful good
EQUIPMENT: *Long sword +1*, *pipes of sounding*, *scale mail*
BACKGROUND: Cymboli was recruited by the wizard Endian as part of the crew for the spelljamming ship *Relentless*. As the ship's musician and entertainer, Cymboli has enjoyed much applause as well as traveling to many crystal spheres. His ship is currently somewhere in Realspace.

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Trading Cards

Phil Krisp™

1st level Rogue

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Dagger*, *thieves' tools*
BACKGROUND: Phil is a young and slender lad who grew up amongst the local urchins and beggars of Greyhawk. While not especially bright, his quick wit and imagination show that Phil has the makings of an excellent actor. He is always willing to make a quick copper and is not above a childish bit of petty spite or revenge.

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Trading Cards

Gnaash™

4th level Priest

RACE: Orc
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 9
HIT POINTS: 22
ALIGNMENT: Lawful evil
EQUIPMENT: *Broad sword +1*, *hat of stupidity*, *chest plate with red chain mail shirt*
BACKGROUND: Gnaash is a warrior-priest of Ilneval who roams the Cairn Hills, north of the city of Greyhawk. He has not become noticeably more stupid since he found and donned his magical hat, and his troops think he looks good in it, so Gnaash continues to wield power with authority among the orcs.

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Trading Cards

Malabeth Tr'rudena™

6th level Priestess

RACE: Drow
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful evil
EQUIPMENT: *Bracers of defense AC 4*, *necklace of prayer beads*, *twin daggers of venom*
BACKGROUND: This drow is a member of the She-Spider Cult, a renegade religious faction without a patron deity. The source of Malabeth's clerical power is unknown, but it is suspected that she is a spy of Lolth.

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Trading Cards

Patron Arabel™

4th level Priest

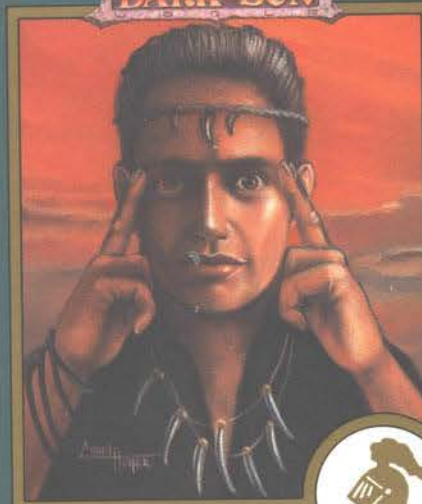
RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful good
EQUIPMENT: *Staff of striking*, *icon of the raven* (351 of 495)
BACKGROUND: Patron Arabel is the only reliable ally of the paladins Mark (417 of 495), Hannibil (252 of 495), and Melykursion (87 of 495). He aids the brothers in their struggle to free the souls imprisoned within Castle Bloodmere. He has long desired to see the end of the evil duke Castellan Pietor.

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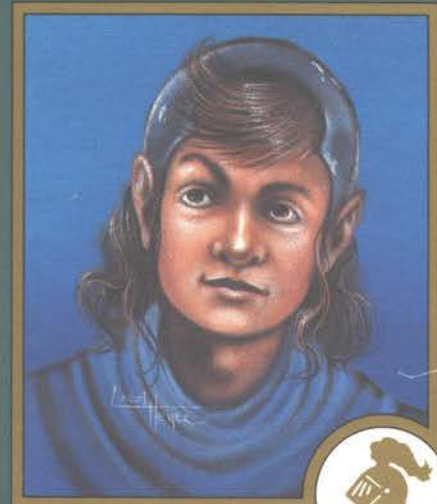
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Arctor



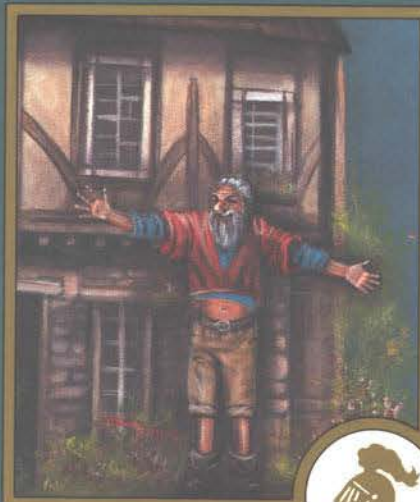
Joolan



Golo



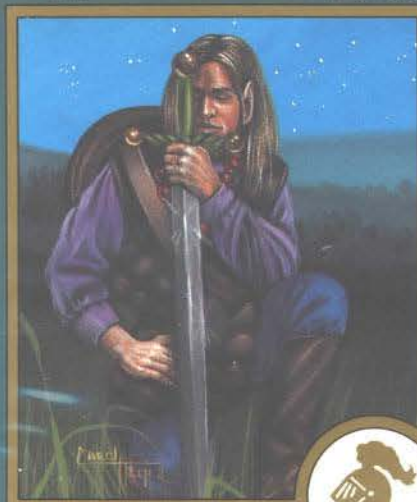
Brindletop



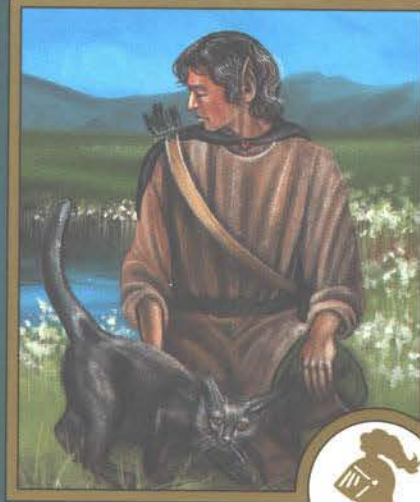
Mortos



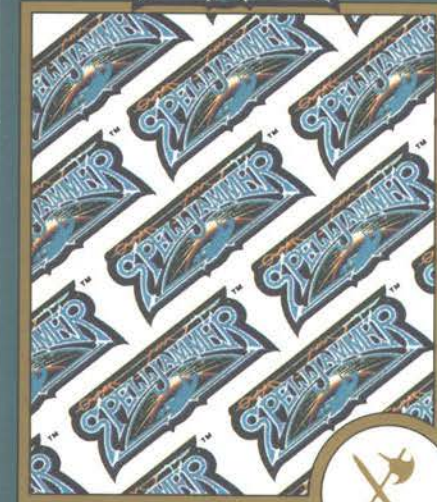
Gadspar



Elisseer



Alexander



Checklist



Golo Tufty™

2nd level Telepath

RACE: Halfling
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 10
ALIGNMENT: Lawful good
EQUIPMENT: *Helm of telepathy*
BACKGROUND: As a child, Golo was often chided by adults for speaking before he was spoken to, much to his confusion. Eventually, Golo realized he was hearing thoughts, rather than words, and he began to consciously develop those mental abilities. Golo's magical helm enables him to automatically establish contact.

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Joolan Entine™

3rd level Psychokineticist

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of mind shielding*
BACKGROUND: Joolan is a mental oaf, always knocking things over with stray thoughts and "stopping his brain" (as he puts it) by not getting a firm mental grasp on heavy objects before attempting to move them. He is quite gentle for an Athasian, and he remains uninterested in the political turmoil of his lands.

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Arctor Remick™

8th level Druid

RACE: Human
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Neutral
EQUIPMENT: *Cloak of protection +3, ring of protection +2, staff of swarming insects, wind fan*
BACKGROUND: Arctor wants more than anything to shapechange into a hornet, but his polymorphing skills don't allow him to become anything that small. He must be content to satisfy his love for insects by keeping bee colonies and nurturing gigantic wasp nests.

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Gadspar Dunuwin™

5th/2nd level Fighter/Thief

RACE: Human
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Bracers of defense AC 6, shield +1, fur of warmth, throwing axe +2, winged boots*
BACKGROUND: Gadspar began his career as one of Kitiara's low-level spies, infiltrating Lord Gunthar's camp. Soon he began to appreciate his companions, and he eventually forsook his life as a thief to become a warrior for the cause of good in the War of the Lance.

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Mortos Ironbeard™

5th level Psychometabolicist

RACE: Dwarf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 6
HIT POINTS: 27
ALIGNMENT: Neutral evil
EQUIPMENT: *Leather armor +1, scarab vs. golems, girdle of dwarvenkind, flatbox*
BACKGROUND: Mortos has always wished that he were taller, which eventually led him to study psionics—once he mastered psychometabolism, he could become any shape he wished. Mortos often uses his power of disguise to act as a psionic doppelganger, murdering strangers and taking their place.

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Brindletopple™

9th level Clairsentient

RACE: Gnome
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Lawful neutral
EQUIPMENT: *Leather armor +3, gem of insight, time bomb*
BACKGROUND: Brindletopple is an aging and frustrated gnome. The disciplines of advanced psionics have proven too subtle for him, and he has been unable to amass any more mental capabilities. The gnome has toyed with the idea of making a dark pact, so his alignment is beginning to shift.

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Checklist

- | | |
|--|---|
| <input type="checkbox"/> 441 Cat, Psionic | <input type="checkbox"/> 467 Tithon's Wand of Fire |
| <input type="checkbox"/> 442 Dragon, Red | <input type="checkbox"/> 468 Klank |
| <input type="checkbox"/> 443 Genie, Tasked, Slayer | <input type="checkbox"/> 469 Blok Grimface |
| <input type="checkbox"/> 444 Goblin | <input type="checkbox"/> 470 Dart Breakback |
| <input type="checkbox"/> 445 Kamadan | <input type="checkbox"/> 471 Koronar Thromdan |
| <input type="checkbox"/> 446 Nightmare | <input type="checkbox"/> 472 Gregory the Valorous |
| <input type="checkbox"/> 447 Rasclinn | <input type="checkbox"/> 473 Karelia Cogrinder |
| <input type="checkbox"/> 448 Skeleton | <input type="checkbox"/> 474 Tithon |
| <input type="checkbox"/> 449 Sprite | <input type="checkbox"/> 475 Grabelli the Grey |
| <input type="checkbox"/> 450 Zaratlan | <input type="checkbox"/> 476 Basil the Blue |
| <input type="checkbox"/> 451 Kingdom of Furyondy | <input type="checkbox"/> 477 Intier the Insidje |
| <input type="checkbox"/> 452 The Great Kingdom | <input type="checkbox"/> 478 Sagraspe Bigelow |
| <input type="checkbox"/> 453 Horned Society | <input type="checkbox"/> 479 Khalid al-Karim |
| <input type="checkbox"/> 454 Lands of Iuz | <input type="checkbox"/> 480 Valurian |
| <input type="checkbox"/> 455 The Kingdom of Nyrond | <input type="checkbox"/> 481 Phil Crisp |
| <input type="checkbox"/> 456 The Shield Lands | <input type="checkbox"/> 482 Cymboli Starsong |
| <input type="checkbox"/> 457 Archdiocese of Vesuvia | <input type="checkbox"/> 483 Seidan |
| <input type="checkbox"/> 458 Free City of Greyhawk | <input type="checkbox"/> 484 Patron Arabel |
| <input type="checkbox"/> 459 Viscounty of Verboboc | <input type="checkbox"/> 485 Malabeth Tr'rudena |
| <input type="checkbox"/> 460 Khalid's Pouch of Accessibility | <input type="checkbox"/> 486 Gnaash |
| <input type="checkbox"/> 461 Serpe's Belt of Swimming | <input type="checkbox"/> 487 Arctor Remick |
| <input type="checkbox"/> 462 Shag's Battle Axe +1 | <input type="checkbox"/> 488 Joolan Entine |
| <input type="checkbox"/> 463 Shaqpes's Incess of Obsession | <input type="checkbox"/> 489 Golo Tufty |
| <input type="checkbox"/> 464 Skoran's Drow Chain +0 | <input type="checkbox"/> 490 Brindletopple |
| <input type="checkbox"/> 465 Thuba's Erreets Bottle | <input type="checkbox"/> 491 Mortos Ironbeard |
| <input type="checkbox"/> 466 Thuba's Book of Vile Darkness | <input type="checkbox"/> 492 Gadspar Dunuwin |
| | <input type="checkbox"/> 493 Elisseer of Shadowdale |
| | <input type="checkbox"/> 494 Alexander Songmaster |
| | <input type="checkbox"/> 495 Checklist |

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Alexander Songmaster™

7th/8th level Wizard/Thief

RACE: Elf
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Chaotic good
EQUIPMENT: *Boots and cloak of elvenkind, ring of protection +2, long sword +3, long bow +1, ring of invisibility*
BACKGROUND: Alexander is a reclusive elf, aloof even to his long-time traveling companions. An animal lover, he disdains riding horses, preferring to run as many as eight hours per day. He has no familiar, but he is extremely close to his cat, Maltinual.

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Elisseer of Shadowdale™

5th/5th level Fighter/Abjurer

RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Chaotic good
EQUIPMENT: *Ring of protection +2, long sword +2, necklace of missiles, padded armor, wooden shield*
BACKGROUND: Elisseer is a devout follower of Corellon Larethian, pledged to be the scourge of orcs wherever he can hunt them down. He prefers to reserve his magic, allowing his enemies to think him a mere warrior, to confuse and demoralize them at critical moments.

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