A ROGUES GALLERY

FOR

LABYRINTH LORD/ADVANCED EDITION COMPANION

1ST LEVEL CHARACTERS

by The Venomous Pao
INTRODUCTION

One of the things I have always loved about RPGs is the whole process of character creation. From the first time I rolled 3d6 in order to generate Ichabod the Elf for Moldvay D&D through the countless Champions, Justice Inc., and other Hero System characters I lovingly crafted, and on into the succinct beauty of a Barbarians of Lemuria character, the act of creating personalities to explore has always drawn me back to the games.

Second only to creating my own characters has been the joy I've found in looking at other people's characters. From the pre-grenes in the back of Module B1 and the entirety of the AD&D Rogues Gallery through Traveller Supplements 1 and 4 and on I've always enjoyed looking at characters. Imagining them in action, responding to whatever bizarre thing should come to pass during a night’s play, that’s just plain fun for me.

So it’s no surprise that at StrangeStones.com I focus a lot on creating characters - ostensibly offered up as NPCs for the reader to throw into a game when needed - the way other bloggers turn out spells, settings, monsters and more.

One of the first things I did when I got Strange Stones up and running was to explore this fascination of mine by pumping out a bunch of characters for Labyrinth Lord/Advanced Edition Companion, which happened to be released right about the same time I got started blogging. This compilation presents these constructs in a single handy volume. They’re still available on the blog, of course, but sometimes it’s nice to have one place to go for your NPC or pre-gen needs rather than hunting through some random dude’s website.

So here they are. A handful of characters of each classic D&D class, ready for use however you see fit. I have refrained from doing the hard work of giving them personalities or backstories, if only so that other GMs and players can run with them however they choose.

Next time your players fall victim to a devious, party-killing trap and you want to keep playing without even the short time required to make new fodder, grab a select few of these and hit the ground running. Or use them as rival adventurers that your players come across deep within a dungeon. Or whatever. They’re here to use when you need them.

Game on!

The Venomous Pao
February 17, 2011
Austin, Texas

GAME INFORMATION

These following characters are all 1st level, were granted maximum HP (AEC HD, not Advanced), and have a bare minimum of equipment.

Those who can cast Magic-User or Illusionist spells have two randomly determined spells in their spellbooks. Those who can cast Cleric or Druid spells currently have the maximum number of spells they can memorize at first level — as modified by their Wisdom scores — in memory.

All of these characters were created “by the book” — with 3d6 for stats, more often than not in order. The weakest characters I generated were left to die by the roadside, though. So the adventurers you find within these pages should make for playable PCs.
**MAGIC-USERS**

Prince Kateb Al Wali / Human Magic-User 1 LG  
STR 14 INT 16 WIS 9 DEX 16 CON 13 CHR 17  
HP 5 AC 7 Gold 110  
Silver Dagger, Spell Book  
Magic-User Spells: Magic Missile, Unseen Servant

Ral / Human Magic-User 1 NG  
STR 6 INT 16 WIS 13 DEX 13 CON 9 CHR 7  
HP 4 AC 8 Gold 26  
Quarterstaff, Dagger, 3 Darts, Spell Book  
Magic-User Spells: Allure, Shocking Grasp

Nyla / Elf Magic-User 1 CG  
STR 6 INT 16 WIS 14 DEX 15 CON 13 CHR 9  
HP 5 AC 9 Gold 130  
Quarterstaff, Spell Book  
Magic-User Spells: Allure, Shocking Grasp

Marsden / Human Magic-User 1 LN  
STR 14 INT 14 WIS 9 CON 12 CHR 7  
HP 4 AC 9 Gold 130  
Dagger, Spell Book  
Magic-User Spells: Jump, Spider Climb

Maara / Human Magic-User 1 N  
STR 10 INT 15 WIS 14 DEX 11 CON 10 CHR 13  
HP 4 AC 9 Gold 97  
Silver Dagger, Quarterstaff  
Magic-User Spells: Magic Aura, Ventriloquism

Mad Helen / Human Magic-User 1 CN  
STR 13 INT 15 WIS 7 DEX 13 CON 10 CHR 11  
HP 4 AC 8 Gold 117  
Dagger, Spell Book  
Magic-User Spells: Burning Hands, Mending

Saaloc / Half-Elf Magic-User 1 LE  
STR 9 INT 14 WIS 11 DEX 9 CON 9 CHR 11  
HP 4 AC 9 Gold 88  
Quarterstaff, Spell Book  
Magic-User Spells: Message, Read Languages

Vaarl / Human Magic-User 1 NE  
STR 12 INT 15 WIS 13 DEX 12 CON 8 CHR 9  
HP 3 AC 9 Gold 88  
Quarterstaff, Spell Book  
Magic-User Spells: Manipulate Fire, Sleep

Zoth / Human Magic-User 1 CE  
STR 11 INT 14 WIS 12 DEX 13 CON 12 CHR 8  
HP 4 AC 8 Gold 120  
Quarterstaff, Spell Book  
Magic-User Spells: Allure, Manipulate Fire

**ILLUSIONISTS**

Rhodanthe / Human Illusionist 1 CG  
STR 10 INT 15 WIS 10 DEX 18 CON 13 CHR 9  
HP 5 AC 6 Gold 150  
Quarterstaff, Spell Book  
Illusionist Spells: Detect Illusion, Phantasmal Force

Arvo Tir / Gnome Illusionist 1 LE  
STR 9 INT 17 WIS 9 DEX 16 CON 13 CHR 10  
HP 5 AC 8 Gold 120  
Dagger, Spell Book  
Illusionist Spells: Color Spray, Hypnotism

**FIGHTERS**

Malachai / Human Fighter 1 LG  
STR 16 INT 6 WIS 8 DEX 13 CON 10 CHR 7  
HP 8 AC 4 Gold 44  
Heavy Flail, Heavy Crossbow & 10 Quarrels, Chain Mail, Helmet

Oltorf / Dwarf Fighter 1 NG  
STR 16 INT 12 WIS 11 DEX 14 CON 10 CHR 5  
HP 8 AC 2 Gold 89  
Pick, Heavy Crossbow & 10 Quarrels, Banded Mail, Shield, Helmet

Grey Moon / Elf Fighter 1 CG  
STR 14 INT 11 WIS 8 DEX 13 CON 9 CHR 11  
HP 8 AC 6 Gold 5  
Long Sword, Dagger, Long Bow & 20 Arrows, Studded Leather Armor, Helmet

Grumbling Rhys / Human Fighter 1 CG  
STR 16 INT 12 WIS 11 DEX 14 CON 10 CHR 4  
HP 8 AC 4 Gold 78  
Pole Arm, Two-Handed Sword, Chain Mail, Helmet
**Gnome Fighter 1 LN**

Olyn
- **STR 16**
- **INT 6**
- **WIS 8**
- **DEX 13**
- **CON 10**
- **CHR 7**
- HP 8
- AC 4
- Gold 44
- Heavy Flail, Heavy Crossbow & 10 Quarrels, Chain Mail, Helmet

**Halfling Fighter 1 N**

Toban
- **STR 15**
- **INT 10**
- **WIS 9**
- **DEX 14**
- **CON 12**
- **CHR 12**
- HP 8
- AC 2
- Gold 47
- Short Sword, Short Bow & 20 Arrows, Banded Mail, Shield, Helmet

**Half-Orc Fighter 1 CN**

Dagg
- **STR 16**
- **INT 5**
- **WIS 11**
- **DEX 14**
- **CON 16**
- **CHR 12**
- HP 10
- AC 3
- Gold 22
- Two-Handed Sword, Heavy Crossbow & 10 Quarrels, Banded Mail, Helmet

**Human Fighter 1 LE**

Ghazan
- **STR 14**
- **INT 10**
- **WIS 8**
- **DEX 16**
- **CON 12**
- **CHR 8**
- HP 10
- AC 3
- Gold 23
- Scimitar, Short Bow & 20 Arrows, Scale Mail, Shield, Helmet

**Human Fighter 1 NE**

Belgr
- **STR 16**
- **INT 13**
- **WIS 11**
- **DEX 13**
- **CON 13**
- **CHR 11**
- HP 11
- AC 2
- Gold 71
- Spear, Hand Axe, Splint Mail, Shield, Helmet

**Half-Orc Fighter 1 CE**

Tregg
- **STR 18**
- **INT 11**
- **WIS 10**
- **DEX 10**
- **CON 14**
- **CHR 7**
- HP 9
- AC 4
- Gold 7
- Battle Axe, Sling & 10 Bullets, Banded Mail

**Paladins**

**Human Paladin 1 LG**

Etienne The Chaste
- **STR 14**
- **INT 16**
- **WIS 16**
- **DEX 14**
- **CON 14**
- **CHR 18**
- HP 9
- AC 4
- Gold 10
- Long Sword, Scale Mail, Shield

**Human Paladin 1 LG**

Sorvan Of The Candle
- **STR 13**
- **INT 9**
- **WIS 13**
- **DEX 8**
- **CON 12**
- **CHR 17**
- HP 8
- AC 4
- Gold 85
- Mace, Banded Mail, Shield

**Human Paladin 1 LG**

Thrain Rockhammer
- **STR 10**
- **INT 9**
- **WIS 16**
- **DEX 8**
- **CON 14**
- **CHR 13**
- HP 7
- AC 4
- Gold 46
- Hammer, Sling & 10 Bullets, Banded Mail, Helmet, Shield, Silver Holy Symbol
- Cleric Spells: Create Water, Detect Magic, Sanctuary

**Human Paladin 1 LG**

Sabra
- **STR 9**
- **INT 10**
- **WIS 14**
- **DEX 14**
- **CON 10**
- **CHR 9**
- HP 6
- AC 5
- Gold 68
- Mace, Sling & 10 Bullets, Studded Leather, Helmet, Shield, Silver Holy Symbol
- Cleric Spells: Command, Detect Magic, Purify Food & Drink

**Rangers**

**Half-Elf Ranger 1 CG**

Alyx
- **STR 14**
- **INT 12**
- **WIS 17**
- **DEX 12**
- **CON 15**
- **CHR 14**
- HP 13
- AC 5
- Gold 35
- Long Sword, Long Bow & 20 Arrows, Scale Mail, Shield

**Human Ranger 1 NG**

Jorn
- **STR 11**
- **INT 12**
- **WIS 15**
- **DEX 10**
- **CON 15**
- **CHR 9**
- HP 13
- AC 5
- Gold 21
- Long Sword, Hand Axe, Heavy Crossbow & 10 Quarrels, Chain Mail

**Clerics**

**Human Cleric 1 LG**

Brother Ginnity
- **STR 8**
- **INT 13**
- **WIS 17**
- **DEX 12**
- **CON 12**
- **CHR 15**
- HP 6
- AC 5
- Gold 13
- Mace, Sling & 10 Bullets, Banded Mail, Shield, Helmet, Silver Holy Symbol
- Cleric Spells: Cure Light Wounds, Detect Evil, Protection From Evil

**Human Cleric 1 LG**

Orvis
- **STR 12**
- **INT 11**
- **WIS 13**
- **DEX 11**
- **CON 10**
- **CHR 12**
- HP 6
- AC 4
- Gold 68
- Mace, Sling & 10 Bullets, Chain Mail, Shield, Helmet, Silver Holy Symbol
- Cleric Spells: Detect Evil, Light, Protection From Evil

**Half-Orc Cleric 1 CG**

Das
- **STR 13**
- **INT 8**
- **WIS 14**
- **DEX 16**
- **CON 14**
- **CHR 4**
- HP 7
- AC 2
- Gold 19
- Flail, Sling & 10 Bullets, Splint Mail, Shield, Helmet, Wooden Holy Symbol
- Cleric Spells: Create Water, Purify Food & Drink, Sanctuary

**Elf Cleric 1 CN**

Sabra
- **STR 9**
- **INT 10**
- **WIS 14**
- **DEX 14**
- **CON 10**
- **CHR 9**
- HP 6
- AC 5
- Gold 68
- Mace, Sling & 10 Bullets, Studded Leather, Helmet, Shield, Silver Holy Symbol
- Cleric Spells: Command, Detect Magic, Purify Food & Drink
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<th>Race</th>
<th>Alignment</th>
<th>Class</th>
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ASSASSINS

Crowbeard / Dwarf Assassin 1 NE
STR 13 INT 12 WIS 9 DEX 15 CON 13 CHR 10
HP 5 AC 6 Gold 136
Scimitar, Dagger, Leather Armor, Shield

Grimskull / Half-Orc Assassin 1 CE
STR 16 INT 13 WIS 6 DEX 13 CON 12 CHR 9
HP 4 AC 6 Gold 105
Battle Axe, Dagger, Leather Armor, Shield

MULTI-CLASSED
CHARACTERS

Silvermoon / Elf Cleric/Magic-User 1/1 LG
STR 11 INT 17 WIS 14 DEX 8 CON 17 CHR 7
HP 7 AC 5 Gold 9
Mace, Chain Mail, Shield, Wooden Holy Symbol, Spell Book
Cleric Spells: Command, Cure Light Wounds, Remove Fear
Magic-User Spells: Message, Unseen Servant

Kaelmag / Half-Elf Assassin/Cleric 1/1 LE
STR 12 INT 13 WIS 14 DEX 15 CON 14 CHR 12
HP 6 AC 7 Gold 19
Long Sword, Silver Dagger, Leather Armor, Silver Holy Symbol, Thieves Tools
Cleric Spells: Cure Light Wounds, Detect Magic, Light

Malea Shadowwalker/ Elf Fighter/Magic-User 1/1 NE
STR 11 INT 15 WIS 8 DEX 9 CON 10 CHR 13
HP 6 AC 7 Gold 10
Scimitar, Longbow & 20 Arrows, Studded Leather Armor, Spell Book
Magic-User Spells: Darkness Globe, ESP

Urlen / Half-Orc Cleric/Thief 1/1 CE
STR 11 INT 8 WIS 14 DEX 15 CON 13 CHR 9
HP 5 AC 7 Gold 59
Scimitar, Dagger, Leather Armor, Silver Holy Symbol, Thieves Tools
Cleric Spells: Command, Cure Light Wounds, Darkness

Milo / Halfling Fighter/Thief 1/1 N
STR 13 INT 12 WIS 7 DEX 15 CON 11 CHR 10
HP 6 AC 7 Gold 45
Short Sword, Sling & 10 Bullets, Leather Armor, Thieves Tools

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