

STRANGESTONES.COM PRESENTS

A LABYRINTH LORD / ADVANCED EDITION COMPANION

ROGUES GALLERY

BY THE VENOMOUS PAO

MORE THAN 150 PREGENERATED CHARACTERS FOR YOUR LABYRINTH LORD GAME

Do you need:

- A quick replacement for a dead character?
- An NPC to befriend or bedevil your players?
- An entire adventuring party at a moment's notice?

Well, my friend, look no further than the Strange Stones *Labyrinth Lord/Advanced Edition Companion Rogues Gallery*. Within these pages you will find plenty of daring compatriots and dastardly antagonists rolled up and ready to go.

Introduce your gang to the kindly Sylania Sunsong (Elven Magic-User), Oltorf of the Hills (Dwarven Fighter) and Brother Ginnity (Human Cleric). Torment them with Urlen Relk (Half-Orc Cleric/Thief), Arvo & Errom Tir (Gnome Illusionists), and Mohrgrest The Grim (Half-Elven Fighter/Assassin). Or perhaps you'd prefer to pit *The Silent Legion Of Valerius Caesar*, *The Purple Herbalists*, or *The Sisters Of True Desire* against your own colorfully-named band of murder hobos?

No matter your need, this slim volume contains a small army to help you achieve your goals. And when your players ask why their belt pouches are suddenly so much lighter, try to suppress your glee when you tell them they're the latest victims of the notorious Lermo Lightfingers (Halfling Thief).

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-gens in the in 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 such.

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 the [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. So the 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 INFORMATION

It should go without saying, but just to be complete... All of the following characters were generated for Labyrinth Lord / Advanced Edition Companion and most are 1st level. All were granted maximum HP (AEC Advanced Option style) at 1st level and have a bare minimum of equipment.

Those who can cast Magic-User or Illusionist spells have at least 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 their 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.

Also, given Labyrinth Lord's lineage, you should have no trouble at all using these characters with other related games, including OSRIC, Swords & Wizardry, and (of course) the various original source games – one of which I hear is being reprinted soon.

A BRIEF NOTE ON THE SECOND EDITION

Some of you may have downloaded the first PDF compilation of the Strange Stones *Rogues Gallery* in the past. A couple of things changed with this new version. First, I upped the Hit Dice for all the characters to the Advanced Style. Second, I went back and added headgear to the original characters. Lastly, I had posted a boatload more characters since that compilation, so those are now included in this edition.

SPEAKING OF HEADGEAR

The whole idea of headgear as an identifying characteristic for Labyrinth Lord characters comes from the [B/X Blackrazor](#) blog. Go there and download the random headgear charts for use in your own games. You won't be disappointed.

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MAGIC-USERS

Prince Kateb Al Wali / Human Magic-User 1 LG

Headgear: A white turban
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

Stavros / Human Magic-User 1 LG

Headgear: A pea green hood w/ long tassel that has a figurine of a ship
STR 6 INT 17 WIS 10 DEX 15 CON 9 CHR 11
HP 5 AC 8 Gold 111
Staff, Silver Dagger, 4 Darts, Spell Book
Magic-User Spells: Enlarge, Jarring Hand, Sleep

Ral / Human Magic-User 1 NG

Headgear: A deep hood
STR 6 INT 16 WIS 13 DEX 13 CON 9 CHR 7
HP 4 AC 8 Gold 110
Quarterstaff, Spell Book
Magic-User Spells: Light, Message

Sylania Sunsong / Elf Magic-User 1 NG

Headgear: A hat, the brim of which comes to points at the front and back
STR 8 INT 15 WIS 5 DEX 8 CON 13 CHR 13
HP 5 AC 9 Gold 110
Staff, Dagger, Spell Book, Owl Familiar
Magic-User Spells: Feather Fall, Read Languages, Summon Familiar

Nyla / Elf Magic-User 1 CG

Headgear: Bare, showing her short "page boy" haircut
STR 6 INT 16 WIS 14 DEX 15 CON 13 CHR 9
HP 5 AC 8 Gold 26
Quarterstaff, Dagger, 3 Darts, Spell Book
Magic-User Spells: Allure, Shocking Grasp

Kir Dannos / Human Magic-User 1 CG

Headgear: None, showing his balding head
STR 10 INT 15 WIS 12 DEX 12 CON 13 CHR 15
HP 5 AC 9 Gold 147
2 Daggers, 4 Darts, Spell Book
Magic-User Spells: Jump, Manipulate Fire, Shocking Grasp

Marsden / Human Magic-User 1 LN

Headgear: A fancy top hat
STR 14 INT 14 WIS 11 DEX 9 CON 12 CHR 7
HP 4 AC 9 Gold 130
Dagger, Spell Book
Magic-User Spells: Jump, Spider Climb

Loric / Half-Elf Magic-User 1 LN

Headgear: A short, conical hat
STR 13 INT 14 WIS 11 DEX 14 CON 10 CHR 13
HP 4 AC 8 Gold 113
Staff, Spell Book
Magic-User Spells: Light, Mending, Shield

Maara / Human Magic-User 1 N

Headgear: A skull cap
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

Gedrald The Fisher / Human Magic-User 1 N

Headgear: A large beret
STR 11 INT 17 WIS 9 DEX 6 CON 12 CHR 14
HP 4 AC 9 Gold 93
Staff, Silver Dagger, Spell Book
Magic-User Spells: Allure, Floating Disc, Shield

Mad Helen / Human Magic-User 1 CN

Headgear: Bare, revealing her long, flowing hair
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

Zadlo of Ghen / Human Magic-User 1 CN

Headgear: A long, heavy, dark brown scarf
STR 13 INT 18 WIS 5 DEX 14 CON 13 CHR 7
HP 5 AC 8 Gold 35
Silver Dagger, Spell Book
Magic-User Spells: Burning Hands, Erase, Unseen
Servant

Saaloc / Half-Elf Magic-User 1 LE

Headgear: A metal skull cap
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

Maeryn Dawnwind / Elf Magic-User 1 LE

Headgear: A multi-colored (black, brilliant copper, ivory white) hood with a single tassel ending in a figurine of a skull
STR 10 INT 13 WIS 12 DEX 12 CON 10 CHR 10
HP 4 AC 9 Gold 128
Staff, Dagger, 4 Darts, Spell Book
Magic-User Spells: Feather Fall, Identify, Manipulate Fire

Vaarl / Human Magic-User 1 NE

Headgear: A sea captain's hat
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

Occarlou, Seeker of Damned Words / Human Magic-User 1 NE

Headgear: An open-faced classic samurai helmet
STR 12 INT 15 WIS 8 DEX 13 CON 11 CHR 12
HP 4 AC 8 Gold 69
Silver Dagger, 2 Daggers, Spell Book
Magic-User Spells: Floating Disc, Message, Magic Missile

Zoth / Human Magic-User 1 CE

Headgear: Bare, revealing his thinning hair
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

Faar Draal / Elf Magic-User 1 CE

Headgear: Bare, showing his shaved & tattooed head
STR 12 INT 16 WIS 8 DEX 15 CON 14 CHR 8
HP 5 AC 8 Gold 80
Staff, Dagger, Spell Book, Quasit Familiar
Magic-User Spells: Hold Portal, Jarring Hand, Summon Familiar

FIGHTERS

Malachai / Human Fighter 1 LG

Headgear: Bare, revealing a short "porridge bowl" haircut

STR 16 INT 6 WIS 8 DEX 13 CON 10 CHR 7
HP 10 AC 4 Gold 44

Heavy Flail, Heavy Crossbow & 10 Quarrels, Chain Mail

Gilby / Halfling Fighter 1 LG

Headgear: A tasseled black hood

STR 13 INT 10 WIS 5 DEX 13 CON 13 CHR 12
HP 11 AC 5 Gold 60

Short Sword, Sling & 10 Bullets, Dagger, Studded Leather, Shield

Oltorf of the Hills / Dwarf Fighter 1 NG

Headgear: A gladiator-style masked helm adorned with fins

STR 16 INT 12 WIS 11 DEX 14 CON 10 CHR 5
HP 10 AC 2 Gold 89

Pick, Heavy Crossbow & 10 Quarrels, Banded Mail, Shield

Aethyn Starwillow / Elf Fighter 1 NG

Headgear: A daisy-yellow hood decorated with Norse runes

STR 16 INT 7 WIS 10 DEX 14 CON 9 CHR 6
HP 10 AC 4 Gold 10

Long Sword, Short Sword, Longbow & 20 Arrows, Dagger, Chain Mail

Grey Moon / Elf Fighter 1 CG

Headgear: A classic samurai-style helmet featuring a demon mask

STR 14 INT 11 WIS 8 DEX 13 CON 9 CHR 11
HP 10 AC 6 Gold 5

Long Sword, Dagger, Long Bow & 20 Arrows, Studded Leather Armor

Kir Bralghan / Human Fighter 1 CG

Headgear: An open-faced helm adorned with tusks
STR 14 INT 9 WIS 11 DEX 12 CON 13 CHR 16

HP 11 AC 3 Gold 77

Battle Axe, 2 Hand Axes, Banded Mail, Shield

Grumbling Rhys / Human Fighter 1 CG

Headgear: An open-faced helm adorned with antlers

STR 16 INT 12 WIS 11 DEX 14 CON 10 CHR 4
HP 10 AC 4 Gold 78

Pole Arm, Two-Handed Sword, Chain Mail

Olyn / Gnome Fighter 1 LN

Headgear: A plain, full-visored great helm

STR 16 INT 6 WIS 8 DEX 13 CON 10 CHR 7
HP 10 AC 4 Gold 44

Heavy Flail, Heavy Crossbow & 10 Quarrels, Chain Mail

Maarlyne of the River People / Human Fighter 1 LN

Headgear: Bare, showing his amazing curly mane

STR 14 INT 12 WIS 7 DEX 13 CON 10 CHR 10
HP 10 AC 3 Gold 7

Spear, Silver Dagger, Short Bow & 20 Arrows, Chain Mail, Shield

Toban / Halfling Fighter 1 N

Headgear: Bare, revealing his shaved head w/ top knot

STR 15 INT 10 WIS 9 DEX 14 CON 12 CHR 12
HP 10 AC 2 Gold 47

Short Sword, Short Bow & 20 Arrows, Banded Mail, Shield

Parl Joost / Human Fighter 1 N

Headgear: Bare, showing his impressive dreadlocks

STR 15 INT 10 WIS 8 DEX 12 CON 13 CHR 11
HP 11 AC 5 Gold 29

Mace, Light Crossbow & 10 Quarrels, Scale Mail, Shield

Dagg / Half-Orc Fighter 1 CN

Headgear: A classic Crusader-style helmet
STR 16 INT 5 WIS 11 DEX 14 CON 16 CHR 12
HP 12 AC 3 Gold 22
Two-Handed Sword, Heavy Crossbow & 10
Quarrels, Banded Mail

Dek The Bonecrusher / Half-Orc Fighter 1 CN

Headgear: A metal skullcap
STR 15 INT 7 WIS 11 DEX 13 CON 13 CHR 10
HP 11 AC 4 Gold 24
Heavy Flail, Scimitar, Dagger, Short Bow & 20
Arrows, Chain Mail

Ghazan / Human Fighter 1 LE

Headgear: A full-visor style great helm adorned
with spikes
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

Stylix Freyn, Future Warlord / Human Fighter 1 LE

Headgear: A full-visor style great helm adorned
with multicolored feathers
STR 18 INT 11 WIS 7 DEX 15 CON 15 CHR 7
HP 11 AC 2 Gold 7
Morning Star, Dagger, Banded Mail, Shield

Belgr / Human Fighter 1 NE

Headgear: A mustard-colored Bedouin-style wrap
STR 16 INT 13 WIS 11 DEX 13 CON 13 CHR 11
HP 11 AC 2 Gold 71
Spear, Hand Axe, Splint Mail, Shield

Hourrun the Selfish / Gnome Fighter 1 NE

Headgear: A pure white turban
STR 16 INT 11 WIS 5 DEX 10 CON 11 CHR 11
HP 10 AC 9 Gold 17
Short Sword, Silver Dagger, Chain Mail, Shield

Tregg / Half-Orc Fighter 1 CE

Headgear: Bare, revealing his shaved & tattooed
head
STR 18 INT 11 WIS 10 DEX 10 CON 14 CHR 7
HP 11 AC 4 Gold 7
Battle Axe, Sling & 10 Bullets, Banded Mail

Kine / Half-Elf Fighter 1 CE

Headgear: A fancy top hat
STR 17 INT 12 WIS 12 DEX 12 CON 10 CHR 6
HP 10 AC 9 Gold 30
Pole Arm, Longsword, Dagger, Long Bow & 20
Arrows, Banded Mail, Shield

CLERICS

Brother Ginnity / Human Cleric 1 LG

Headgear: Bare, revealing his balding pate
STR 8 INT 13 WIS 17 DEX 12 CON 12 CHR 15
HP 8 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

Daunielle / Half-Elf Cleric 1 LG

Headgear: A 3-tasseled indigo hood
STR 13 INT 7 WIS 15 DEX 15 CON 7 CHR 9
HP 7 AC 3 Gold 8
Mace, Sling & 10 Bullets, Chain Mail, Shield, Silver
Holy Symbol
Cleric Spells: Detect Magic, Remove Fear, Resist
Cold

Orvis / Gnome Cleric 1 NG

Headgear: Bare, revealing his short, curly hair
STR 12 INT 11 WIS 13 DEX 11 CON 10 CHR 12
HP 8 AC 4 Gold 68
Mace, Sling & 10 Bullets, Chain Mail, Shield,
Helmet, Silver Holy Symbol
Cleric Spells: Detect Evil, Light, Protection From
Evil

Dzja Mrbeq / Human Cleric 1 NG

Headgear: A spiralled conical hat
STR 9 INT 14 WIS 16 DEX 14 CON 6 CHR 9
HP 6 AC 3 Gold 30
Flail, Sling & 10 Bullets, Chain Mail, Shield, Silver
Holy Symbol
Cleric Spells: Detect Magic, Resist Cold, Sanctuary

Das / Half-Orc Cleric 1 CG

Headgear: A hat that resembles a squid head
STR 13 INT 8 WIS 14 DEX 16 CON 14 CHR 4
HP 9 AC 2 Gold 19
Flail, Sling & 10 Bullets, Splint Mail, Shield,
Helmet, Wooden Holy Symbol
Cleric Spells: Create Water, Purify Food & Drink,
Sanctuary

Ardeienne Spirttalker / Elf Cleric 1 CG

Headgear: Bare, showing her shaved & tattooed
head
STR 13 INT 11 WIS 14 DEX 7 CON 12 CHR 7
HP 8 AC 8 Gold 1
Heavy Flail, Studded Leather, Wooden Holy
Symbol
Cleric Spells: Detect Evil, Purify Food & Drink,
Remove Fear

Sauldo Wert / Gnome Cleric 1 LN

Headgear: A metal skullcap
STR 8 INT 8 WIS 15 DEX 10 CON 13 CHR 14
HP 9 AC 4 Gold 28
Mace, Sling & 10 Bullets, Chain Mail, Shield, Silver
Holy Symbol
Cleric Spells: Cure Light Wounds, Light, Remove
Fear

Thrain Rockhammer / Dwarf Cleric 1 LN

Headgear: A puffy scarlet hat
STR 10 INT 9 WIS 16 DEX 8 CON 14 CHR 13
HP 9 AC 4 Gold 46
Hammer, Sling & 10 Bullets, Banded Mail, Helmet,
Shield, Silver Holy Symbol
Cleric Spells: Create Water, Detect Magic,
Sanctuary

Sabra / Elf Cleric 1 CN

Headgear: A Ninja-style hood
STR 9 INT 10 WIS 14 DEX 14 CON 10 CHR 9
HP 8 AC 5 Gold 68
Mace, Sling & 10 Bullets, Studded Leather, Helmet,
Shield, Silver Holy Symbol
Cleric Spells: Command, Detect Magic, Purify Food
& Drink

Kir Artrin / Human Cleric 1 CN

Headgear: Bare, revealing his long, braided hair
STR 13 INT 10 WIS 16 DEX 10 CON 10 CHR 12
HP 8 AC 4 Gold 6
Heavy Flail, Banded Mail, Wooden Holy Symbol
Cleric Spells: Cure Light Wounds, Protection From
Evil, Sanctuary

Ulon / Half-Orc Cleric 1 LE

Headgear: A ridged hat
STR 16 INT 9 WIS 13 DEX 11 CON 16 CHR 8
HP 10 AC 4 Gold 40
Flail, Sling & 10 Bullets, Chain Mail, Helmet,
Shield, Silver Holy Symbol
Cleric Spells: Cure Light Wounds, Cause Light
Wounds, Fear

Rewald Weslav / Human Cleric 1 LE

Headgear: Bare, showing his shortish, pony-tailed
hair
STR 11 INT 10 WIS 17 DEX 12 CON 8 CHR 11
HP 7 AC 4 Gold 37
Flail, Banded Mail, Silver Holy Symbol
Cleric Spells: Detect Good, Fear, Light

Faarlax / Human Cleric 1 NE

Headgear: A metal skull cap
STR 9 INT 6 WIS 16 DEX 9 CON 11 CHR 10
HP 8 AC 5 Gold 100
War Hammer, Sling & 10 Bullets, Chain Mail,
Helmet, Wooden Holy Symbol
Cleric Spells: Cause Light Wounds, Fear, Resist
Cold

Lurghra / Half-Orc Cleric 1 NE

Headgear: A bedouin-style wrap
STR 12 INT 9 WIS 14 DEX 12 CON 13 CHR 10
HP 8 AC 3 Gold 25
Mace, Banded Mail, Shield, Silver Holy Symbol
Cleric Spells: Cause Light Wounds, Fear, Resist
Cold

Ivixa / Elf Cleric 1 CE

Headgear: A wimple
STR 6 INT 9 WIS 18 DEX 17 CON 7 CHR 11
HP 7 AC 4 Gold 38
Mace, Sling & 10 Bullets, Studded Leather, Helmet,
Shield, Silver Holy Symbol
Cleric Spells: Command, Darkness, Fear

Aghaan Malthu / Human Cleric 1 CE

Headgear: A classic Mongol-style helm
STR 12 INT 12 WIS 15 DEX 11 CON 7 CHR 13
HP 7 AC 4 Gold 14
Morning Star, Chain Mail, Shield, Wooden Holy
Symbol
Cleric Spells: Command, Detect Magic, Putrefy
Food & Drink

THIEVES

Hendershot / Halfling Thief 1 NG

Headgear: A tall conical hat
STR 10 INT 13 WIS 11 DEX 15 CON 13 CHR 14
HP 7 AC 7 Gold 95
Short Sword, Sling & 10 Bullets, Leather Armor,
Thieves Tools

Runnert of Lomax / Human Thief 1 NG

Headgear: Bare, revealing his long flowing hair
(tied back)
STR 10 INT 14 WIS 4 DEX 15 CON 11 CHR 11
HP 6 AC 7 Gold 57
Long Sword, 2 Daggers, Hand Axe, Leather Armor,
Thieves' Tools

Torral / Elf Thief 1 CG

Headgear: A short, plain, light brown hood
STR 7 INT 8 WIS 10 DEX 17 CON 10 CHR 15
HP 6 AC 6 Gold 51
Long Sword, Dagger, Short Bow & 20 Arrows,
Leather Armor, Thieves Tools

Old Bill Ellum / Human Thief 1 CG

Headgear: A stiff wide-brim hat
STR 13 INT 7 WIS 13 DEX 14 CON 10 CHR 9
HP 6 AC 7 Gold 34
Short Sword, Silver Dagger, Dagger, Leather Armor,
Thieves Tools

Silas Smokesky / Elf Thief 1 CG

Headgear: An extravagant tri-cornered hat
STR 15 INT 12 WIS 9 DEX 16 CON 11 CHR 12
HP 6 AC 6 Gold 57
Short Sword, Silver Dagger, Short Bow & 20
Arrows, Leather Armor, Thieves' Tools

D'Neeta Sahav / Human Thief 1 CG

Headgear: A reversible hood that is black on one
side and brilliant copper on the other
STR 13 INT 12 WIS 13 DEX 18 CON 11 CHR 5
HP 6 AC 5 Gold 111
Bastard Sword, Dagger, Short Bow & 20 Arrows,
Leather Armor, Thieves' Tools

Black Nance / Human Thief 1 CN

Headgear: A conical spiral hat
STR 9 INT 12 WIS 8 DEX 16 CON 10 CHR 12
HP 6 AC 6 Gold 19
Mace, Silver Dagger, Short Bow & 20 Arrows,
Leather Armor, Thieves Tools

Rundle / Dwarf Thief 1 CN

Headgear: A classic Viking-style helm
STR 13 INT 12 WIS 9 DEX 15 CON 16 CHR 6
HP 8 AC 7 Gold 47
Hand Axe, Leather Armor, Light Crossbow & 10
Quarrels, Thieves Tools

Walgh / Half-Orc Thief 1 CN

Headgear: Bare, revealing his short, curly hair
STR 14 INT 9 WIS 8 DEX 16 CON 13 CHR 10
HP 7 AC 6 Gold 6
Long Sword, Dagger, Short Bow & 20 Arrows,
Leather Armor, Thieves Tools

Ghentlex / Halfling Thief 1 CN

Headgear: A fancy top hat
STR 12 INT 13 WIS 13 DEX 16 CON 10 CHR 11
HP 6 AC 6 Gold 104
Mace, Silver Dagger, Sling & 10 Bullets, Leather
Armor, Thieves' Tools

Torbald Keeneye / Half-Orc Thief 1 CN

Headgear: An open-faced helm adorned with
spikes
STR 13 INT 11 WIS 12 DEX 14 CON 16 CHR 10
HP 8 AC 7 Gold 127
Long Sword, Light Crossbow & 10 Quarrels,
Leather Armor, Thieves' Tools

Andhal / Human Thief 1 CN

Headgear: Bare, revealing his amazing curly mane
STR 13 INT 12 WIS 10 DEX 14 CON 12 CHR 12
HP 6 AC 7 Gold 77
Scimitar, Sling & 10 Bullets, Leather Armor,
Thieves' Tools

Lermo Lightfingers / Halfling Thief 1 NE

Headgear: Bare, revealing his balding pate
STR 8 INT 12 WIS 8 DEX 17 CON 10 CHR 12
HP 6 AC 6 Gold 98
Hand Axe, Dagger, Sling & 10 Bullets, Leather
Armor, Thieves Tools

Milius Darkwater / Half-Elf Thief 1 NE

Headgear: A blank-faced masked helmet adorned
with bat wings
STR 6 INT 14 WIS 10 DEX 17 CON 10 CHR 7
HP 6 AC 6 Gold 48
Short Sword, 3 Daggers, Leather Armor, Thieves'
Tools

Jaliesta / Half-Elf Thief 1 CE

Headgear: A sky blue hood with albino white
stripes
STR 13 INT 9 WIS 6 DEX 15 CON 14 CHR 9
HP 7 AC 7 Gold 24
Scimitar, Silver Dagger, Leather Armor, Thieves
Tools

Veneth / Human Thief 1 CE

Headgear: A samurai-style helmet with a bird face
mask
STR 11 INT 8 WIS 7 DEX 17 CON 16 CHR 11
HP 8 AC 6 Gold 4
Short Sword, Dagger, Leather Armor, Thieves Tools

Hyaldi the Rat Catcher / Human Thief 1 CE

Headgear: A heavy fur-lined hood of pea green
cloth
STR 13 INT 11 WIS 10 DEX 14 CON 13 CHR 9
HP 7 AC 7 Gold 38
Flail, Short Bow & 20 Arrows, Leather Armor,
Thieves' Tools

Burrus the Toad / Gnome Thief 1 CE

Headgear: A deep green & black headscarf
STR 9 INT 13 WIS 11 DEX 17 CON 11 CHR 10
HP 6 AC 6 Gold 92
2 Hand Axes, Short Bow & 20 Arrows, Leather
Armor, Thieves' Tools

SUB-CLASSES

ASSASSINS

Crowbeard / Dwarf Assassin 1 NE

Headgear: A hat resembling a small, coiled snake
STR 13 INT 12 WIS 9 DEX 15 CON 13 CHR 10
HP 7 AC 6 Gold 136
Scimitar, Dagger, Leather Armor, Shield

Vælar Solm (aka "The Prince") / Human Assassin 1 NE

Headgear: Classic open-faced Mongol-style helm
STR 13 INT 12 WIS 9 DEX 14 CON 9 CHR 11
HP 6 AC 6 Gold 74
Long Sword, Dagger, Light Crossbow & 10
Quarrels, Leather Armor, Shield

Grimskull / Half-Orc Assassin 1 CE

Headgear: A tall, pointed helmet
STR 16 INT 13 WIS 6 DEX 13 CON 12 CHR 9
HP 6 AC 6 Gold 105
Battle Axe, Dagger, Leather Armor, Shield

Marghal Nightbane / Elf Assassin 1 CE

Headgear: A black hood with sickly mustard-colored stripes
STR 15 INT 14 WIS 10 DEX 16 CON 13 CHR 11
HP 7 AC 6 Gold 31
Long Sword, Dagger, Short Bow & 20 Arrows,
Leather Armor

DRUIDS

Danaar / Human Druid 1 N

Headgear: A short conical hat
STR 11 INT 9 WIS 15 DEX 12 CON 14 CHR 15
HP 9 AC 7 Gold 82
Scimitar, Sling & 10 Bolts, Leather Armor, Wooden
Shield
Druid Spells: Detect Snares & Pits; Entangle; Faerie
Fire; Invisibility, Animal

Savareen / Human Druid 1 N

Headgear: Bare, revealing her impressive
dreadlocks
STR 16 INT 10 WIS 17 DEX 9 CON 9 CHR 16
HP 8 AC 7 Gold 100
Sickle, Sling & 10 Bolts, Leather Armor, Wooden
Shield
Druid Spells: Entangle, Locate Creature, Purify
Water, Shillelagh

Arthur Oakheart / Human Druid 1 N

Headgear: Bare, revealing his mohawk haircut
STR 12 INT 5 WIS 13 DEX 8 CON 11 CHR 17
HP 8 AC 8 Gold 197
Scimitar, Sling & 10 Bullets, Leather Armor,
Wooden Shield
Druid Spells: Pass Without Trace, Purify Water,
Shillelagh

Asharahsa / Human Druid 1 N

Headgear: A three-tasseled hat
STR 9 INT 10 WIS 15 DEX 5 CON 12 CHR 16
HP 8 AC 9 Gold 145
Sickle, Sling & 10 Bullets, Leather Armor, Wooden
Shield
Druid Spells: Animal Companion, Divine Weather,
Shillelagh, Speak With Animals

MONKS

Jiang Jin Lo / Human Monk 1 LG

Headgear: An albino white wrap with an attached grilled gladiator style mask
STR 12 INT 9 WIS 16 DEX 16 CON 9 CHR 5
HP 8 AC 9 Gold 14
Long Sword, 4 Darts

Ling Po / Human Monk 1 CG

Headgear: Bare, revealing his shaved & tattooed head
STR 12 INT 13 WIS 15 DEX 16 CON 9 CHR 6
HP 8 AC 9 Gold 24
Quarterstaff, Sling & 10 Bullets

Maartense / Human Monk 1 LN

Headgear: Bare, reveling his long flowing hair & top knot
STR 14 INT 10 WIS 17 DEX 17 CON 13 CHR 10
HP 9 AC 9 Gold 13
Hand Axe, Light Crossbow & 10 Quarrels

Oralt / Human Monk 1 LN

Headgear: A single-tasseled forest green hat
STR 13 INT 10 WIS 15 DEX 17 CON 13 CHR 10
HP 9 AC 9 Gold 12
Spear, Short Bow & 20 Arrows

ILLUSIONISTS

Kashord the Sly / Human Illusionist 1 CG

Headgear: A scarlet bishop's mitre
STR 9 INT 15 WIS 11 DEX 16 CON 13 CHR 10
HP 5 AC 7 Gold 82
Silver Dagger, 6 Darts, Spell Book
Illusionist Spells: Hypnotic Pattern, Misdirection

Rhodanthe / Human Illusionist 1 CG

Headgear: A sea captain's hat
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 NE

Headgear: A short conical hat
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

Errom Tir / Gnome Illusionist 1 CE

Headgear: A sky blue, 4-tired ziggurat hat
STR 7 INT 16 WIS 12 DEX 17 CON 15 CHR 10
HP 5 AC 7 Gold 54
Quarterstaff, 3 Daggers, Spell Book
Illusionist Spells: Blur, Magic Mouth

PALADINS

Etienne The Chaste / Human Paladin 1 LG

Headgear: A classic Mongol-style helmet
STR 14 INT 16 WIS 16 DEX 14 CON 14 CHR 18
HP 11 AC 4 Gold 10
Long Sword, Scale Mail, Shield

Sorvan Of The Candle / Human Paladin 1 LG

Headgear: A tall pointed helmet
STR 13 INT 9 WIS 13 DEX 8 CON 12 CHR 17
HP 10 AC 4 Gold 85
Mace, Banded Mail, Shield

Fidela the Charitable / Human Paladin 1 LG

Headgear: Bare, revealing her shortish black hair
tied back in a ponytail
STR 15 INT 9 WIS 15 DEX 6 CON 9 CHR 17
HP 10 AC 4 Gold 2
Scimitar, Banded Mail, Shield

Haerund, Sword of St. Berestin / Human Paladin 1 LG

Headgear: A long heavy scarf knit from deep sea
blue wool
STR 13 INT 10 WIS 13 DEX 12 CON 13 CHR 17
HP 11 AC 4 Gold 40
Long Sword, Chain Mail, Shield

RANGERS

Jorn / Human Ranger 1 NG

Headgear: Bare, revealing his long, braided hair
STR 11 INT 12 WIS 15 DEX 10 CON 15 CHR 9
HP 17 AC 5 Gold 21
Long Sword, Hand Axe, Heavy Crossbow & 10
Quarrels, Chain Mail

Dennent Brock / Human Ranger 1 NG

Headgear: A plain helmet with a wolf-faced mask
STR 14 INT 13 WIS 12 DEX 9 CON 15 CHR 7
HP 17 AC 4 Gold 25
Bastard Sword, Longbow & 20 Arrows, Chain Mail,
Shield

Alyx / Half-Elf Ranger 1 CG

Headgear: A plain, open-faced helm
STR 14 INT 12 WIS 17 DEX 12 CON 15 CHR 14
HP 17 AC 5 Gold 35
Long Sword, Long Bow & 20 Arrows, Scale Mail,
Shield

Argun Trailminder / Half-Elf Ranger 1 CG

Headgear: A classic, Roman-style helmet
STR 11 INT 14 WIS 14 DEX 10 CON 15 CHR 8
HP 17 AC 6 Gold 94
Short Sword, Hand Axe, Short Bow & 20 Arrows,
Studded Leather, Shield

MULTI-CLASSED

Silvermoon / Elf Cleric/Magic-User 1/1 LG

Headgear: A wedge-shaped hat
STR 11 INT 17 WIS 14 DEX 8 CON 17 CHR 7
HP 8 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

Irmiel / Elf Cleric/Thief 1/1 NG

Headgear: An albino-white hood with a long tassel
STR 11 INT 11 WIS 18 DEX 17 CON 12 CHR 9
HP 7 AC 6 Gold 6
Long Sword, Dagger, Leather Armor, Silver Holy
Symbol, Thieves Tools
Cleric Spells: Cure Light Wounds, Purify Food &
Drink, Sanctuary

Carsten / Half-Elf Magic-User/Thief 1/1 CG

Headgear: A stiff, wide-brimmed hat
STR 10 INT 14 WIS 13 DEX 14 CON 10 CHR 10
HP 5 AC 6 Gold 54
Short Sword, Dagger, Short Bow & 20 Arrows,
Leather Armor, Thieves Tools, Spell Book
Magic-User Spells: Enlarge, Mending

Levon / Dwarf Fighter/Cleric 1/1 LN

Headgear: Bare, reveling his shaved head
STR 15 INT 10 WIS 14 DEX 9 CON 13 CHR 8
HP 10 AC 4 Gold 69
Battle Axe, Banded Mail, Silver Holy Symbol
Cleric Spells: Cure Light Wounds, Protection From
Evil, Remove Fear

Milo / Halfling Fighter/Thief 1/1 N

Headgear: A classic Mongol-style helmet
STR 13 INT 12 WIS 7 DEX 15 CON 11 CHR 10
HP 7 AC 7 Gold 45
Short Sword, Sling & 10 Bullets, Leather Armor,
Thieves Tools

Gromsley / Gnome Illusionist/Thief 1/1 CN

Headgear: A classic Greek helmet
STR 9 INT 16 WIS 13 DEX 16 CON 11 CHR 8
HP 5 AC 6 Gold 87
Short Sword, Dagger, Leather Armor, Thieves Tools,
Spell Book
Illusionist Spells: Auditory Illusion, Wall of Vapor

Kaelmag / Half-Elf Assassin/Cleric 1/1 LE

Headgear: A classic Roman helmet
STR 12 INT 13 WIS 14 DEX 15 CON 14 CHR 12
HP 8 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

Headgear: Bare, revealing her short "porridge
bowl" haircut
STR 11 INT 15 WIS 8 DEX 9 CON 10 CHR 13
HP 7 AC 7 Gold 10
Scimitar, Longbow & 20 Arrows, Studded Leather
Armor, Spell Book
Magic-User Spells: Darkness Globe, ESP

Urlen Relk / Half-Orc Cleric/Thief 1/1 CE

Headgear: A short, plain deep sea blue hood
STR 11 INT 8 WIS 14 DEX 15 CON 13 CHR 9
HP 8 AC 7 Gold 59
Scimitar, Dagger, Leather Armor, Silver Holy
Symbol, Thieves Tools
Cleric Spells: Command, Cure Light Wounds,
Darkness

Laras Fairweather / Elf Fighter/Magic-User 1/1 LG

Headgear: A large green beret
STR 16 INT 15 WIS 7 DEX 10 CON 9 CHR 6
HP 7 AC 3 Gold 28
Long Sword, Silver Dagger, 4 Darts, Banded Mail,
Shield, Spell Book
Magic-User Spells: Hold Portal, Magic Missile

Ulrich Krell / Half-Orc Cleric/Fighter 1/1 NG

Headgear: A light brown fur-lined hood
STR 16 INT 12 WIS 13 DEX 11 CON 13 CHR 6
HP 10 AC 7 Gold 16
Mace, Sling & 10 Bullets, Leather Armor, Shield,
Wooden Holy Symbol
Cleric Spells: Command, Detect Evil

Ousman Njie / Half-Elf Cleric/Ranger 1/1 CG

Headgear: A ridiculously extravagant helmet that
resembles an elephant's head
STR 10 INT 13 WIS 14 DEX 10 CON 15 CHR 11
HP 13 AC 7 Gold 22
Longsword, Short Sword, Short Bow & 20 Arrows,
Studded Leather, Wooden Holy Symbol
Cleric Spells: Cure Light Wounds, Light, Resist Cold

**Nystia Halfmoon / Half-Elf Cleric/Magic-User 1/1
LN**

Headgear: An open-faced helm adorned with
antlers
STR 10 INT 15 WIS 14 DEX 9 CON 11 CHR 8
HP 6 AC 6 Gold 55
Flail, Sling & 10 Bullets, Studded Leather, Shield,
Silver Holy Symbol, Spell Book
Cleric Spells: Cure Light Wounds, Light, Purify
Food & Drink
Magic-User Spells: Burning Hands, Shocking Grasp

**Borquelle du Fabinont / Half-Elf Fighter/Magic-
User/Thief 1/1/1 N**

Headgear: A deep sea-blue wrap with a blank-
faced tortoise-shell mask
STR 17 INT 14 WIS 6 DEX 15 CON 10 CHR 10
HP 7 AC 3 Gold 33
Long Sword, Quarterstaff, Short Bow & 20 Arrows,
Chain Mail, Shield, Spell Book, Thieves' Tools
Magic-User Spells: Charm Person, Magic Aura

Spiros Schylex / Gnome Fighter/Illusionist 1/1 CN

Headgear: A wide-brimmed floppy hat
STR 13 INT 16 WIS 10 DEX 16 CON 11 CHR 8
HP 7 AC 3 Gold 9
Short Sword, Dagger, Light Crossbow & 10
Quarrels, Chain Mail, Spellbook
Illusionist Spells: Hypnotism, Phantasmal Force

Krade Gemcutter / Dwarf Cleric/Thief 1/1 LE

Headgear: A five-tiered ziggurat hat
STR 8 INT 8 WIS 13 DEX 15 CON 16 CHR 8
HP 9 AC 7 Gold 52
Light Hammer, Hand Axe, Leather Armor, Silver
Holy Symbol, Thieves' Tools
Cleric Spells: Detect Magic, Light

**Mohrgrest The Grim / Half-Elf Fighter/Assassin 1/1
NE**

Headgear: A ridiculously extravagant helmet in the
shape of a skull
STR 14 INT 12 WIS 6 DEX 14 CON 9 CHR 17
HP 8 AC 6 Gold 22
Long Sword, 2 Daggers, Light Crossbow & 10
Quarrels, Leather Armor, Shield

**Cirel Dreamstone / Elf Cleric/Fighter/Magic-User
1/1/1 CE**

Headgear: A conical helmet with a crimson tassel
STR 15 INT 16 WIS 16 DEX 13 CON 8 CHR 8
HP 6 AC 3 Gold 15
Bastard Sword, Silver Dagger, Banded Mail, Silver
Holy Symbol, Spell Book
Cleric Spells: Command, Detect Magic, Fear
Magic-User Spells: Enlarge, Magic Missile

ADVENTURING PARTIES

THE LEGION OF MOSSY STONE

Calling themselves the Legion of Mossy Stone, this group of young malcontents has been sent away from their peaceful village (Caonacloch, called Mossy Stone by those who don't speak the regional dialect) to "find their way in the world" (or, perhaps, get lost and not return to annoy their elders further). What grand adventures await them? Will they ever make their way home? Will their village regret packing off their best and brightest some day?

Cassear Tal / Human Fighter 1 CN

Head Gear: Bare, revealing his long flowing hair worn loose
STR 15 INT 9 WIS 12 DEX 15 CON 12 CHR 8
HP 10 AC 3 Gold 62
Battle Axe, 2 Hand Axes, Chain Mail, Shield

Con Lonabyr / Human Ranger 1 CG

Head Gear: A classic Mongol-style helmet
STR 15 INT 13 WIS 13 DEX 10 CON 14 CHR 7
HP 17 AC 6 Gold 4
Longsword, 2 Daggers, Shortbow, Quiver w/ 20 arrows,
Studded Leather, Shield

Eoc / Human Druid 1 N

Head Gear: Bare, revealing his amazing curly mane
STR 12 INT 13 WIS 15 DEX 10 CON 12 CHR 11
HP 8 AC 7 Gold 155
Quarterstaff, Sickle, Sling & 10 bullets, Leather Armor,
Wooden Shield
Druid Spells: Entangle, Faerie Fire, Shillelagh, Speak With
Animals

Deala Finn / Human Thief 1 CN

Head Gear: A large beret
STR 12 INT 6 WIS 7 DEX 16 CON 11 CHR 14
HP 6 AC 6 Gold 107
Short Sword, Silver Dagger, Leather Armor, Thieves' Tools

Rioncha Wallbulder / Human Magic-User 1 NG

Head Gear: Bare, revealing grungy hair that's always in her eyes
STR 16 INT 17 WIS 9 DEX 10 CON 16 CHR 8
HP 6 AC 7 Gold 115
Quarterstaff, Silver Dagger, Dagger,
Magic-User Spells: Enlarge, Mending, Unseen Servant

THE COMPANY OF THE CROW

Calling themselves The Company of the Crow, this group of adventurers has yet to make a name for themselves beyond the tavern where they met. And the jail where they spent the next week. And the stables where they were forced to clean up after the horses they attempted to steal. They are a rowdy bunch, but deep down inside most of them mean well. Who knows what adventures await them? One thing is certain, though: they have snappy head gear.

Dai / Half-Elf Fighter/Magic-User/Cleric 1/1/1 NG

Head Gear: A samurai helmet with a crow-faced mask

STR 14 INT 16 WIS 15 DEX 10 CON 11 CHR 10

HP 7 AC 4 Gold 5

Spear, Hand Axe, Light Crossbow & 10 quarrels, Chain Mail, Shield, Wooden Holy Symbol, Spell Book

Cleric Spells: Cure Light Wounds, Resist Cold, Sanctuary

Magic-User Spells: Magic Missile, Message, Shocking Grasp

Halima / Elf Magic-User/Thief 1/1 CG

Head Gear: A tall conical hat that spirals as it climbs

STR 5 INT 17 WIS 8 DEX 13 CON 16 CHR 8

HP 7 AC 7 Gold 96

Long Sword, Dagger, Short Bow & 20 Arrows, Leather Armor, Thieves' Tools, Spell Book

Magic-User Spells: Floating Disc, Magic Aura, Magic Missile

Urdis / Human Fighter 1 NG

Head Gear: None save his amazing curly mane

STR 16 INT 10 WIS 10 DEX 11 CON 13 CHR 9

HP 11 AC 5 Gold 10

Bastard Sword, Chain Mail

Raelah / Human Cleric 1 LN

Head Gear: An open-faced helm adorned w/ antlers

STR 10 INT 13 WIS 16 DEX 9 CON 10 CHR 10

HP 8 AC 4 Gold 13

Morningstar, Sling & 10 bullets, Chain Mail, Shield, Silver Holy Symbol, 1 flask of Holy Water

Cleric Spells: Command, Cure Light Wounds, Light

Jundomek / Dwarf Fighter/Thief 1/1 NG

Head Gear: A conical helm topped with a crimson tassel

STR 14 INT 12 WIS 6 DEX 13 CON 16 CHR 12

HP 10 AC 7 Gold 73

Hand Axe, Short Sword, Dagger, Leather Armor, Thieves' Tools

THE PURPLE HERBALISTS

For reasons they appear to be unwilling to share, each member of this group of multifaceted magicians (and their one-dimensional bodyguard) always wears at least one article of clothing that has been dyed a deep purple. They are traveling in search of various rare herbs to use either as components for their spells or, perhaps, to sell to other, less adventurous wizards. Snickeringly referred to as The Purple Herbalists by several rival adventuring parties, this group does not seek fame for their exploits, so they have not bothered to name themselves anything else. If their choices in attire and bizarre mannerisms make them inscrutable to barman, inn keeper and highwayman alike, so much the better.

Loran Muir / Half-Elf Magic-User/Thief 1/1 N

Head Gear: A deep purple fez with a single tassel and a crescent moon embroidered in silver thread

STR 10 INT 14 WIS 10 DEX 16 CON 10 CHR 14

HP 5 AC 6 Gold 37

Long Sword, Silver Dagger, 3 Daggers, 12 Darts, Leather Armor, Thieves' Tools, Spell Book, 2 oz. Wolfsbane, 1 oz. Belladonna

Magic-User Spells: Magic Missile, Shocking Grasp, Unseen Servant

Zaarn / Half-Elf Fighter/Magic-User 1/1 NE

Head Gear: A conical brass helm with a deep purple plume

STR 14 INT 15 WIS 12 DEX 9 CON 10 CHR 7

HP 7 AC 7 Gold 54

Quarterstaff, Dagger, Studded Leather, Spell Book, 5 oz. Spiderwort, 4 oz. Feverfew

Magic-User Spells: Charm Person, Jump, Magic Missile

Oola Hadrin / Half-Elf Cleric/Magic-User 1/1 NG

Head Gear: A deep purple turban & a white ceramic mask that covers half her face

STR 10 INT 15 WIS 15 DEX 8 CON 14 CHR 10

HP 7 AC 5 Gold 25

Mace, Chain Mail, Sling & 10 Bullets, Shield, Silver Holy Symbol, Spell Book, 5 buds of garlic, 5 oz. Hollyhock

Cleric Spells: Create Water, Purify Food & Drink, Resist Cold

Magic-User Spells: Detect Magic, Floating Disc, Magic Missile

Grek Parr / Half-Orc Fighter 1 N

Head Gear: An open-faced helmet with a deep purple brush top

STR 16 INT 5 WIS 11 DEX 6 CON 13 CHR 8

HP 11 AC 4 Gold 18

Scimitar, Hand Axe, Banded Mail, Shield, 5 oz. Sage

THE SISTERS OF TRUE DESIRE

Sent forth from their sacred temple in the Wieghorst mountains by the high priestess of Lofn, the goddess of forbidden love and illicit unions, the Sisters Jytte, Anne-Lis, and Rakel are on a mission to convince the great Jarl Valdemar that his seven sons should be allowed to marry the women of their choosing, rather than the "proper" brides the Jarl will soon announce he has selected. The brothers Lundgaard, favorites of the clergy of Lofn for their strict vows of non-alignment, serve as the Sisters' guardians. Unbeknownst to these travelers, agents of Markgreve Torbjorn - whose seven daughters are the most likely candidates for official selection as brides - pursue this band and aim to prevent them from ever reaching the halls - and ears - of Jarl Valdemar.

Sister Jytte / Human Cleric 1 CG

Head Gear: A heavy, fur-lined hood
STR 8 INT 12 WIS 16 DEX 9 CON 13 CHR 12
HP 9 AC 4 Gold 43
Mace, Sling & 10 bullets, Chainmail, Shield, Silver Holy Symbol
Cleric Spells: Create Water, Cure Light Wounds, Resist Cold

Sister Anne-Lis / Human Cleric 1 CG

Head Gear: A heavy, fur-lined hood
STR 11 INT 8 WIS 14 DEX 13 CON 9 CHR 15
HP 8 AC 3 Gold 3
Mace, Sling & 10 bullets, Chainmail, Shield, Silver Holy Symbol
Cleric Spells: Cure Light Wounds, Detect Magic, Resist Cold

Sister Rakel / Human Cleric 1 CG

Head Gear: A heavy, fur-lined hood
STR 6 INT 10 WIS 13 DEX 8 CON 9 CHR 14
HP 8 AC 5 Gold 13
Mace, Sling & 10 bullets, Chainmail, Shield, Silver Holy Symbol
Cleric Spells: Protection from Evil, Purify Food & Drink, Resist Cold

Mogens Lundgaard / Human Fighter 1 N

Head Gear: A "bear face" masked helm
STR 16 INT 15 WIS 7 DEX 9 CON 11 CHR 10
HP 10 AC 4 Gold 57
Battle Axe, Hand Axe, Light Crossbow & 10 quarrels, Chainmail, Shield

Niels Lundgaard / Human Fighter 1 N

Head Gear: A "bear face" masked helm
STR 14 INT 11 WIS 10 DEX 16 CON 11 CHR 11
HP 10 AC 2 Gold 34
Spear, Hand Axe, Light Crossbow & 10 quarrels, Chainmail, Shield

THE WINTER ELVES

Riding out of the frozen north, each upon his own sleigh drawn by a distinct pair of reindeer, this fearsome quartet of Winter Elves makes annual raids on the villages of men, always on the day when the sun shines least. Some of the victimized villagers leave items of tribute beneath lighted trees to keep the elves from ransacking their homes. Others use snow to construct "guardsmen" on their lawns in an effort to frighten the elves away. Still others leave freshly baked - and freshly poisoned - pies and cakes at their doors in the hope of ridding themselves of the elves once and for all. Legend foretells the coming of a hero - a saint dressed in red, with alabaster hair and eyes that twinkle - who will bring these fiends to heel. Could this be the year the people are saved?

Askasleikir / Elf Fighter 1 CE

Head Gear: A bloody scarlet hood with a single long tassel that ends in a fuzzy white ball

STR 15 INT 9 WIS 9 DEX 17 CON 13 CHR 13

HP 11 AC 2 Gold 5

Chain Mail, Shield, Longsword, Long Bow & 20 Arrows

Giljagaur / Elf Cleric 1 CE

Head Gear: A forest green hood decorated with Celtic deer designs

STR 13 INT 13 WIS 13 DEX 12 CON 6 CHR 11

HP 7 AC 4 Gold 54

Chain Mail, Shield, Mace, Silver Holy Symbol

Cleric Spells: Cause Fear, Darkness, Resist Cold

Skyrjarmur / Elf Magic-User/Thief 1/1 CE

Head Gear: A long, heavy scarlet & white striped scarf

STR 8 INT 14 WIS 9 DEX 17 CON 9 CHR 10

HP 5 AC 6 Gold 67

Leather Armor, Short Sword, Short Bow & 20 Arrows, Thieves' Tools, Spell Book

Magic-User Spells: Floating Disc, Sleep, Spider Climb

Thvorusleikir / Elf Magic-User/Thief 1/1 CE

Head Gear: A platinum silver hood with single long tassel ending in a jingle bell

STR 10 INT 13 WIS 10 DEX 13 CON 7 CHR 12

HP 4 AC 5 Gold 34

Leather Armor, Long Sword, Short Bow & 20 Arrows, Thieves' Tools, Spell Book

Magic-User Spells: Charm Person, Dancing Lights, Ventriloquism

THE FUGITIVES OF DARLSFORT

Fleeing the frontier city of Darlsfort the night before an onslaught of goblinoid forces led by the evil sorceress Xeriaven, this group of young adventurers are ill-prepared for the challenges that await them in the dungeons and wildernesses they must traverse before they can hope to reach a new place to call home. Bickering, bitter recriminations and quite possibly brutal death await them on their journey.

Will Mad Piotr drag them all down with his unpredictable behavior? Will the pompous know-it-all Hagidox alienate himself from the safety of the group with his lectures and constant upbraiding? Will Sylmira grow weary of her childish companions and leave them to their fates if the opportunity presents itself? And what of the self-centered thief Rallen Pangkit? Are any safe when his turn to stand watch comes up? Only Mats Taldinson, dimwitted priest of Balder, has any chance of holding this loosely-knit group together long enough to navigate their way to a new life.

Piotr Vand / Human Illusionist 1 CN

Head Gear: Four-tasseled Hat
STR 10 INT 16 WIS 4 DEX 17 CON 10 CHR 9
HP 9 AC 7 Gold 104
Dagger, 6 Darts, Spellbook
Illusionist Spells: Hypnotism, Phantasmal Force, Refraction

Hagidox Mystarum / Human Magic-User 1 LN

Head Gear: Beaver-tailed Hat
STR 13 INT 14 WIS 8 DEX 13 CON 11 CHR 10
HP 4 AC 8 Gold 113
Quarterstaff, Dagger, 4 Darts, Spellbook
Magic-User Spells: Identify, Read Languages, Unseen Servant

Sylmira / Elf Magic-User 1 CG

Head Gear: Four-tiered Ziggurat Hat
STR 9 INT 14 WIS 10 DEX 12 CON 14 CHR 11
HP 5 AC 9 Gold 118
Quarterstaff, Spellbook
Magic-User Spells: Detect Magic, Erase, Magic Aura

Rallen Pangkit / Human Thief 1 NE

Head Gear: Short, Hacked Hair
STR 8 INT 12 WIS 10 DEX 18 CON 13 CHR 7
HP 7 AC 5 Gold 24
Shortsword, Dagger, Short Bow & 20 Arrows, Leather Armor, Thieves' Tools

Mats Taldinson / Human Cleric 1 NG

Head Gear: Knit Skull Cap
STR 13 INT 7 WIS 15 DEX 12 CON 13 CHR 13
HP 9 AC 4 Gold 3
War Hammer, Banded Mail, Silver Holy Symbol
Cleric Spells: Cure Light Wounds, Light

THE MUJZHAD'ARIN FIVE

Well met in Mujzhad, the members of this colorful company of adventurers come from the various lands to the east of The City of Spices, where non-human races seldom travel. The story of their first encounter with a band of dwarven merchants in the central souq quickly became an oft-requested tale popular amongst the storytellers who travel with the caravans that cross the deserts of the East. Following the map given to them by a strange beggar in the streets of Omaq, the Mujzhad'arin Five are now headed deep into the Western steppes in search of the lost vault of Uvisorg Vaba, the Dark Alchemist of Mredvechla.

Ohsmaan / Human Fighter 1 NG

Head Gear: Open-faced helm adorned with boar tusks
STR 16 INT 14 WIS 9 DEX 9 CON 14 CHR 15
HP 11 AC 4 Gold 16
Chain Mail, Shield, Spear, Hand Axe

Taal'aat / Human Fighter 1 N

Head Gear: Plain helm featuring a mask of an expressionless human face
STR 16 INT 11 WIS 12 DEX 13 CON 11 CHR 9
HP 10 AC 3 Gold 10
Chain Mail, Shield, Longsword, Silver Dagger

Hazhir / Human Cleric 1 CG

Head Gear: Yellow bedouin-style headwrap
STR 13 INT 14 WIS 15 DEX 4 CON 11 CHR 12
HP 8 AC 5 Gold 128
Studded Leather Armor, Shield, Mace, Sling & 10 Bullets,
Silver Holy Symbol
Cleric Spells: Create Water, Cure Light Wounds, Detect Evil

Daasha / Human Thief 1 CN

Head Gear: Conical spiral hat
STR 8 INT 13 WIS 6 DEX 16 CON 10 CHR 11
HP 6 AC 6 Gold 73
Leather Armor, Scimitar, 2 Daggers, Shortbow & 20 Arrows,
Thieves' Tools

Baatar / Human Magic-User 1 LE

Head Gear: Demon-masked samurai-style helmet
STR 11 INT 18 WIS 5 DEX 11 CON 13 CHR 9
HP 5 AC 9 Gold 99
Silver Dagger, 2 Daggers, 10 Darts, Spellbook
Magic-User Spells: Comprehend Languages, Message, Read Magic

THE SEEKERS OF BEXIA

On the dark and heavily-forested island called Bexia, small, poorly-fortified human settlements crouch in the shadows, fearful of the malevolent elves of the woods. To one of these, called Eorus by those who lived there, came Destrand, an eerie boy of scant years, bearing tales of silver palaces, lost cities, amber castles, and a mountain of fire - all just beyond the great River Orv. His unearthly words seeped into the consciousness of the town and soon a number of foolhardy souls determined to set out in search of these unimagined sights and the treasures the boy claimed were hidden within. Furthanos, Acolyte of Albinard the True. Savara the Witch, with her toad familiar Uvyn. Ox-like Surt, the blacksmith's son. And Normac Finwyr, the ninth incarnation of Jagragon's chosen prophet. These four set out with the strange child on the Eve of Evangeline and were ne'er seen in Eorus again.

Futhanos / Human Cleric 1 LN

Head Gear: A tall conical hat
STR 12 INT 9 WIS 13 DEX 13 CON 15 CHR 12
HP 9 AC 5 Gold 9
Mace, Studded Leather, Shield, Wooden Holy Symbol, Vial of Holy Water
Cleric Spells: Create Water, Light

Savara / Human Magic-User 1 NE

Head Gear: Bare, showing her amazing curly mane
STR 5 INT 16 WIS 11 DEX 8 CON 11 CHR 9
HP 4 AC 9 Gold 100
2 Silver Daggers, Robes, Spell Book, Small Silver Mirror
Magic-User Spells: Mending, Summon Familiar, Unseen Servant

Surt / Human Fighter 1 NG

Head Gear: A short, plain hood
STR 16 INT 7 WIS 10 DEX 8 CON 11 CHR 13
HP 10 AC 4 Gold 28
Battle Axe, Hand Axe, Banded Mail, Shield

Normac / Human Cleric 1 CG

Head Gear: A conical helmet with a crimson tassel
STR 10 INT 11 WIS 13 DEX 10 CON 14 CHR 13
HP 9 AC 4 Gold 10
Flail, Sling, 10 Bullets, Chain Mail, Shield, Silver Holy Symbol
Cleric Spells: Cure Light Wounds, Resist Cold

Destrand / Half-Elf Magic-User/Thief 1 NE

Head Gear: A horned viking-style helmet
STR 9 INT 13 WIS 8 DEX 15 CON 13 CHR 15
HP 6 AC 7 Gold 56
Silver-tipped Spear, Silver Dagger, Leather Armor, Thieves' Tools, 50' Silk Rope, Grappling Hook
Magic-User Spells: Charm Person, Dancing Lights, Sleep

THE IRON TRIUMVIRATE

It's well known that the City of Iron produces some odd adventurers. Perhaps it's something in the rust-red water that flows in the River Vaign. Perhaps it's got something to do with the odd gods who are worshipped there, like Assedh and Hegg. Or maybe it's due to all of the magical research that goes on there. Whatever the cause, this small group of treasure-seekers has embarked on a great journey that could bring them fame & fortune or ignominious defeat. Their fate is in your hands now, gentle reader.

Note: The character classes and many of the spells presented in this adventuring party come from the [City of Iron](#) blog.

Mariax Terrlinium / Human Elementalist 1 CN

Headgear: Metal Skullcap

STR 6 INT 17 WIS 9 DEX 9 CON 14 CHR 13

HP 5 AC 9 Gold 133

Quarterstaff, Silver Dagger, Spell Book

Elementalist Spells:

1st level: Summon Lesser Elementine, Seasong/Windsong/Firesong

Drakoth the Black / Human Necromancer 1 LN

Headgear: Three-Tasseled hat

STR 11 INT 15 WIS 13 DEX 12 CON 12 CHR 8

HP 4 AC 9 Gold 113

Quarterstaff, Silver Dagger, Spell Book

Necromancer Spells:

1st level: Skeletal Servitor, Command Undead

Çurael / Fey 1 N

Headgear: Conical, plumed helmet

STR 14 INT 17 WIS 9 DEX 10 CON 10 CHR 7

HP 8 AC 9 Gold 35

Long Sword, Short Bow & 20 Arrows, Chain Mail, Shield

Fey Spells:

1st level: Auditory Illusion, Doppelganger

THE SILENT LEGION OF VALERIUS CAESAR

After his successful campaign to retake the frontier town of Bergerwald from the Ard barbarians, young noble Tullius Regulus, along with his friend the recently freed gladiator Marius, his maiden aunt, the scholarly Laelia Laurentia, and the gruff priest Cassian are dispatched by the Empire to Anteria, on the coast of Adanthum. There they are informed by Propraetor Justiuso that they must venture deep into the darkest heart of the continent to seek out the fabled City of Scales where the great magus Ciusenius Secanius is said to have secreted away his blasphemous scrolls of prophecy. What adventures will they have as they wind their way through the deserts and jungles of Adanthum? What does Great Caesar need of these legendary writings? Can these four hope to return to Rhodium as champions of the Empire?

Tullius Regulus / Human Fighter 3 LN

Head Gear: Classic Roman-style helmet
STR 15 INT 13 WIS 10 DEX 16 CON 9 CHR 14
HP 21 AC 2 Gold 1000
Gladius (+1/+2 vs Chaos), Breastplate, Shield

Marius / Human Fighter 3 CG

Head Gear: Gladiator Helmet
STR 18 INT 7 WIS 7 DEX 13 CON 13 CHR 9
HP 32 AC 2 Gold 109
Trident, Gladius, Scale Mail, Shield (+2)

Laelia Laurentia / Human Magic-User 3 NG

Head Gear: Uncovered, revealing short & stylish hair
STR 8 INT 16 WIS 11 DEX 13 CON 10 CHR 13
HP 10 AC 5 Gold 930
Silver Dagger, 4 Darts, Quarterstaff, Bracers of Armor (AC 6), Spell Book
Magic-User Spells:
1st level: Charm Person, Comprehend Languages, Identify, Read Languages, Sleep
2nd level: ESP, Locate Object, Ray of Enfeeblement

Cassian / Human Cleric 3 LN

Head Gear: Metal skull cap
STR 10 INT 9 WIS 16 DEX 7 CON 13 CHR 6
HP 14 AC 4 Gold 450
Gladius, Breastplate (+1), Shield, Silver Holy Symbol, Scroll (Locate Object, Remove Curse)
Cleric Spells:
1st level: Create Water, Cure Light Wounds, Light, Protection From Evil
2nd level: Augury, Find Traps, Hold Person

THE OUTCASTS OF NOGOLOTH

Driven out of the gloomy seaside town of his birth by the superstitious village elders, Jerald Isthola wandered southward along the rocky coastline of Nogoloth, pausing too often to stare out at the grey and moody sea that seemed to beckon to him darkly. Drawing upon the last reserves of his strength he turned away from the whispering waves and headed inland, intent upon making his way to the great city of Khaarm. There, amid the wisest sages and holiest priests, he would find the answers to the eldritch riddle of his lineage. Along the road to his ultimate fate he would befriend others whose very natures made them unwelcome in the petty and inconsequential civilization cobbled together by those sad creatures known as "men."

Note: The character races and some of the spells presented in this adventuring party are drawn from the Goblinoid Games book *Realms Of Crawling Chaos*, which provides rules for Lovecraftian fantasy.

Jerald Isthola / Sea Blood Cleric 1 Chaotic Good

STR 13 INT 10 WIS 15 DEX 10 CON 10 CHR 12

HP 8 AC 4 Gold 40

Mace, Shield, Chain Mail, Silver Holy Symbol

Cleric Spells: Command, Create Water, Fear

Lara / Subhuman Fighter/Thief 1/1 Chaotic Neutral

STR 16 INT 6 WIS 7 DEX 13 CON 16 CHR 11

HP 10 AC 7 Gold 96

Scimitar, Dagger, Leather Armor, Thieves' Tools

Losh / White Ape Fighter 1 Chaotic Good

STR 16 INT 13 WIS 7 DEX 17 CON 16 CHR 7

HP 12 AC 4 Gold 97

Spear, Short Bow & 20 Arrows, Studded Leather, Shield

Dha'yacha / White Ape Hybrid Fighter/Magic-User 1/1 Chaotic Good

STR 12 INT 16 WIS 5 DEX 14 CON 10 CHR 8

HP 7 AC 5 Gold 67

Flail, Dagger, Light Crossbow & 10 Quarrels, Studded Leather, Shield, Spell Book

Magic-User Spells: Divine Weather, Magic Missile, Sleep

THE COLOR WIZARDS OF GHUZZAR

The great wizards of the world of Ghuzzar have moved far beyond the restrictions that bedevil lesser users of magic. Thus, they freely use arms and armor as well – and as often – as they wield the mystical arts. To represent this, they have been presented here with the “Elf” class from Labyrinth Lord rather than any other combination. Rest assured, though, that these five beings are far beyond any concept of race, though all at least appear human.

You might also note that these characters are listed with only partial alignments – that is because they have transcended the concepts of good, evil, and even balance between the two. Heavy stuff.

Note: The “color wizard” concept used in this group of characters was originally presented by Lord Kilgore in his [Five Color Magic](#) blog post. Additionally, the idea of using the Elf class to represent ancient arcane beings comes from the *Swords & Wizardry Core* rulebook.

Bilanca Rabaisa / "Elf" 9 Lawful

A master of Black Magic, Bilanca Rabaisa roams the countryside upon a jet black steed. She is often seen gathering earth from freshly dug graves and other components for her flavor of magic. She is known for the knuckle-bone encrusted steel skull cap that sits atop her closely-cropped raven black hair.

STR 15 INT 17 WIS 15 DEX 14 CON 13 CHR 13

HP 48 AC 0

Sword +2 (Nine Lives Stealer, 7 charges remain), +1 Plate

Mail, +1 Shield

Spells

1st Level: Darkness, Shrink, Wall of Vapor

2nd Level: Amnesia, Blindness, Silence 15' Radius

3rd Level: Animate Dead, Speak with Dead, Summon Monster

I

4th Level: Cause Serious Wounds, Wall of Fire

5th Level: Summon Shadow

Wilgre Bataara / "Elf" 9 Neutral

A master of Blue Magic, Wilgre Bataara lives near the great western sea in a tower made of deep purple coral. He never travels far from home without first donning his trademark 3-Tassled hat.

STR 11 INT 18 WIS 17 DEX 14 CON 14 CHR 16

HP 43 AC 1

Trident +2, Bracers of AC 2

Spells

1st Level: Auditory Illusion, Color Spray, Phantasmal Force

2nd Level: Invisibility, Obscuring Mist, Greater Phantasmal Force

3rd Level: Blink, Hallucinatory Terrain, Spectral Force

4th Level: Phantasmal Monsters, Polymorph Self

5th Level: Greater Phantasmal Monsters

Rabais Wyrā / "Elf" 9 Chaotic

A master of Green Magic, Rabais Wyrā makes his home deep within the central forest, in a mystical grove where he communes with Treants and other magical creatures of the woods. He keeps his head shaved except for a top knot that he says symbolizes the tree of life.

STR 11 INT 15 WIS 16 DEX 16 CON 18 CHR 14

HP 61 AC 2

Staff of Withering (19 charges remain), Studded Leather +3

Spells

1st Level: Enlarge, Entangle, Speak With Animals

2nd Level: Barkskin, Snake Charm, Web

3rd Level: Animal Growth, Fly, Plant Growth

4th Level: Charm Monster, Summon Animal I

5th Level: Insect Plague

Galanais Bamuj / "Elf" 9 Chaotic

A master of Red Magic, Galanais Bamuj resides beneath the ancient volcano that stands upon the isthmus of Taalengard. Whether armored for battle or found sunning herself naked on the rocks, she always wears her signature open-faced helm, complete with its bat wing motif.

STR 14 INT 15 WIS 11 DEX 15 CON 17 CHR 18

HP 49 AC 0

+2 War Hammer, +1 Plate Mail, +2 Shield

Spells

1st Level: Burning Hands, Jump, Shocking Grasp

3rd Level: Produce Flame, Shatter, Strength

2nd Level: Call Lightning, Fireball, Prayer

4th Level: Fire Shield, Summon Monster II

5th Level: Summon Monster III

Bente Gwys / "Elf" 9 Lawful

A master of White Magic, Bente Gwys travels from town to town on the back of a great eagle, delivering wisdom and news to the kings and emperors of the land. In winter, he wears a tall hat that resembles a stag's head. In the spring and fall he is seen wearing blood red turban embroidered in golden thread with holy symbols. And though he is never encountered in the summer, during those months he channels the sun's energy by way of a 3-tiered ziggurat-like helm that is the color of a perfect sky.

STR 13 INT 17 WIS 17 DEX 13 CON 15 CHR 13

HP 45 AC 2

Rod of Striking, Chain Mail +2

Spells

1st Level: Cure Light Wounds, Jarring Hand, Magic Missile

2nd Level: Bless, Hold Person, Spiritual Weapon

3rd Level: Lightning Bolt, Tiny Hut, Tongues

4th Level: Cure Serious Wounds, Wall of Ice

5th Level: Raise Dead