ADVANCED DUNGEONS & DRAGONS™

THE ROGUES GALLERY

by Brian Blume with Dave Cook and Jean Wells

No longer will you the Dungeon Master need to spend precious time laboring over the task of generating non-player characters. This valuable booklet contains hundreds of pre-rolled non-player characters of all classes and types, complete with alignments, sex, personalities and much more. THE ROGUES GALLERY is specially designed to be compatible with ADVANCED DUNGEONS & DRAGONS™. It will save you time in creating your non-player characters, thus allowing you the time to pursue the other interesting aspects of your campaign.

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TABLE OF CONTENTS

Introduction 2

Assassins 4

Bards 5

Clerics 6

Druids 8

Fighters 10

Illusionists 13

Magic-users 14

Monks 16

Multi-Classed Characters 18

Paladins 23

Rangers 24

Thieves 26

Sages 28

0 Level Characters 28

Caravans 29

City Guards, City Watch, Border Patrols 31

Pilgrims 32

Bandits and Buccaneers 33

Couatl, Ki-Rin, Shedu 35

Liches 36

Dungeon Parties 36

Personalities 39

THE ROGUES GALLERY

A Compendium of Non-Player Characters for
ADVANCED DUNGEONS & DRAGONS™

Includes hundreds of randomly generated non-player characters
and personalities for ADVANCED DUNGEONS & DRAGONS™

Paladin and War Horse

by Brian Blume with Dave Cook and Jean Wells

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THE ROGUES GALLERY is intended as a playing aid for **ADVANCED DUNGEONS & DRAGONS**™ to assist the Dungeon Master in creating Non-player Characters (NPC's). In it are statistics, combat information, and special skills for all classes of characters, along with notes on appearance, personality, and magic items. Use of this booklet will allow the DM to completely detail all information about randomly encountered characters in a much shorter time than is otherwise required.

Also included in these charts are details on some monsters and groups of men which often prove time-consuming to create. These are liches, couatl, ki-rin, shedu, sages, city guards, city watches, border patrols, caravans, pilgrims, bandits, buccaneers, and dungeon parties. When such monsters or groups are randomly encountered, these sections may be consulted to give information such as spells, composition, magic items, or level.

Some of the information presented in each section varies according to the class or monster presented and will be explained in the introduction to that section. Much information remains constant and is explained below.

RA: This lists the race of the character. The abbreviations are as follows:

H — human	½E — half-elf
D — dwarf	½ — halfling
G — gnome	½O — half-orc
E — elf	

SX: This indicates the sex of the character — male (M) or female (F).

AL: Alignments are abbreviated by the first letters of the type (i.e. lawful good is LG).

ST, IN, WI, DX, CN, CH: These are the character statistics of strength, intelligence, wisdom, dexterity, constitution and charisma. They have already been adjusted for race and sex. Exceptional strength percentages are listed after the slash.

LV: The level of characters in general does not exceed 13 throughout this booklet. This is intentional, as characters of higher level should be personally created and designed by the DM.

HP: This is the number of hit points, and has already been adjusted for constitution.

AC: This represents the base armor type worn or possessed by the character. This figure is **not** adjusted for dexterity or any magical devices.

+H: Adjustments on the chance to score a hit are listed here. These adjustments are due to strength and do not take into account bonuses vs. specific creature types or those given by magical weapons.

+D: Extra damage done due to strength or, in some cases, special abilities is noted here. This does not include extra damage due to magical weapons or devices.

DB: The Dexterity Bonus (DB) is the defensive adjustment made to the armor class of the character. In most cases, this will serve to lower the AC of the character.

SB: The saving throw bonus (SB) is the adjustment given for high or low wisdom scores and applies only to mental attacks or influences on the character. However, some non-humans receive a constitution bonus that affects other types of saving throws — those vs. poison and magic. Since the 2 adjustments may or may not be used at once, they have been written individually — wisdom first, then constitution. None of these saving throw bonuses take into account possible magical devices.

R/AT: The reaction/attacking adjustment applies only to missile weapons and to adjustments on the surprise die. It is not modified in any way for magical devices.

AG, AP, PO, SA, GT: All of these categories deal with the personality of the character. The abbreviations stand for Age (AG), Appearance (AP), Possessions (PO), Sanity (SA), and General Tendencies (GT). Information on these and more appears on pp. 100-101 of the **DUNGEON MASTERS GUIDE**. The tables for each of these characteristics are given below.

Age
1. Young
2. Youthful
3. Youthful
4. Mature
5. Mature
6. Mature
7. Mature
8. Middle-aged
9. Old
10. Ancient

Appearance
1. Dirty
2. Clean
3. Unkempt
4. Immaculate
5. Rough
6. Ragged
7. Dandyish
8. Foppish
9. Non-descript
10. Imposing

Possessions
1. None
2. Scant
3. Scant
4. Average
5. Average
6. Average
7. Average
8. Above average
9. Exceptional
10. Superabundant

Sanity

1. Very stable
2. Normal
3. Normal
4. Normal
5. Normal
6. Normal
7. Neurotic
8. Unstable
9. Insane
10. Maniacal

General Tendencies

1. Optimist
2. Pessimist
3. Hedonist
4. Altruist
5. Helpful/kindly
6. Careless
7. Capricious/mischievous
8. Sober
9. Curious/inquisitive
10. Moody
11. Trusting
12. Suspicious/cautious
13. Precise/exacting
14. Perceptive
15. Opinionated/contrary
16. Violent/warlike
17. Studious
18. Foul/barbaric
19. Cruel/callous
20. Practical joker/prankster
21. Servile/obsequious
22. Fanatical/obsessive
23. Malevolent
24. Loquacious

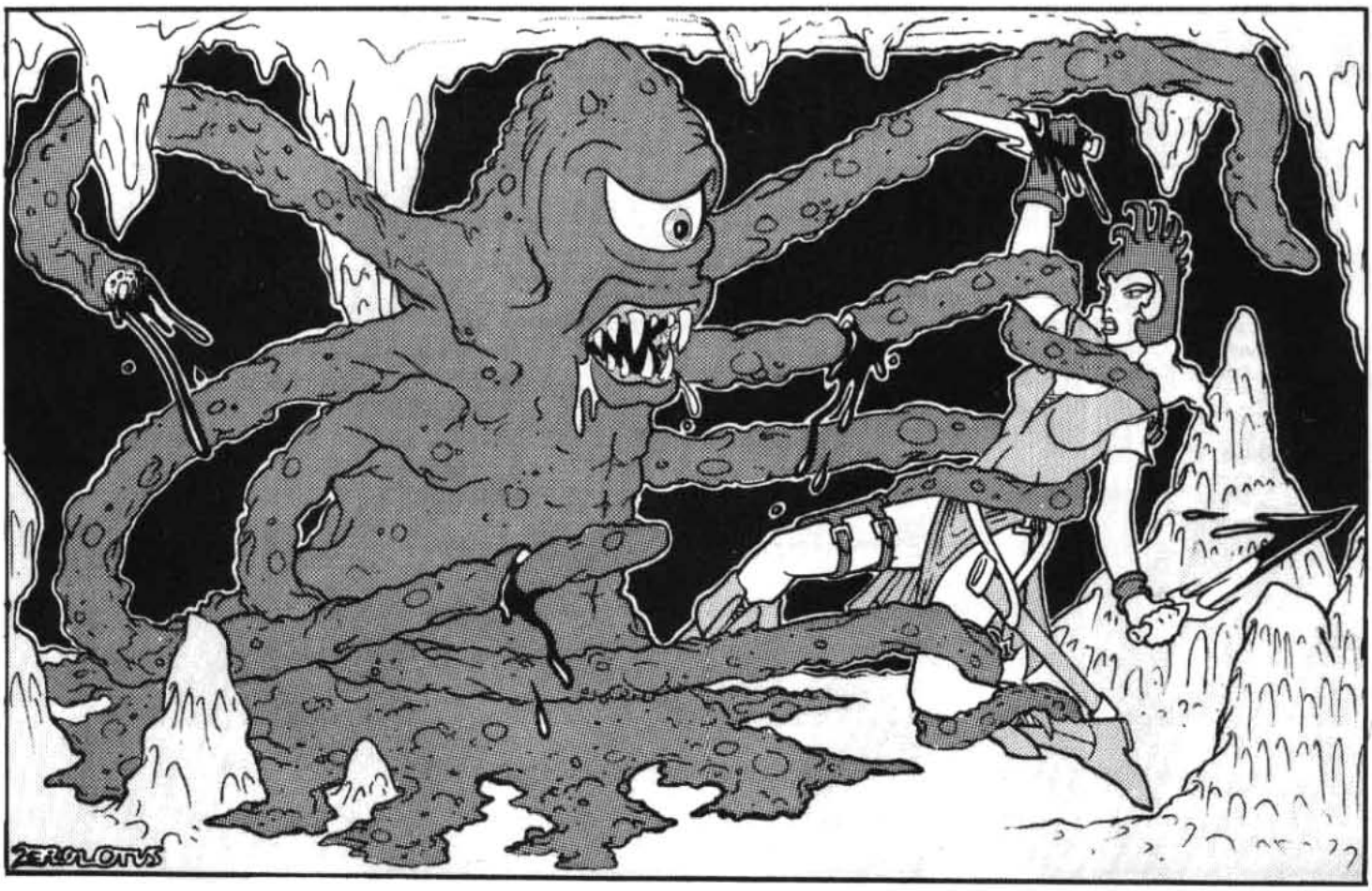
# of H: In some instances, it may be useful to know the number of henchmen a character **might** have with him. Henchmen may be assigned when creating dungeon parties or when encountering high-level characters. The morale of such henchmen is dependent to a great deal on the events of the moment and they are more likely to flee a bad encounter than their master is.

MI: This section, for magic items, has been purposely left sketchy and incomplete, as it is the DM's decision that matters about such things. Abbreviations used here are: S — sword; A — armor; SH — shield; P — potion; SC — scroll; R — ring; W — wand, staff, or rod; OW — other miscellaneous weapon; M — miscellaneous magic item.

These tables may be used in many ways — for determining random encounters and hirelings — but careful judgment is recommended at all times. If any information does not suit the campaign or the DM's personal tastes, it should be changed. However, changes in statistics may result in necessary changes elsewhere in the character's information, so care should be taken to check all listings for that character.

As characters from these tables are used in random encounters, it may prove useful to make a mark in pencil to remind the DM of its previous use. If a character is killed, some DM's may wish to cross out the entire character. This, however, is not advised. If a character is used often as a hireling, the DM may wish to transfer the information here to a complete sheet. The **AD&D NON-PLAYER CHARACTER RECORDS** from TSR are ideally suited for this.

Clever use of this playing aid can greatly assist a DM and speed the game, making it even more enjoyable for all involved.



ASSASSINS

The information presented for assassins is in the same format as thieves. This includes information on their thieving skills (already adjusted as it is for thieves) and their backstabbing ability. DM's are reminded that assassins operate as if they were 2 levels lower when using thieving abilities. As their chance of assassinating a character varies with the level of the victim, this is not listed. This percentage, along with other useful information about assassins, can be found in the **DUNGEON MASTERS GUIDE.**

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	+H	+D	DB	SB	BS	R/AT	PP	MS	HS	AG	AP	PO	SA	GT	#H	MI
1-2	H	M	NE	12	11	13	12	12	16	10	30	8	—	—	—	—	x4	—	65	62	49	3	5	3	3	14	1-8	R, S, P
3-4	G	M	NE	13	13	10	15	9	18	9	30	7	—	—	-1	0/+2	x4	—	60	55	43	9	9	10	8	20	1-15	
5-6	H	M	CE	17	12	10	18	12	12	4	14	7	+1	+1	-4	—	x2	+3	45	31	25	8	8	1	7	5	1-5	
7-8	H	M	LE	13	14	11	12	11	13	2	7	7	—	—	—	—	x2	—	—	—	—	6	10	5	4	17	—	
9-10	H	M	LE	12	12	11	14	7	11	2	10	7	—	—	—	—	x2	—	—	—	—	1	9	6	4	4	—	
11-12	H	F	CE	12	12	11	12	6	15	10	37	7	—	—	—	—	x4	—	60	50	43	4	8	3	6	6	1-7	S, P
13-14	H	M	CE	13	11	10	16	8	4	4	17	7	—	—	-2	—	x2	+1	35	21	15	3	3	3	2	18	1	
15-16	H	F	NE	13	11	12	12	10	10	3	8	7	—	—	—	—	x2	—	30	10	10	2	9	4	1	5	—	A
17-18	H	F	LE	15	12	11	12	10	10	5	13	7	—	—	—	—	x3	—	40	22	20	3	1	1	1	23	1-4	
19-20	H	M	NE	16	11	8	14	6	4	8	24	7	—	+1	—	—	x3	—	55	47	37	9	5	6	1	3	1	S
21-22	½O	M	LE	13	11	10	12	18	4	13	86	8	—	—	—	—	x5	—	85	81	70	6	2	10	4	10	1	M, P
23-24	H	M	CE	14	11	8	13	11	10	1	6	7	—	—	—	—	x2	—	—	—	—	6	1	4	8	13	—	
25-26	H	F	CE	12	11	10	13	10	14	3	11	7	—	—	—	—	x2	—	30	15	10	1	10	5	1	20	—	OW
27-28	D	M	CE	12	11	10	18	16	8	4	20	8	—	—	-4	0/+4	x5	+3	45	31	25	9	10	10	3	11	1-3	OW
29-30	H	M	LE	12	12	6	12	6	10	5	19	7	—	—	—	-1	x3	—	40	22	20	6	2	8	4	1	1-4	
31-32	H	M	CE	12	12	9	12	17	8	7	38	7	—	—	—	—	x3	—	50	35	31	6	10	7	6	3	1-3	P
33-34	H	F	NE	12	11	8	15	15	10	12	55	7	—	—	-1	—	x4	—	80	78	63	6	8	9	5	8	1-5	A, S
35-36	H	M	LE	12	12	10	17	6	8	4	10	7	—	—	-3	—	x2	+2	5	20	15	3	4	8	3	13	1-3	
37-38	H	M	CE	14	12	6	14	10	6	5	12	8	—	—	—	-1	x3	—	5	21	15	4	6	4	8	5	1-2	
39-40	H	M	CE	12	12	8	14	10	8	10	33	7	—	—	—	—	x4	—	65	62	49	9	5	9	5	12	1-3	P
41-42	H	F	NE	12	11	6	14	10	9	9	25	7	—	—	—	-1	x4	—	60	55	43	4	8	3	3	24	1-4	
43-44	H	M	NE	12	11	9	12	12	5	3	12	7	—	—	—	—	x2	—	30	10	10	3	3	7	4	20	—	A
45-46	H	F	LE	13	11	7	13	10	6	5	18	7	—	—	—	-1	x3	—	35	21	15	3	7	5	6	15	1-2	A
47-48	H	M	LE	12	11	10	12	8	8	12	43	8	—	—	—	—	x4	—	80	73	63	3	4	6	8	6	1-3	S
49-50	H	F	NE	12	11	10	17	8	8	6	31	7	—	—	-3	—	x3	+2	50	38	30	8	4	5	5	24	1-3	
51-52	H	M	NE	12	11	10	12	10	7	8	30	8	—	—	—	—	x3	—	55	42	37	10	4	2	2	19	1-3	P
53-54	H	M	CE	14	11	8	17	10	9	10	36	7	—	—	-3	—	x4	+2	70	67	54	10	9	9	2	4	1-4	A, M
55-56	H	M	LE	12	11	10	16	8	7	7	26	8	—	—	-2	—	x3	+1	50	40	31	4	5	2	6	10	1-3	
57-58	D	F	LE	12	11	9	12	13	7	2	10	7	—	—	—	0/+3	x2	—	—	—	—	6	2	9	6	21	—	P
59-60	G	F	NE	13	11	11	13	16	5	4	20	8	—	—	—	0/+4	x2	—	30	26	20	8	3	1	3	10	1-2	S
61-62	H	M	CE	14	11	11	12	12	9	7	19	7	—	—	—	—	x3	—	50	45	31	9	2	5	2	21	1-3	A
63-64	H	F	NE	13	16	14	12	16	11	6	32	7	—	—	—	—	x3	—	45	28	25	3	4	7	6	17	1-4	
65-66	E	M	CE	18	18	18	18	17	17	5	28	7	+1	+2	-4	+4	x3	+3	55	42	40	8	4	8	5	4	1-10	S
67-68	½O	F	LE	17	11	10	12	13	6	11	45	7	+1	+1	—	—	x4	—	65	70	56	8	3	2	8	5	1-2	M
69-70	½O	M	NE	15	11	9	13	16	4	2	13	7	—	—	—	—	x2	—	—	—	—	5	9	4	8	2	—	
71-72	H	M	LE	12	15	9	17	10	10	2	8	8	—	—	-3	—	x2	+2	—	—	—	2	2	1	1	17	—	
73-74	H	F	CE	12	11	8	13	9	10	11	45	7	—	—	—	—	x4	—	70	70	56	6	1	5	3	9	1-4	A
75-76	H	M	LE	12	11	6	14	10	7	8	32	7	—	—	—	-1	x3	—	55	47	37	5	6	6	4	13	1-3	P
77-78	H	M	LE	13	15	10	14	10	10	3	9	7	—	—	—	—	x2	—	30	15	10	6	2	5	1	23	—	
79-80	H	M	NE	13	13	11	15	11	14	1	5	7	—	—	-1	—	x2	—	—	—	—	1	1	4	8	8	—	
81-82	G	F	NE	13	11	9	12	15	10	5	28	7	—	—	—	0/+4	x3	—	40	27	25	7	8	3	2	23	1-4	
83-84	E	F	CE	12	11	9	17	10	12	10	39	7	—	—	-3	—	x4	+2	75	73	64	3	3	6	4	11	1-5	S
85-86	D	F	CE	14	15	17	14	17	9	8	50	8	—	—	—	+3/+4	x3	—	55	47	37	5	10	9	7	15	1-4	S
87-88	½E	M	LE	13	11	10	14	10	10	4	9	7	—	—	—	—	x2	—	45	21	20	2	5	5	2	15	1-4	
89-90	½E	M	LE	15	11	8	16	10	9	2	10	7	—	—	-2	—	x2	+1	—	—	—	7	9	8	7	1	—	
91-92	H	M	NE	13	11	10	12	10	7	4	14	7	—	—	—	—	x2	—	35	16	15	5	2	4	2	1	1-3	
93-100	See MULTI-CHARACTERS list																											

BARDS

The use of bards in a campaign is optional and therefore only 20 are listed. Since they combine the skills of fighters, thieves and druids, certain information for each class is presented here. The F/L, T/L, and B/L refer to their levels as fighters, thieves, and bards respectively. Thieving percentages given here are, as before, adjusted for race and dexterity. Their chance for charming with their music (CP) is listed as a percentage. In those cases where armor class 5 is listed, this is due to the possession of magical chain mail and the final armor class (after adjustments for magical bonuses) will actually be lower. However, the DM may opt to change their magical chain mail to leather armor.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	F/L	T/L	B/L	H-P	AC	SL	+H	+D	DB	SB	#AT	BS	R/AT	PP	MS	HS	CP	AG	AP	PO	SA	GT	#H	MI
1	½E	F	CN	15	13	16	16	10	16	5	6	1	30	10	D1	—	—	-2	+2	1/1	x3	+1	65	47	42	15	6	5	4	6	13	—	SC
2	H	M	LN	16	16	18	17	14	18	7	7	7	58	8	D3	—	+1	-3	+4	3/2	x3	+2	65	60	48	34	7	3	6	1	11	1	R
3	H	M	NG	18/00	15	17	17	12	18	7	7	3	45	8	D1	+3	+6	-3	+3	3/2	x3	+2	65	60	48	22	8	5	3	6	16	—	
4	½E	M	N	16	14	17	17	10	18	6	8	2	39	5	D1	—	+1	-3	+3	1/1	x3	+2	80	67	59	20	7	1	4	1	21	—	A
5	H	F	N	18/12	12	15	17	14	15	5	6	4	42	8	D2	+1	+3	-3	+1	1/1	x3	+2	60	52	42	24	5	1	5	6	17	—	
6	H	M	NE	17	14	18	15	15	15	6	6	4	51	8	D2	+1	+1	-2	+4	1/1	x3	+1	55	47	37	24	10	10	6	5	23	—	S
7	H	M	N	16	15	17	17	12	15	6	8	9	72	8	D4	—	+1	-3	+3	1/1	x3	+2	70	67	54	42	6	3	8	5	1	1-2	R
8	H	F	LN	18/50	12	18	18	13	16	7	8	9	76	8	D4	+1	+3	-4	+4	3/2	x3	+3	75	72	59	42	9	4	4	7	9	1-2	
9	H	M	LN	18/24	16	18	15	11	15	6	6	9	69	5	D4	+1	+3	-1	+4	1/1	x3	—	55	47	37	42	8	8	2	8	14	1-2	A
10	H	M	NE	15	13	16	18	11	16	5	8	2	34	5	D1	—	—	-4	+2	1/1	x3	+3	75	72	59	20	5	7	5	9	22	—	A, S
11	H	M	N	17	14	16	18	12	15	5	8	4	56	10	D2	+1	+1	-4	+2	1/1	x3	+3	75	72	59	24	5	6	5	3	12	—	
12	H	M	N	17	17	15	15	13	15	5	8	2	34	8	D2	+1	+1	-1	+1	1/1	x3	—	65	62	49	20	8	4	8	7	2	—	
13	H	M	LN	15	12	17	18	11	15	6	8	2	44	8	D2	—	—	-4	+3	1/1	x3	+3	75	72	59	20	9	8	6	5	3	—	OW
14	H	M	NG	17	12	18	17	10	18	7	6	1	45	5	D1	+1	+1	-3	+4	3/2	x3	+2	60	52	37	15	10	7	4	7	12	—	A
15	H	F	LN	16	12	17	15	11	17	7	7	6	69	5	D3	—	+1	-1	+3	3/2	x3	—	60	55	43	32	4	4	2	8	21	1	A
16	H	M	NG	18/51	12	17	17	14	15	7	6	1	39	10	D1	+2	+3	-1	+3	3/2	x3	—	60	52	42	15	5	1	4	6	15	—	
17	H	M	N	17	12	17	16	12	16	5	7	6	63	8	D3	+1	+1	-2	+3	1/1	x3	+1	60	55	43	32	4	10	6	6	3	1	S, R
18	½E	M	NG	17	13	15	15	12	16	7	7	7	69	8	D3	+1	+1	-1	+1	3/2	x3	—	70	55	47	34	10	1	4	1	21	1	
19	H	M	CN	18/72	14	15	16	12	17	7	7	9	67	8	D4	+2	+3	-2	+1	3/2	x3	+1	60	55	43	42	10	8	9	4	17	1-2	M, W
20	H	F	N	16	13	18	16	12	17	5	6	2	39	5	D1	—	+1	-1	+4	1/1	x3	—	55	47	37	20	2	9	10	1	4	—	A, S, W

CLERICS

Clerics are often sought out during the course of a campaign, for characters are always in need of healing and divine advice. Before allowing such services to be obtained, the DM should be familiar with those sections of the **DUNGEON MASTERS GUIDE** which involve clerics and their spells.

Clerics have several points of information unique to their class. These are spell level and spell failure. The number under spell level (SL) is the highest level spell that that particular cleric can cast. This is provided for quick reference, so the DM may easily see what spells the cleric is capable of using.

Spell failure (SF) lists the percentage chance that any spell cast by the cleric will fail to work. This only appears in a few of the listings as it is an attribute of low wisdom. Conversely, high wisdom clerics will receive bonus spells. The **PLAYERS HANDBOOK** details this and further information necessary about clerics and their spells.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	H-P	AC	SL	+H	+D	DB	SB	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
1	H	M	N	12	10	14	9	6	13	13	50	4	5	—	—	—	—	—	—	6	6	6	2	8	2-5	OW
2	H	F	LE	13	11	10	5	12	7	7	36	7	4	—	—	+2	—	15	-1	3	8	9	10	7	1-3	
3	H	F	NG	8	12	14	7	11	12	3	7	5	2	—	—	—	—	—	—	4	4	4	1	8	1-4	P
4	H	M	LG	8	10	11	7	9	10	1	7	7	1	—	—	—	—	10	—	7	8	1	7	21	1-4	
5	H	M	N	8	9	17	11	9	6	10	45	4	5	—	—	—	+3	—	—	6	10	4	5	17	1-2	A, R
6	H	M	LG	10	10	17	10	12	10	9	57	5	6	—	—	—	+3	—	—	6	5	6	6	9	1-4	R
7	H	M	CN	12	9	16	15	10	14	2	10	7	1	—	—	-1	+2	—	—	7	8	1	7	14	1-6	A
8	H	M	CE	12	10	18	10	6	13	6	28	3	3	—	—	—	+4	—	—	6	4	6	1	24	2-5	SC
9	H	F	LG	10	13	13	10	14	9	11	40	6	5	—	—	—	—	—	—	8	8	4	2	15	1-4	A, W
10	H	F	CE	8	8	8	11	11	10	3	7	2	2	—	—	—	—	20	—	2	1	1	7	2	1-4	
11	H	F	LG	10	8	13	10	12	6	11	58	2	5	—	—	—	—	—	—	7	5	2	1	9	1-2	P
12	D	M	N	10	12	17	12	12	7	8	30	3	4	—	—	—	+3/+3	—	—	9	10	8	6	1	1-3	
13	E	M	N	6	15	15	9	8	11	7	33	6	4	-1	—	—	—	—	—	9	6	2	6	20	1-4	
14	G	M	LN	12	9	15	8	10	9	7	34	3	4	—	—	—	+1/+2	—	—	5	10	6	8	20	1-4	
15	H	M	LN	7	7	17	12	12	6	11	44	3	6	-1	—	—	—	—	+1	6	5	7	4	2	1-2	P, SC
16	H	M	N	11	11	14	12	6	12	1	6	5	1	—	—	—	—	—	—	2	9	4	7	14	0-5	
17	H	F	CN	9	10	16	16	15	13	3	19	6	2	—	—	-2	+2	—	—	6	2	2	2	11	0-5	
18	H	F	CG	6	10	13	8	16	17	7	40	4	4	-1	—	—	—	—	—	4	9	9	6	24	1-10	
19	H	M	CN	8	11	11	9	7	10	1	4	6	1	—	—	—	—	10	—	1	3	2	1	23	1-4	
20	H	F	CE	7	11	13	6	12	7	10	38	7	5	-1	—	+1	—	—	—	4	1	6	2	16	1-3	W
21	H	M	NG	10	8	14	7	12	13	11	33	4	5	—	—	—	—	—	—	8	6	5	4	13	1-5	M, A
22	H	M	CG	12	6	16	11	18	9	4	26	2	2	—	—	—	+2	—	—	3	2	4	2	16	1-4	
23	H	F	CN	10	12	13	12	11	12	9	47	3	5	—	—	—	—	—	—	10	3	7	7	13	1-5	P
24	H	M	NE	14	6	17	5	6	8	9	36	6	5	—	—	+2	+3	—	-1	8	3	7	9	8	1-3	
25	H	F	NG	10	9	12	12	12	9	5	19	2	3	—	—	—	—	05	—	4	9	5	6	5	1-4	
26	H	F	N	11	11	14	9	10	9	11	31	3	5	—	—	—	—	—	—	8	7	5	4	12	1-4	A
27	H	M	NG	9	9	16	15	14	11	5	25	6	3	—	—	-1	+2	—	—	7	6	7	1	11	1-4	SC
28	H	M	N	13	9	14	8	8	10	5	22	5	3	—	—	—	—	—	—	5	3	8	6	5	1-4	
29	H	M	NE	8	7	15	10	15	10	10	53	4	5	—	—	—	+1	—	—	7	6	4	4	7	1-4	SC, SC
30	H	M	NG	6	9	12	10	11	6	7	47	5	4	-1	—	—	—	05	—	9	6	4	2	13	1-2	A
31	H	F	CE	7	6	18	7	6	11	13	34	3	6	-1	—	—	+4	—	—	6	2	7	1	14	1-4	P
32	H	M	LE	10	13	13	7	13	10	8	29	2	4	—	—	—	—	—	—	9	10	7	6	20	1-4	
33	H	M	CE	11	15	13	5	17	7	4	34	4	2	—	—	+2	—	—	-1	3	10	3	1	12	1-3	
34	H	M	CG	8	13	16	11	15	13	6	45	6	3	—	—	—	+2	—	—	3	7	6	7	3	1-5	P
35	H	M	N	8	11	11	9	11	9	6	30	4	3	—	—	—	—	10	—	4	7	3	6	13	1-4	
36	H	F	CE	16	11	17	11	15	13	10	55	6	5	—	+1	—	+3	—	—	3	9	6	4	23	1-5	P
37	H	M	NE	9	9	15	11	11	14	10	43	2	5	—	—	—	+1	—	—	5	9	3	5	7	1-6	W
38	H	F	NG	8	10	12	10	7	9	9	40	3	5	—	—	—	—	05	—	9	8	7	4	4	1-4	P, P
39	H	M	CE	9	6	14	8	11	15	12	41	5	5	—	—	—	—	—	—	5	8	10	6	6	1-7	OW, W
40	H	M	NG	18	17	18	18	17	18	8	59	2	4	+1	+2	-4	+4	—	+3	9	1	9	5	23	1-15	M, A

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	H-P	AC	SL	+H	+D	DB	SB	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
41	D	M	NG	11	13	16	5	13	12	7	32	4	4	—	—	+2	+2/+3	—	-1	7	5	8	4	14	1-5	
42	H	M	CE	10	10	13	12	11	8	1	8	7	1	—	—	—	—	—	—	1	4	2	3	18	1-3	
43	H	M	CN	12	7	12	12	10	10	6	22	5	3	—	—	—	—	05	—	4	7	8	2	14	1-4	
44	H	F	LN	9	10	12	5	8	9	8	30	2	4	—	—	+2	—	05	-1	4	2	6	5	4	1-4	A
45	H	M	LG	9	6	10	7	10	10	2	13	3	1	—	—	—	—	15	—	4	9	2	3	15	1-4	
46	H	M	CG	8	9	12	9	8	9	6	26	5	3	—	—	—	—	—	—	8	3	8	3	4	1-4	A
47	E	M	CE	9	11	13	7	13	11	2	5	3	1	—	—	—	—	—	—	2	6	7	2	6	1-4	
48	H	M	NE	10	9	15	8	12	12	4	26	3	2	—	—	—	+1	—	—	6	2	4	8	21	1-5	P
49	H	F	CE	7	11	18	5	16	12	10	60	4	5	-1	—	+2	+4	—	-1	8	5	6	6	13	1-5	P
50	H	F	N	11	11	17	10	6	7	4	13	3	2	—	—	—	+3	—	—	5	6	1	8	7	1-3	
51	G	M	NE	10	8	17	10	10	11	6	20	7	3	—	—	—	+3/+2	—	—	8	8	2	2	16	1-4	SC
52	H	M	N	6	8	14	12	15	10	4	25	2	2	-1	—	—	—	—	—	7	8	5	1	13	1-4	
53	H	M	NG	6	12	15	11	16	8	6	47	2	3	-1	—	—	+1	—	—	7	3	5	3	5	1-2	
54	½E	M	CE	12	12	15	6	7	13	5	11	2	3	—	—	+1	+1	—	—	5	4	3	5	17	1-5	A
55	H	F	N	6	12	14	10	10	6	4	20	5	2	-1	—	—	—	—	—	7	5	4	8	17	1-2	
56	H	M	CE	12	12	16	14	11	16	10	42	5	5	—	—	—	+2	—	—	9	1	6	3	15	1-10	OW
57	H	F	CE	7	11	14	7	11	10	10	45	3	5	-1	—	—	—	—	—	3	2	4	5	19	1-4	OW, P
58	½O	M	NE	8	12	14	6	13	11	2	8	3	1	—	—	+1	—	—	—	4	10	6	5	10	1-4	
59	H	F	LE	8	11	16	9	9	6	10	26	2	5	—	—	—	+2	—	—	8	4	8	4	8	1-2	P, A
60	H	M	NG	11	11	18	5	6	11	3	8	7	2	—	—	+2	+4	—	-1	7	9	7	8	1	1-4	A
61	H	F	CG	6	8	11	8	7	9	4	15	4	2	-1	—	—	—	10	—	8	10	2	7	17	1-4	
62	H	M	NE	9	6	12	8	11	9	10	40	4	5	—	—	—	—	05	—	8	9	5	4	7	1-4	SC
63	½E	F	N	9	14	17	13	8	9	3	12	2	2	—	—	—	+3	—	—	6	2	7	5	12	1-4	
64	H	M	LN	10	9	12	8	7	6	1	8	3	1	—	—	—	—	05	—	1	5	2	2	15	1-2	SC
65	H	F	CG	10	8	15	6	7	14	10	53	4	5	—	—	+1	+1	—	—	8	4	4	8	14	1-6	OW, SC, A
66	H	M	NE	9	10	13	12	8	12	12	47	6	5	—	—	—	—	—	—	8	4	8	10	6	1-5	M
67	½O	M	CN	7	8	14	9	14	6	1	4	4	1	-1	—	—	—	—	—	1	1	2	5	1	1-2	
68	D	F	LG	8	11	12	10	12	9	6	30	3	3	—	—	—	0/+3	05	—	4	3	8	1	23	1-4	
69	H	F	LE	11	8	13	13	14	10	12	55	4	5	—	—	—	—	—	—	9	2	7	1	14	1-4	OW, P
70	H	M	CG	9	11	13	13	11	6	8	39	3	4	—	—	—	—	—	—	6	8	2	7	1	1-2	
71	½E	M	LE	6	10	16	6	13	12	1	3	2	1	-1	—	—	+1/+2	—	—	6	9	4	5	16	1-5	
72	H	F	LG	9	8	14	11	8	13	1	5	4	1	—	—	—	—	—	—	1	2	7	2	7	1-5	
73	E	F	CE	12	11	14	7	8	8	5	25	6	3	—	—	—	—	—	—	3	2	6	2	20	1-3	
74	H	M	LE	11	10	14	12	9	11	8	30	6	4	—	—	—	—	—	—	7	2	7	7	23	1-4	A
75	H	M	LN	11	11	14	11	13	11	7	32	7	4	—	—	—	—	—	—	2	8	1	4	13	1-4	
76	H	M	LG	11	9	15	6	8	7	7	24	4	4	—	—	+1	+1	—	—	3	5	9	3	3	1-3	R
77	H	F	NE	13	13	14	13	15	11	5	30	5	3	—	—	—	—	—	—	4	5	6	4	22	1-4	
78	H	M	CE	12	13	15	8	16	8	9	53	6	5	—	—	—	+1	—	—	7	7	1	3	10	1-3	P
79	G	M	CG	10	7	12	12	9	9	4	16	2	2	—	—	—	0/+2	05	—	8	2	5	6	4	1-4	
80	H	M	CN	10	11	13	10	12	8	5	18	2	3	—	—	—	—	—	—	3	2	2	1	12	1-3	
81	H	M	CG	10	7	14	8	16	12	1	10	6	1	—	—	—	—	—	—	4	4	1	4	18	1-5	
82	H	M	NG	11	10	14	11	8	9	5	19	4	3	—	—	—	—	—	—	7	3	7	6	17	1-4	P
83	H	M	NG	13	8	15	12	6	9	9	34	5	5	—	—	—	+1	—	—	5	2	4	7	22	1-4	
84	H	F	NG	11	12	14	11	14	13	5	29	5	3	—	—	—	—	—	—	2	4	8	6	14	1-5	
85	½O	F	CE	10	13	14	4	13	12	4	20	3	2	—	—	+3	—	—	-2	4	8	4	7	13	1-5	
86	H	M	N	10	6	15	13	13	9	4	12	3	2	—	—	—	+1	—	—	7	3	7	6	12	1-4	
87	H	F	CN	9	8	16	13	15	9	10	46	6	5	—	—	—	+2	—	—	5	4	5	1	3	1-4	SC, A
88	½E	F	NG	6	8	16	10	12	10	4	23	6	2	-1	—	—	+2	—	—	6	4	7	6	21	1-4	
89	½E	M	LG	14	10	14	11	16	10	4	35	2	2	—	—	—	—	—	—	3	10	6	5	12	1-4	SC
90	H	M	N	9	12	15	15	13	9	10	44	2	5	—	—	-1	+2	—	—	4	7	3	3	24	1-4	P
91	½O	M	N	13	13	14	13	15	9	1	7	2	1	—	—	—	—	—	—	2	1	6	8	22	1-4	
92	H	M	NG	12	8	13	5	6	7	2	8	2	1	—	—	+2	—	—	-1	6	9	2	2	8	1-3	
93	H	F	LN	11	7	11	7	9	8	9	49	6	5	—	—	—	—	10	—	4	6	9	1	13	1-3	P
94	H	F	NE	10	13	17	8	10	13	5	20	6	3	—	—	—	+3	—	—	5	4	1	1	14	1-5	
95	½E	M	NE	10	6	15	11	10	7	5	29	3	3	—	—	—	+1	—	—	7	2	6	6	6	1-3	A
96	H	M	N	10	8	14	10	7	8	3	12	2	2	—	—	—	—	—	—	2	6	6	2	11	1-3	
97-100	See MULTI-CLASS CHARACTERS list																									

DRUIDS

Druids, being a subclass of clerics, are only given 50 listings, since it is less likely that they will be used as extensively as clerics. Since they are a subclass of clerics, the listing of information remains the same, with no new columns added.

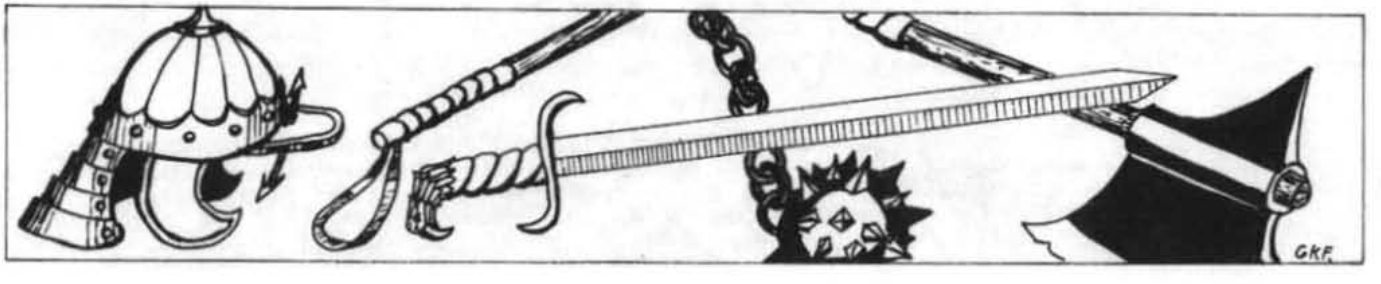
	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	AG	AP	PO	SA	GT	#H	MI
1-2	H	M	N	12	6	13	6	7	15	6	32	7	4	—	—	+1	—	—	4	5	2	5	22	1-7	R
3-4	H	M	N	10	13	13	14	18	16	5	29	7	3	—	—	—	—	—	2	2	4	5	12	1-8	P
5-6	H	M	N	7	7	15	11	11	16	10	47	7	5	-1	—	—	+1	—	5	4	9	1	22	1-8	W, P, P
7-8	H	M	N	12	6	14	10	13	15	4	12	7	3	—	—	—	—	—	2	9	4	7	21	1-7	S
9-10	H	F	N	11	6	13	11	8	15	9	32	7	5	—	—	—	—	—	10	8	3	8	7	1-7	
11-12	H	F	N	13	9	14	6	11	15	10	48	7	5	—	—	+1	—	—	10	2	10	8	11	1-7	SC, OW
13-14	H	M	N	8	6	17	12	8	15	2	8	8	2	—	—	—	+3	—	5	10	6	6	8	1-7	P
15-16	½E	M	N	8	10	13	10	13	15	6	23	7	4	—	—	—	+3	—	6	10	4	1	17	1-7	
17-18	H	M	N	11	10	13	8	9	15	2	7	7	2	—	—	—	—	—	3	2	5	8	2	1-7	P
19-20	H	M	N	11	7	13	12	8	15	2	15	7	2	—	—	—	—	—	8	8	4	6	16	1-7	
21-22	H	M	N	13	10	14	6	12	16	9	49	8	5	—	—	+1	—	—	8	4	6	2	21	1-8	M
23-24	H	M	N	11	12	13	7	12	15	3	15	7	3	—	—	—	—	—	4	8	6	8	12	1-7	
25-26	H	M	N	8	10	13	9	10	15	10	44	7	5	—	—	—	—	—	3	7	6	6	2	1-7	P
27-28	H	M	N	10	8	12	7	8	15	2	11	8	2	—	—	—	—	—	5	5	4	8	16	1-7	
29-30	H	F	N	10	9	13	11	12	15	1	6	7	1	—	—	—	—	—	7	7	1	5	16	1-7	
31-32	½E	F	N	13	12	14	13	6	15	8	25	8	4	—	—	—	—	—	4	9	4	7	15	1-7	S
33-34	H	M	N	9	10	12	10	6	15	6	17	7	4	—	—	—	—	—	8	2	1	4	20	1-7	
35-36	½E	F	N	12	6	14	9	8	15	1	1	7	1	—	—	—	—	—	8	8	6	8	1	1-7	
37-38	H	F	N	7	9	13	8	13	16	10	48	8	5	-1	—	—	—	—	5	1	7	8	7	1-8	A
39-40	H	M	N	11	8	12	9	11	15	1	5	7	1	—	—	—	—	—	2	5	6	4	16	1-7	
41-42	H	M	N	10	9	13	8	9	15	4	19	8	3	—	—	—	—	—	2	6	6	7	2	1-7	
43-44	½E	M	N	12	6	14	8	14	15	4	16	8	3	—	—	—	—	—	6	6	7	2	22	1-7	A
45-46	H	M	N	9	8	14	8	9	17	4	13	7	3	—	—	—	—	—	8	1	2	2	12	1-10	
47-48	H	F	N	10	13	13	11	6	15	9	41	7	5	—	—	—	—	—	7	1	6	2	21	1-7	
49-50	H	M	N	10	11	14	10	13	16	2	9	7	2	—	—	—	—	—	3	4	2	1	15	1-8	
51-52	H	F	N	7	11	16	9	11	15	7	37	7	4	-1	—	—	+2	—	4	10	8	1	2	1-7	
53-54	H	M	N	8	12	18	10	11	15	11	44	7	5	—	—	—	+4	—	5	7	7	4	5	1-7	SC, P
55-56	H	M	N	11	6	14	10	9	15	1	5	8	1	—	—	—	—	—	2	7	3	3	10	1-7	A
57-58	½	M	N	12	10	17	8	17	16	5	27	8	3	—	—	—	+3/+4	—	9	8	7	5	20	1-8	M, S
59-60	H	M	N	8	11	12	9	6	16	8	24	7	4	—	—	—	—	—	3	4	9	7	10	1-8	
61-62	H	F	N	11	9	13	8	8	15	1	5	8	1	—	—	—	—	—	1	10	5	7	6	1-7	
63-64	H	M	N	10	10	14	7	10	15	1	4	8	1	—	—	—	—	—	7	4	2	6	21	1-7	
65-66	H	M	N	10	12	17	6	15	15	3	10	8	3	—	—	+1	+3	—	8	7	4	7	17	1-7	S
67-68	H	F	N	13	13	12	10	9	15	10	44	7	5	—	—	—	—	—	8	6	5	8	12	1-7	P
69-70	H	F	N	10	12	18	13	14	16	4	19	7	3	—	—	—	+4	—	8	8	4	3	12	1-8	
71-72	½E	M	N	9	14	16	8	10	16	5	23	8	3	—	—	—	+2	—	3	8	8	8	19	1-8	
73-74	½	M	N	17	15	17	18	17	16	4	25	7	3	+1	+1	-4	+3/+4	+2	5	2	1	2	9	1-8	
75-76	½	F	N	9	10	14	16	13	15	3	12	7	3	—	—	-2	0/+3	+1	6	6	4	3	15	1-7	
77-78	H	F	N	11	11	12	12	9	15	9	40	7	5	—	—	—	—	—	4	8	10	8	10	1-7	
79-80	H	F	N	10	14	14	12	8	16	6	22	8	4	—	—	—	—	—	5	7	7	5	5	1-8	
81-82	H	M	N	10	12	12	6	9	15	2	10	7	2	—	—	+1	—	—	4	3	1	6	11	1-7	
83-84	H	M	N	10	11	13	13	15	15	3	23	7	3	—	—	—	—	—	1	2	6	6	4	1-7	
85-86	½E	F	N	12	11	13	9	13	15	6	35	8	4	—	—	—	—	—	5	3	2	8	6	1-7	SC
87-88	H	M	N	14	9	14	11	15	15	4	20	7	3	—	—	—	—	—	8	10	1	4	6	1-7	
89-90	H	M	N	9	10	12	8	8	15	6	24	7	4	—	—	—	—	—	8	3	4	3	5	1-7	
91-92	H	F	N	9	12	12	8	9	18	4	24	7	3	—	—	—	—	—	2	5	8	4	7	1-15	S
93-94	H	M	N	10	10	14	7	14	15	3	8	7	3	—	—	—	—	—	4	1	1	4	24	1-7	
95-96	H	F	N	9	11	12	12	15	16	9	54	7	5	—	—	—	—	—	3	2	4	8	21	1-8	P
97-98	H	M	N	10	13	14	6	9	18	10	48	7	5	—	—	+1	—	—	8	9	7	2	20	1-15	
99-100	H	M	N	16	9	14	15	11	17	3	12	7	3	—	+1	-1	—	—	8	10	4	8	15	1-10	

FIGHTERS

The only new entry for the fighter class is the #AT (number of attacks) column. High level fighters are able to strike more than once in a series of melee rounds. This is written as number of strikes/number of rounds. Further information concerning fighters may be found in the **PLAYERS HANDBOOK.**

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	+H	+D	DB	SB	#AT	R/AT	AG	AP	PO	SA	GT	#H	MI
1	H	M	N	11	8	10	8	7	10	1	4	2	—	—	—	—	1/1	—	3	8	7	2	17	1-4	
2	½O	F	LN	10	9	6	6	17	8	10	74	2	—	—	+1	-1	3/2	—	9	1	7	7	20	1-3	A
3	D	M	NG	14	8	6	10	14	10	7	42	4	—	—	—	0/+3	3/2	—	4	4	7	7	11	1-4	P
4	H	M	LN	18/53	6	6	11	7	6	10	43	4	+2	+3	—	-1	3/2	—	9	2	3	8	5	1-2	S
5	H	M	CE	14	5	15	13	8	17	8	64	5	—	—	—	+1	3/2	—	9	2	3	8	19	1-10	
6	D	F	NG	16	15	11	9	15	6	3	25	2	—	+1	—	0/+4	1/1	—	8	2	4	4	8	1-2	
7	H	M	NG	14	10	11	10	10	9	4	21	2	—	—	—	—	1/1	—	3	1	4	7	15	1-4	
8	H	M	LG	14	10	12	13	15	11	4	23	5	—	—	—	—	1/1	—	2	9	4	6	21	1-4	A
9	H	M	NE	18/76	6	9	18	16	11	11	79	2	+2	+4	-4	—	3/2	+3	7	5	2	7	1	1-4	SC, P
10	H	M	CN	18/94	13	12	13	13	8	10	58	3	+2	+5	—	—	3/2	—	4	2	3	2	4	1-3	S, SC, R
11	H	M	NE	15	7	13	13	11	11	12	64	4	—	—	—	—	3/2	—	5	3	2	6	6	1-4	P, OW
12	H	M	LN	16	11	8	6	12	14	11	45	5	—	+1	+1	—	3/2	—	4	1	7	8	5	1-4	P, OW
13	H	F	CE	13	9	9	10	7	9	3	12	2	—	—	—	—	1/1	—	5	7	3	2	17	1-4	P
14	H	M	CG	13	5	10	12	12	10	7	49	4	—	—	—	—	3/2	—	9	5	5	7	9	1-4	R
15	H	M	LG	14	10	14	14	10	7	2	9	2	—	—	—	—	1/1	—	5	3	2	5	6	1-3	
16	H	F	NE	16	10	12	7	13	7	10	48	2	—	+1	—	—	3/2	—	7	1	2	7	1	1-3	P, P
17	H	M	LG	13	8	12	12	7	9	6	35	3	—	—	—	—	1/1	—	3	7	8	6	20	1-4	
18	H	M	NE	12	11	8	11	15	7	8	56	3	—	—	—	—	3/2	—	9	9	5	2	7	1-3	P
19	H	F	NG	13	11	8	11	9	8	12	65	3	—	—	—	—	3/2	—	6	8	5	8	23	1-3	SC, OW
20	H	F	NG	17	11	10	14	7	9	4	20	3	+1	+1	—	—	1/1	—	6	7	8	6	21	1-4	
21	H	M	LE	14	13	8	8	13	12	3	11	3	—	—	—	—	1/1	—	7	5	5	1	16	1-5	
22	H	M	NE	14	9	10	6	14	8	7	43	5	—	—	+1	—	3/2	—	6	8	4	6	22	1-3	
23	H	M	N	13	11	12	12	10	11	8	56	4	—	—	—	—	3/2	—	5	2	9	6	17	1-4	
24	E	M	CE	18/11	8	12	8	7	8	1	9	4	+1	+3	—	—	1/1	—	7	3	7	9	10	1-3	
25	H	M	CN	14	9	11	11	10	11	7	48	2	—	—	—	—	3/2	—	5	7	4	6	4	1-4	S
26	H	F	CG	13	12	11	12	9	10	6	39	3	—	—	—	—	1/1	—	3	2	2	7	24	1-4	
27	H	M	CE	15	8	9	14	10	7	3	29	3	—	—	—	—	1/1	—	3	6	7	1	15	1-3	
28	H	M	CG	12	8	7	9	7	10	5	33	3	—	—	—	-1	1/1	—	6	8	1	1	3	1-4	
29	H	M	NE	13	8	8	11	11	11	6	25	4	—	—	—	—	1/1	—	4	7	5	5	6	1-4	S
30	E	M	N	16	8	11	11	15	16	4	27	2	—	+1	-1	—	1/1	—	5	2	7	5	13	1-8	
31	H	F	LG	14	9	6	11	12	12	6	34	3	—	—	—	-1	1/1	—	6	5	4	6	24	1-5	
32	G	F	CE	15	7	11	13	12	12	4	32	3	—	—	—	0/+3	1/1	—	7	6	4	8	24	1-5	
33	H	M	LE	13	10	7	11	12	13	5	22	4	—	—	—	-1	1/1	—	8	2	7	7	19	1-5	
34	H	M	NG	12	8	11	10	7	8	9	59	5	—	—	—	—	3/2	—	4	6	2	5	19	1-3	S, R
35	D	M	LN	14	9	11	9	13	11	3	23	4	—	—	—	0/+3	1/1	—	5	9	5	7	1	1-4	
36	H	F	LN	18/01	11	9	9	15	14	8	40	3	+1	+3	—	0/+3	3/2	—	6	10	9	6	17	1-6	P
37	H	M	NG	11	6	7	10	11	10	2	8	4	—	—	—	-1	1/1	—	6	6	7	8	19	1-4	
38	H	F	LN	15	8	10	7	15	10	1	5	2	—	—	—	—	1/1	—	1	7	3	5	10	1-4	
39	½	F	CN	11	9	9	9	10	8	4	24	4	—	—	—	0/+2	1/1	—	8	5	5	1	10	1-3	A
40	H	M	NE	14	7	11	11	12	14	7	31	2	—	—	—	—	3/2	—	5	8	2	7	5	1-6	
41	H	M	CE	14	11	13	14	11	10	3	15	5	—	—	—	—	1/1	—	1	10	6	3	24	1-4	
42	½O	M	CE	16	10	10	14	13	7	7	58	3	—	+1	—	—	3/2	—	10	1	8	7	16	1-3	P, W
43	½E	M	LG	17	8	11	14	7	10	4	15	5	+1	+1	—	—	1/1	—	2	5	6	3	1	1-4	
44	H	M	LE	11	8	9	9	8	6	5	25	5	—	—	—	—	1/1	—	1	1	5	3	10	1-2	
45	E	M	LN	16	8	12	14	15	12	4	21	2	—	+1	—	—	1/1	—	5	5	8	1	1	1-5	
46	H	M	CE	13	9	11	10	8	8	10	54	4	—	—	—	—	3/2	—	7	1	6	5	15	1-3	A, S
47	G	M	LN	13	7	11	10	13	8	1	6	5	—	—	—	0/+3	1/1	—	2	5	5	1	15	1-3	
48	H	M	LN	13	10	11	10	15	12	3	23	3	—	—	—	—	1/1	—	3	3	3	1	21	1-5	
49	H	M	LG	13	9	11	10	10	7	8	39	3	—	—	—	—	3/2	—	4	6	6	5	10	1-3	A
50	H	F	LG	13	8	12	11	9	12	3	17	3	—	—	—	—	1/1	—	8	5	6	7	24	1-5	

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	+H	+D	DB	SB	#AT	R/AT	AG	AP	PO	SA	GT	#H	MI
51	½O	M	N	15	9	13	12	13	7	4	16	5	—	—	—	—	1/1	—	1	8	6	5	2	1-3	
52	H	M	CG	12	9	8	12	12	10	10	50	2	—	—	—	—	3/2	—	8	6	7	6	11	1-4	S
53	D	F	N	15	6	10	10	14	11	7	42	2	—	—	—	0/+4	3/2	—	5	9	10	3	18	1-4	P
54	H	M	LE	12	8	10	8	10	12	4	20	5	—	—	—	—	1/1	—	4	8	5	2	1	1-5	
55	H	M	NG	13	8	11	12	7	9	1	6	3	—	—	—	—	1/1	—	2	9	4	10	11	1-4	
56	H	M	NG	14	6	11	10	12	13	1	7	5	—	—	—	—	1/1	—	7	2	6	6	15	1-5	
57	H	F	LG	14	8	12	13	10	9	6	36	2	—	—	—	—	1/1	—	3	10	1	2	1	1-4	
58	H	M	CE	14	7	8	9	15	11	1	10	5	—	—	—	—	1/1	—	8	5	6	4	5	1-4	
59	½O	F	LN	14	6	10	12	16	9	7	67	2	—	—	—	—	3/2	—	8	8	10	8	7	1-4	S
60	H	F	LN	14	9	12	12	16	10	1	12	3	—	—	—	—	1/1	—	2	2	4	2	5	1-4	
61	H	F	LG	13	8	6	8	12	10	7	39	2	—	—	—	-1	3/2	—	5	2	8	1	13	1-4	
62	H	F	CG	12	10	9	7	13	6	6	25	3	—	—	—	—	1/1	—	8	6	7	8	1	1-2	
63	H	F	LG	14	10	12	11	10	10	2	9	2	—	—	—	—	1/1	—	6	7	7	2	8	1-4	
64	H	F	N	11	10	11	10	12	15	10	66	4	—	—	—	—	3/2	—	6	10	10	2	9	1-7	A, P
65	½E	M	NG	18/63	8	13	11	9	13	4	29	2	+2	+3	—	—	1/1	—	10	7	8	6	21	1-5	
66	H	F	CG	15	11	14	11	9	14	8	46	2	—	—	—	—	3/2	—	5	10	5	7	12	1-6	
67	H	M	NE	14	10	7	10	9	12	5	21	5	—	—	—	-1	1/1	—	7	7	8	1	4	1-5	P
68	½E	M	CN	18/90	18	15	18	18	15	6	53	2	+2	+4	-4	+1	1/1	+3	9	8	5	1	1	1-7	M
69	H	F	LE	13	11	9	12	15	9	3	23	3	—	—	—	—	1/1	—	2	9	8	2	9	1-4	
70	H	M	LN	14	8	10	7	8	10	10	61	5	—	—	—	—	3/2	—	5	3	8	6	8	1-4	R, A
71	H	M	NE	15	9	12	9	10	6	11	58	5	—	—	—	—	3/2	—	6	6	1	6	13	1-2	S, P
72	H	F	NG	13	7	8	10	11	6	1	6	4	—	—	—	—	1/1	—	4	4	4	3	12	1-2	
73	H	F	CE	12	8	12	8	11	8	1	7	3	—	—	—	—	1/1	—	1	5	5	6	18	1-3	P
74	H	F	CE	14	13	9	9	10	11	9	46	5	—	—	—	—	3/2	—	8	3	8	6	22	1-4	M
75	H	F	CN	14	11	11	12	8	10	3	21	2	—	—	—	—	1/1	—	2	9	1	3	9	1-4	
76	H	M	CG	15	12	9	12	9	8	5	29	4	—	—	—	—	1/1	—	8	9	1	1	12	1-3	A
77	H	M	NE	13	12	7	7	15	14	8	60	4	—	—	—	-1	3/2	—	4	9	3	7	4	1-6	
78	H	M	LE	14	11	7	6	15	13	8	55	2	—	—	+1	-1	3/2	—	5	4	2	3	6	1-5	
79	E	F	LG	17	8	10	8	7	9	1	9	4	+1	+1	—	—	1/1	—	2	8	5	7	24	1-4	
80	H	M	LE	11	10	6	10	11	10	3	15	2	—	—	—	-1	1/1	—	2	9	4	6	16	1-4	
81	H	M	CG	14	4	8	11	9	7	1	10	3	—	—	—	—	1/1	—	8	2	1	4	9	1-3	
82	H	M	LE	15	12	10	11	11	6	2	11	2	—	—	—	—	1/1	—	2	7	7	6	16	1-2	
83	H	M	NG	16	5	12	14	12	12	7	42	3	—	+1	—	—	3/2	—	3	7	1	2	24	1-5	S
84	H	M	LG	14	6	10	11	10	8	7	27	5	—	—	—	—	3/2	—	4	9	4	4	12	1-3	
85	H	M	NE	16	7	9	8	15	13	3	21	3	—	+1	—	—	1/1	—	6	8	6	8	14	1-5	
86	½	M	CN	11	9	8	15	17	11	2	19	3	—	—	-1	0/+4	1/1	—	8	2	4	7	11	1-4	
87	½O	M	LE	13	5	9	11	13	6	1	9	3	—	—	—	—	1/1	—	1	3	7	4	18	1-2	
88	G	M	LN	14	7	11	9	8	9	5	25	5	—	—	—	0/+2	1/1	—	9	5	9	8	15	1-4	A
89	H	F	CE	18/50	5	8	12	11	11	6	30	2	+1	+3	—	—	1/1	—	4	10	8	8	14	1-4	
90	H	M	NE	12	8	9	10	11	10	4	24	3	—	—	—	—	1/1	—	6	4	4	3	16	1-4	A
91	H	F	N	12	10	6	8	11	10	5	29	2	—	—	—	-1	1/1	—	2	1	5	7	19	1-4	
92-100	See MULTI-CLASS CHARACTERS list.																								



ILLUSIONISTS

As a sub-class of magic-users, the information presented here for illusionists is the same as that for magic-users. No new listings are given. The notes about magic-user spell use apply here also. Illusionists will use the most suitable and intelligently chosen spell they can. Their intent may, however, be different. Illusionists will often try to trick, deceive, or confuse their opponents as opposed to slaying them.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	AG	AP	PO	SA	GT	#H	MI
1-2	H	M	LE	8	15	13	16	7	11	1	4	10	1	—	—	-2	—	+1	7	1	4	2	13	1-4	
3-4	G	M	CG	10	18	12	16	11	6	7	9	10	3	—	—	-2	0/+3	+1	8	5	2	6	13	1-2	
5-6	H	M	LG	14	15	12	16	13	10	6	14	10	3	—	—	-2	—	+1	7	5	1	6	1	1-4	
7-8	H	F	CE	8	15	12	16	13	13	7	18	10	3	—	—	-2	—	+1	8	2	1	7	17	1-5	M
9-10	H	F	CE	12	17	9	16	9	12	6	23	10	3	—	—	-2	—	+1	3	8	9	7	17	1-5	
11-12	H	F	LN	6	15	11	16	12	9	2	5	10	2	-1	—	-2	—	+1	7	8	1	8	12	1-4	
13-14	H	M	LE	12	15	13	17	15	10	5	20	10	3	—	—	-3	—	+2	7	9	8	7	18	1-4	
15-16	H	M	CE	8	15	11	16	5	9	9	15	10	4	—	—	-2	—	+1	6	10	1	2	5	1-4	OW, R
17-18	H	M	N	8	15	6	16	10	13	11	20	10	5	—	—	-2	-1	+1	5	4	1	6	7	1-5	SC
19-20	H	M	CG	10	15	12	17	9	10	3	9	10	2	—	—	-3	—	+2	8	4	6	1	16	1-4	
21-22	H	F	NE	13	17	12	16	15	8	8	29	10	4	—	—	-2	—	+1	8	4	5	3	3	1-3	OW, P, P
23-24	H	M	LN	9	15	11	16	12	10	6	14	10	3	—	—	-2	—	+1	7	7	10	6	13	1-4	
25-26	H	M	LG	6	15	7	16	7	6	4	9	10	2	-1	—	-1	-1	+1	1	5	9	6	2	1-2	
27-28	H	M	LE	10	15	13	16	9	13	4	10	10	2	—	—	-2	—	+1	1	7	3	1	10	1-5	
29-30	H	M	LN	7	15	10	16	11	8	4	12	10	2	-1	—	-2	—	+1	5	5	7	4	13	1-3	
31-32	G	F	LE	13	15	14	16	11	13	8	18	10	4	—	—	-2	—	+1	5	9	5	8	9	1-5	
33-34	H	M	N	12	15	7	16	13	10	5	13	10	3	—	—	-2	-1	+1	4	3	1	1	7	1-4	
35-36	H	M	LN	13	15	12	16	6	9	9	14	10	4	—	—	-2	—	+1	3	8	2	3	12	1-4	SC, OW
37-38	H	M	LN	9	15	12	16	13	11	3	7	10	2	—	—	-2	—	+1	6	10	7	6	7	1-4	
39-40	H	F	LE	11	15	12	16	13	8	4	8	10	2	—	—	-2	—	+1	2	9	6	1	22	1-3	
41-42	H	M	CN	9	15	12	16	8	7	7	13	10	3	—	—	-2	—	+1	2	10	8	1	12	1-3	R, R, M
43-44	H	M	NG	10	15	8	16	12	9	4	9	10	2	—	—	-2	—	+1	6	7	2	2	6	1-4	
45-46	H	M	NE	8	16	8	16	5	8	2	4	10	1	—	—	-2	—	+1	7	5	5	3	24	1-3	
47-48	H	M	NE	10	18	14	16	11	12	7	20	10	3	—	—	-2	—	+1	3	2	10	10	17	1-5	
49-50	G	M	NE	6	17	7	16	8	11	4	11	10	2	-1	—	-3	-1	+1	8	2	1	1	21	1-4	M
51-52	H	M	N	10	15	7	17	9	10	7	18	10	3	—	—	-2	—	+2	6	7	1	1	18	1-4	
53-54	H	M	CG	11	15	14	16	9	9	5	15	10	3	—	—	-2	—	+1	3	2	6	8	9	1-4	
55-56	H	F	N	6	16	9	16	13	9	4	8	10	2	-1	—	-2	—	+1	8	2	5	5	2	1-3	
57-58	H	M	LN	9	15	12	16	11	7	6	10	10	3	—	—	-2	—	+1	4	7	6	3	1	1-3	
59-60	H	M	NE	13	15	13	18	11	13	6	11	10	3	—	—	-4	—	+3	5	5	4	4	1	1-5	
61-62	H	M	N	13	15	7	16	8	14	5	9	10	3	—	—	-2	-1	+1	6	3	2	4	23	1-6	R
63-64	H	F	LN	10	15	10	16	14	9	4	12	10	2	—	—	-2	—	+1	7	1	1	5	10	1-4	P
65-66	H	F	CG	12	15	10	16	6	13	9	18	10	4	—	—	-2	—	+1	4	8	6	5	10	1-5	
67-68	H	M	NG	10	17	10	16	8	12	8	21	10	4	—	—	-2	—	+1	4	1	7	1	4	1-5	P
69-70	G	M	LN	17	18	17	18	16	15	5	27	10	3	+1	+1	-4	+3/+3	+3	9	8	3	3	12	1-7	
71-72	H	M	NE	12	16	11	16	13	10	9	31	10	4	—	—	-2	—	+1	3	2	4	8	1	1-4	SC
73-74	H	M	CE	9	15	7	16	12	11	2	5	10	1	—	—	-2	-1	+1	3	2	3	3	1	1-4	
75-76	H	F	CE	11	15	13	16	13	7	12	25	10	6	—	—	-2	—	+1	6	2	3	5	7	1-3	SC, P
77-78	H	M	NG	11	15	15	16	15	8	4	15	10	2	—	—	-2	+1	+1	6	7	8	2	24	1-3	
79-80	H	F	CE	12	16	12	16	14	9	5	11	10	3	—	—	-2	—	+1	7	10	3	7	6	1-4	
81-82	H	M	LG	11	18	9	16	15	8	6	23	10	3	—	—	-2	—	+1	5	7	10	7	20	1-3	
83-84	H	F	NE	10	16	11	16	13	8	1	3	10	1	—	—	-2	—	+1	4	1	6	8	10	1-3	
85-86	H	M	CN	13	16	12	17	10	13	2	5	10	1	—	—	-3	—	+2	6	9	3	1	21	1-5	
87-88	H	F	CG	12	15	6	18	13	11	10	26	10	5	—	—	-4	-1	+3	8	5	4	8	21	1-4	OW
89-90	H	M	N	11	15	12	17	5	6	2	4	10	1	—	—	-3	—	+2	6	9	4	3	24	1-2	
91-92	H	M	LN	12	15	8	16	7	9	9	22	10	4	—	—	-2	—	+1	5	9	6	4	16	1-4	
93-94	H	M	CE	8	15	14	16	9	11	6	15	10	3	—	—	-2	—	+1	9	8	1	6	9	1-4	SC
95-96	H	F	CN	8	15	9	16	15	14	1	4	10	1	—	—	-2	—	+1	8	8	7	2	23	1-6	
97-100	See MULTI-CLASS CHARACTERS list																								

MAGIC-USERS

Magic-users are perhaps the most difficult encounters to handle, for their power relies on their choice of spells. It is suggested that the DM personally select the spells that a randomly encountered magic-user will cast instead of allowing dice rolls to dictate choice. High intelligence is a characteristic of magic-users and they will use their spells intelligently, according to how they understand the situation.

The spell level (SL) listing gives the highest level of spell that may be cast, but does not indicate the number of spells per level. More about the magic-user class and explanations of their spells can be found in the **PLAYERS HANDBOOK.** The DM should also be familiar with those sections of the **DUNGEON MASTERS GUIDE** concerning magic-users and their spells.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	AG	AP	PO	SA	GT	#H	MI
1	H	F	LG	5	17	11	7	6	12	6	16	10	5	-2	-1	—	—	—	7	3	3	5	14	1-5	
2	H	F	CE	13	14	16	13	9	10	2	4	10	1	—	—	—	+2	—	2	6	6	2	14	1-4	
3	H	F	NE	7	17	7	6	8	9	14	32	10	6	-1	—	+1	-1	—	3	10	6	7	23	1-4	M, SC
4	E	M	LN	3	14	12	11	14	9	1	3	10	1	-3	-1	—	—	—	10	5	8	3	19	1-6	SC
5	H	M	NE	5	11	8	15	15	6	1	3	10	1	-2	-1	-1	—	—	1	10	3	3	15	1-2	
6	H	M	LN	12	16	8	6	7	15	13	29	10	6	—	—	+1	—	—	4	7	3	1	23	1-7	SC, P
7	H	M	LN	8	16	8	12	11	15	10	17	10	5	—	—	—	—	—	3	2	8	8	14	1-7	SC
8	½E	F	N	12	17	10	12	10	7	5	15	10	3	—	—	—	—	—	6	10	9	6	14	1-3	
9	H	M	LN	8	14	12	8	12	12	4	9	10	2	—	—	—	—	—	5	2	5	7	11	1-5	
10	E	M	NG	8	11	10	10	12	14	4	9	10	2	—	—	—	—	—	8	7	4	6	22	1-6	P
11	H	M	CE	8	13	7	11	17	7	9	34	10	5	—	—	—	-1	—	7	1	7	2	12	1-3	M, OW
12	H	M	NG	6	14	9	13	10	15	4	10	10	2	-1	—	—	—	—	8	5	6	8	1	1-7	
13	½E	F	CG	9	15	12	12	6	7	1	3	10	1	—	—	—	—	—	9	2	5	7	20	1-3	SC
14	H	M	CN	13	14	12	8	13	10	9	19	10	5	—	—	—	—	—	6	5	2	7	16	1-4	SC
15	H	M	NE	8	14	12	12	8	12	1	3	10	1	—	—	—	—	—	2	1	5	7	5	1-5	
16	H	M	CN	12	15	6	10	8	11	1	4	10	1	—	—	—	-1	—	1	2	4	5	4	1-4	
17	H	F	CE	12	13	9	11	11	9	3	10	10	2	—	—	—	—	—	1	1	3	2	22	1-4	
18	H	M	CG	13	13	11	6	11	8	13	32	10	6	—	—	+1	—	—	6	2	10	6	8	1-3	P
19	H	M	CN	10	14	7	8	12	13	9	22	10	5	—	—	—	-1	—	3	2	5	3	2	1-5	M
20	H	M	NE	8	10	7	11	9	9	13	28	10	5	—	—	—	-1	—	5	5	8	5	22	1-4	R, P, OW
21	H	F	NG	9	16	11	9	16	6	6	26	10	3	—	—	—	—	—	7	2	6	1	9	1-2	
22	H	F	NG	9	15	13	11	13	7	7	21	10	4	—	—	—	—	—	4	7	2	6	12	1-3	SC
23	H	M	N	12	14	12	12	12	9	5	15	10	3	—	—	—	—	—	3	5	7	3	10	1-4	
24	H	M	LE	8	16	12	8	8	13	13	36	10	6	—	—	—	—	—	6	5	4	6	6	1-5	P
25	H	M	LE	12	14	6	12	9	12	11	30	10	5	—	—	—	-1	—	6	3	2	1	12	1-5	OW
26	H	M	CN	9	12	10	11	6	10	2	5	10	1	—	—	—	—	—	6	8	4	9	13	1-4	
27	H	M	N	7	14	6	13	13	6	4	9	10	2	-1	—	—	-1	—	1	1	1	8	2	1-2	
28	H	M	NG	9	16	7	13	16	10	1	6	10	1	—	—	—	-1	—	5	7	4	4	7	1-4	
29	H	M	NG	11	16	6	15	11	13	1	4	10	1	—	—	-1	-1	—	1	10	8	4	2	1-5	
30	H	F	CN	10	17	10	10	14	10	2	6	10	1	—	—	—	—	—	1	4	3	7	15	1-4	
31	H	M	NG	8	16	8	6	11	8	7	16	10	4	—	—	+1	—	—	6	6	1	4	3	1-3	SC, M
32	H	M	N	9	12	10	8	13	9	5	13	10	3	—	—	—	—	—	4	9	3	8	1	1-4	
33	H	M	NE	8	12	12	12	14	7	5	10	10	3	—	—	—	—	—	3	5	4	6	23	1-3	
34	H	M	LE	9	15	8	9	10	15	7	12	10	4	—	—	—	—	—	8	9	6	1	11	1-7	
35	H	M	LG	9	12	10	11	14	10	11	25	10	5	—	—	—	—	—	5	4	9	3	9	1-4	P, W, R
36	H	M	CE	14	16	6	8	10	9	4	10	10	2	—	—	—	-1	—	6	1	7	7	3	1-4	
37	½E	M	LE	17	18	16	18	16	16	3	10	10	2	+1	+1	-4	+2	+3	8	4	4	8	5	1-8	M, P
38	H	M	CE	8	12	9	8	11	9	5	13	10	3	—	—	—	—	—	2	6	6	4	1	1-4	
39	H	M	NG	10	14	14	8	14	12	2	6	10	1	—	—	—	—	—	3	4	4	6	16	1-5	
40	H	M	N	7	13	8	9	9	6	6	14	10	3	-1	—	—	—	—	6	1	6	6	5	1-2	P
41	H	M	LN	10	14	9	14	10	9	9	24	10	5	—	—	—	—	—	8	6	5	3	18	1-4	
42	H	M	N	8	14	12	9	11	10	8	17	10	4	—	—	—	—	—	3	7	6	3	10	1-4	
43	H	M	CE	10	13	6	7	10	7	11	24	10	5	—	—	—	-1	—	6	7	5	4	6	1-3	OW, P, P
44	H	F	NG	11	13	12	12	9	9	3	8	10	2	—	—	—	—	—	1	1	5	1	20	1-4	
45	H	M	LE	9	15	11	12	6	6	4	8	10	2	—	—	—	—	—	7	8	8	4	7	1-2	OW, M

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	AG	AP	PO	SA	GT	#H	MI
46	½E	M	LN	10	17	9	13	7	9	7	19	10	4	—	—	—	—	—	7	7	7	5	8	1-4	
47	H	M	CE	4	12	11	12	11	8	8	19	10	4	-2	-1	—	—	—	7	7	4	6	9	1-3	
48	H	M	LG	11	15	8	13	10	11	7	19	10	4	—	—	—	—	—	8	6	6	7	13	1-4	SC
49	H	M	N	10	14	14	12	15	10	2	9	10	2	—	—	—	—	—	1	1	3	2	12	1-4	W
50	H	M	NG	8	14	10	11	9	12	8	27	10	4	—	—	—	—	—	3	1	9	1	20	1-5	
51	H	F	CG	11	15	12	10	15	15	7	25	10	4	—	—	—	—	—	8	5	8	2	13	1-7	SC
52	H	M	CN	11	16	7	11	14	9	2	6	10	1	—	—	—	-1	—	7	4	2	5	1	1-4	
53	H	F	LE	5	16	8	12	11	7	3	9	10	2	-2	-1	—	—	—	4	4	7	10	4	1-3	P, P, R
54	H	M	CN	4	13	10	10	12	9	3	8	10	2	-2	-1	—	—	—	4	8	4	7	13	1-4	
55	H	M	NG	11	13	11	7	13	15	2	5	10	1	—	—	—	—	—	8	10	8	1	13	1-7	
56	H	F	CE	8	12	11	7	10	12	7	18	10	4	—	—	—	—	—	3	6	5	8	24	1-5	
57	E	M	NG	9	14	10	11	8	8	6	16	10	3	—	—	—	—	—	5	4	4	2	2	1-3	P
58	H	M	CE	7	18	9	7	11	14	6	11	10	3	-1	—	—	—	—	6	4	4	7	24	1-6	
59	H	F	LE	12	18	9	7	10	6	8	21	10	4	—	—	—	—	—	7	5	1	6	6	1-3	
60	H	M	N	9	17	8	11	12	7	4	12	10	2	—	—	—	—	—	2	9	2	1	19	1-3	W
61	H	F	CG	8	14	10	6	9	11	9	23	10	5	—	—	+1	—	—	4	1	5	3	19	1-4	
62	H	M	LE	5	12	10	11	10	10	12	32	10	6	-2	-1	—	—	—	8	2	8	4	13	1-4	OW
63	H	F	N	6	15	9	6	10	9	8	27	10	4	-1	—	+1	—	—	8	6	6	2	8	1-4	SC
64	H	M	CG	4	15	10	7	11	10	2	6	10	1	-2	-1	—	—	—	3	1	1	2	15	1-4	
65	H	F	LN	8	13	8	6	13	11	2	5	10	1	—	—	+1	—	—	1	2	6	6	21	1-4	M
66	H	F	NG	10	14	9	9	11	11	9	19	10	5	—	—	—	—	—	6	8	9	4	16	1-4	SC
67	H	F	NG	10	13	10	12	8	12	6	16	10	3	—	—	—	—	—	7	2	6	8	10	1-4	
68	H	M	LN	5	16	11	12	15	11	7	20	10	4	-2	-1	—	—	—	4	10	1	6	4	1-4	
69	½E	M	NG	10	13	10	7	16	13	6	34	10	3	—	—	—	—	—	5	6	4	5	16	1-5	OW
70	½E	F	N	5	12	9	11	11	14	4	13	10	2	-2	-1	—	—	—	6	6	8	5	23	1-6	
71	H	M	N	12	18	11	9	14	13	2	5	10	1	—	—	—	—	—	7	3	5	7	16	1-5	
72	H	F	LG	3	14	9	9	7	14	6	12	10	3	-3	-1	—	—	—	5	3	5	4	9	1-6	SC
73	H	F	CN	5	13	6	9	12	10	6	18	10	3	-2	-1	—	-1	—	3	1	6	6	16	1-4	SC
74	H	M	N	6	14	10	13	11	13	3	8	10	2	-1	—	—	—	—	4	6	6	1	16	1-5	
75	H	F	CG	7	15	10	7	10	14	4	10	10	2	-1	—	—	—	—	4	6	2	1	22	1-6	
76	H	F	CG	7	15	12	14	12	9	2	6	10	1	-1	—	—	—	—	1	7	2	8	15	1-4	OW
77	H	M	LN	10	15	8	16	12	10	10	28	10	5	—	—	-2	—	+1	4	4	4	5	20	1-4	SC
78	H	M	NE	15	16	11	13	8	11	7	23	10	4	—	—	—	—	—	4	6	1	3	3	1-4	OW
79	H	M	N	11	12	11	12	12	12	3	8	10	2	—	—	—	—	—	2	5	1	5	2	1-5	R, R, P
80	H	M	CG	4	11	8	11	16	9	4	20	10	2	-2	-1	—	—	—	6	7	8	3	10	1-4	
81	H	M	NG	11	14	9	10	9	12	12	25	10	6	—	—	—	—	—	7	2	6	3	11	1-5	
82	H	M	CE	9	13	6	9	12	10	9	22	10	5	—	—	—	-1	—	5	8	4	5	22	1-4	
83	H	M	LE	8	14	6	11	10	12	1	3	10	1	—	—	—	-1	—	3	1	3	6	20	1-5	
84	H	M	CG	8	13	6	12	8	9	8	21	10	4	—	—	—	-1	—	6	3	6	1	9	1-4	
85	E	F	NG	11	14	10	13	12	8	5	14	10	3	—	—	—	—	—	5	2	8	3	14	1-3	
86	H	M	NE	13	13	7	12	12	11	8	19	10	4	—	—	—	—	—	6	8	6	5	12	1-4	
87	H	F	CN	6	16	12	6	17	8	8	34	10	4	-1	—	+1	—	—	8	10	2	4	4	1-3	OW
88	H	M	NG	3	15	11	11	11	8	10	21	10	5	-3	-1	—	—	—	8	8	9	3	20	1-3	OW
89	H	M	NE	12	13	10	12	17	12	9	42	10	5	—	—	—	—	—	5	9	1	3	2	1-5	P
90	H	F	N	11	16	6	12	15	11	9	35	10	5	—	—	—	-1	—	4	2	2	3	22	1-4	OW
91	H	M	CE	7	13	10	8	7	14	10	24	10	5	-1	—	—	—	—	8	3	4	7	17	1-6	OW, P
92	H	M	CN	12	15	8	10	7	10	1	3	10	1	—	—	—	—	—	1	8	5	8	24	1-4	
93	H	M	CE	12	14	12	11	10	13	2	7	10	1	—	—	—	—	—	1	10	6	1	5	1-5	
94	H	M	LG	6	12	8	11	10	10	5	11	10	3	-1	—	—	—	—	4	2	8	8	8	1-4	
95	H	F	NE	8	13	8	12	10	12	6	13	10	3	—	—	—	—	—	2	1	7	2	10	1-5	
96-100	See MULTI-CLASS CHARACTERS list																								

MONKS

Instead of the normal combat information, monks have a special section. These listings are Weapon Damage (WD) for the extra damage done with a weapon, Open Hand Damage (OD) for the damage done when striking with the open hand or foot, and Open Hand Attacks (OA) for the number of attacks per melee round when fighting open hand. As monks have special movement rates (MV) and surprise chances (SUR), these are also listed.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	WD	OD	OA	SB	MV	R/AT	MS	HS	SUR	AG	AP	PO	SA	GT	#H	MI
1-2	H	M	LE	16	6	15	15	13	6	1	8	10	½	1-3	1/1	+1	15"	—	15	10	33	4	3	5	2	12	—	
3-4	H	M	LN	15	6	16	15	14	9	2	9	9	1	1-4	1/1	+2	16"	—	21	15	32	5	3	7	2	22	—	M
5-6	H	M	LE	15	11	15	15	12	16	8	21	4	4	2-12	3/2	+1	22"	—	62	49	20	7	6	2	1	15	1-4	R
7-8	H	M	LE	15	10	16	15	15	10	4	20	7	2	1-6	5/4	+2	18"	—	33	25	28	2	7	1	8	18	—	
9-10	H	M	LN	15	12	15	16	15	13	2	11	9	1	1-4	1/1	+1	16"	+1	21	15	32	8	1	2	8	5	—	
11-12	H	F	LE	15	10	15	15	12	11	6	21	6	6	2-8	3/2	+1	20"	—	47	37	24	3	5	1	8	12	1-2	
13-14	H	F	LG	15	9	15	15	13	14	8	19	4	4	2-12	3/2	+1	22"	—	62	49	20	10	2	1	8	1	1-4	OW
15-16	H	M	LE	15	10	18	15	18	10	1	9	10	½	1-3	1/1	+4	15"	—	15	10	33	6	2	6	7	11	—	
17-18	H	M	LG	15	12	15	15	12	8	1	3	10	½	1-3	1/1	+1	15"	—	15	10	33	5	1	1	1	14	—	
19-20	H	M	LG	15	9	16	15	12	10	4	14	7	2	1-6	5/4	+2	18"	—	33	25	28	6	5	2	6	1	—	
21-22	H	M	LE	15	9	15	15	12	8	3	9	8	1½	1-6	1/1	+1	17"	—	27	20	30	7	7	1	5	6	—	
23-24	H	M	LG	15	8	15	15	15	8	6	20	6	3	2-8	3/2	+1	20"	—	47	37	24	4	4	1	3	7	1-2	
25-26	H	M	LE	15	13	15	15	13	9	4	16	7	2	1-6	5/4	+1	18"	—	33	25	28	2	5	3	5	18	—	
27-28	H	F	LN	15	12	15	16	11	14	2	9	9	1	1-4	1/1	+1	16"	+1	21	15	32	1	6	1	1	1	—	
29-30	H	M	LG	15	13	16	15	12	12	8	20	4	4	2-12	3/2	+2	22"	—	62	49	20	5	2	6	1	12	1-4	OW
31-32	H	F	LG	15	11	15	15	14	10	1	5	10	½	1-3	1/1	+1	15"	—	15	10	33	5	2	7	6	24	—	
33-34	H	M	LE	15	12	18	15	11	14	1	5	10	½	1-3	1/1	+4	15"	—	15	10	33	2	6	3	8	11	—	
35-36	H	M	LG	15	9	15	15	12	10	6	17	6	3	2-8	3/2	+1	20"	—	47	37	24	5	6	5	8	9	1-2	
37-38	H	M	LN	15	9	15	17	11	11	1	6	10	½	1-3	1/1	+1	15"	+2	20	15	33	3	6	1	2	19	—	
39-40	H	F	LE	16	12	15	15	11	6	3	11	8	1½	1-6	1/1	+1	17"	—	27	20	30	4	7	6	2	10	—	
41-42	H	M	LE	17	6	15	15	13	8	2	8	9	1	1-4	1/1	+1	16"	—	21	15	32	5	5	7	5	23	—	OW, M
43-44	H	M	LE	18	12	17	16	11	10	1	6	10	½	1-3	1/1	+3	15"	+1	15	10	33	7	6	3	1	9	—	
45-46	H	F	LE	15	10	17	16	12	12	4	10	7	2	1-6	5/4	+1	18"	+1	33	25	28	3	2	1	6	13	—	OW
47-48	H	F	LG	15	13	16	17	11	11	2	7	9	1	1-4	1/1	+2	16"	+2	26	20	32	4	9	1	2	16	—	
49-50	H	M	LG	15	14	15	18	11	15	4	14	7	2	1-6	5/4	+1	18"	+3	43	35	28	3	5	3	4	13	—	
51-52	H	M	LG	15	6	15	15	15	12	5	16	7	2½	1-6	5/4	+1	18"	—	40	31	26	3	7	6	5	24	—	R, OW
53-54	H	M	LE	15	6	15	15	11	11	1	4	10	½	1-3	1/1	+1	15"	—	15	10	33	3	3	2	5	14	—	
55-56	H	M	LE	15	12	15	15	14	8	2	9	9	1	1-4	1/1	+1	16"	—	21	15	32	5	4	6	6	1	—	
57-58	H	M	LN	15	9	15	15	11	13	5	20	7	2½	2-7	5/4	+1	18"	—	40	31	26	4	6	2	7	9	—	
59-60	H	M	LG	15	13	15	15	11	7	4	13	7	2	1-6	5/4	+1	18"	—	33	25	28	2	4	1	2	24	—	OW
61-62	H	M	LN	18	7	15	15	15	13	4	19	7	2	1-6	5/4	+1	18"	—	33	25	28	3	2	5	5	7	—	
63-64	H	F	LG	15	6	15	15	14	11	5	13	7	2½	1-6	5/4	+1	19"	—	40	31	26	4	5	1	8	1	—	
65-66	H	M	LG	16	8	15	15	12	11	7	17	5	3½	3-9	3/2	+1	21"	—	55	43	22	9	3	1	4	20	1-3	OW
67-68	H	M	LE	16	13	17	15	13	14	3	8	8	1½	1-6	1/1	+3	17"	—	27	20	30	8	7	6	8	12	—	
69-70	H	M	LN	15	15	15	15	14	11	2	8	9	1	1-4	1/1	+1	16"	—	21	15	32	1	2	4	8	9	—	
71-72	H	M	LN	15	10	15	15	11	14	5	21	7	2½	2-12	5/4	+1	19"	—	40	31	26	9	7	1	6	8	—	
73-74	H	F	LN	17	17	18	18	17	18	3	21	8	1½	1-6	1/1	+4	17"	+3	37	30	30	10	5	4	7	2	—	M
75-76	H	F	LN	15	9	15	15	15	6	4	19	7	2	1-6	5/4	+1	18"	—	33	25	28	8	2	7	4	6	—	M
77-78	H	M	LE	15	11	15	15	16	12	1	5	10	1	1-4	1/1	+1	16"	—	21	15	32	5	1	7	3	14	—	M, R
79-80	H	M	LN	15	9	15	15	14	11	7	20	5	3½	3-9	3/2	+1	21"	—	55	43	22	10	4	4	10	1	1-3	
81-82	H	F	LG	15	10	15	16	12	14	2	10	9	1	1-4	1/1	+1	16"	+1	21	15	32	4	5	4	1	15	—	
83-84	H	M	LE	15	10	15	15	11	12	6	20	6	3	2-8	3/2	+1	20"	—	47	37	24	4	5	2	6	8	1-2	
85-86	H	F	LE	15	12	15	15	15	13	2	11	9	1	1-4	1/1	+1	16"	—	21	15	32	6	2	2	4	20	—	
87-88	H	M	LN	17	13	15	15	12	10	1	5	10	½	1-3	1/1	+1	15"	—	15	10	33	3	3	4	1	7	—	
89-90	H	F	LE	15	14	15	15	15	8	8	6	4	3	2-8	3/2	+1	20"	—	47	37	24	7	6	1	6	1	1-4	M
91-92	H	F	LN	15	11	15	15	12	10	2	7	9	1	1-4	1/1	+1	16"	—	21	15	32	6	1	1	1	9	—	
93-94	H	M	LE	15	10	17	15	13	7	3	12	8	1½	1-6	1/1	+3	17"	—	27	20	30	2	5	1	4	3	—	
95-96	H	M	LG	15	13	18	17	15	9	2	10	9	1	1-4	1/1	+1	16"	+2	26	20	32	8	6	1	6	11	—	
97-98	H	M	LN	15	15	15	16	12	11	4	13	7	2	1-6	5/4	+1	18"	+1	33	25	28	5	2	1	6	19	—	
99-100	H	M	LG	15	14	15	15	16	15	7	32	5	3½	3-9	3/2	+1	21"	—	55	43	22	7	9	7	4	12	1-3	M, OW

MULTI-CLASS CHARACTERS

The listings for multi-class characters combine the various headings of all the previous sections, with the exception of monks and druids. The information is arranged so that the various classes and levels of the character are stacked in the appropriate column. Thieving percentages are listed under the combat information when necessary.

When encountered, multi-class characters will be equipped to operate in both of their classes, if possible. At the DM's discretion, the character may only be prepared in one of its classes.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	CL	LV	HP	AC	SL	+H	+D PP	DB MS	SB HS	#AT	BS	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
1	½E	M	LE	8	16	14	14	9	10	MU	1	5	8	1	—	—	—	—	—	—	—	—	3	2	3	5	13	1-4	
										CL	1			1															
2	E	M	CE	14	9	10	13	10	14	MU	2	10	8	1	—	—	—	—	—	—	—	—	8	8	4	3	9	1-6	
										FT	2								1/1									
										TH	2					40	26	25		x2									
3	½E	F	CG	15	17	15	12	17	7	RG	5	42	6	—	—	—	—	+1	1/1	—	—	—	4	2	2	7	20	1-3	SC
										CL	5			3															
4	D	M	LE	10	8	12	17	14	10	FT	2	13	8	—	—	—	-3	0/+4	1/1	—	—	+2	2	9	2	2	4	1-4	
										TH	2					40	26	20		x2									
5	E	M	N	12	12	12	14	11	9	MU	3	16	8	2	—	—	—	—	—	—	—	—	1	10	8	5	1	1-4	
										FT	3								1/1									
										TH	3					45	32	30		x2									
6	G	M	NE	12	7	10	16	11	6	FT	2	11	8	—	—	—	-2	0/+3	1/1	—	—	+1	7	8	3	5	13	1-2	S, SH
										TH	2					40	32	25		x2									
7	E	M	N	15	9	10	19	10	17	FT	1	9	8	—	—	—	-4	—	1/1	—	—	+3	7	10	4	5	7	1-10	
										TH	1					50	32	32		x2									
8	½	M	CN	10	10	7	12	17	9	FT	3	22	8	—	—	—	—	-1/+3	1/1	—	—	—	7	7	1	1	15	1-4	
										TH	3					40	32	35		x2									
9	½O	M	NE	9	11	8	12	13	6	FT	10	39	8	—	—	—	—	—	3/2	—	—	—	3	1	8	8	14	1-2	S
										TH	6					50	42	37		x3									
10	½O	F	LE	13	9	7	13	12	7	FT	2	15	8	—	—	—	—	-1	1/1	—	—	—	5	9	2	5	9	1-3	
										TH	3					35	27	20		x2									
11	E	M	LG	12	12	13	12	9	14	MU	9	28	8	5	—	—	—	—	—	—	—	—	5	8	4	5	16	1-6	M
										FT	5								1/1									
12	½E	M	NG	11	15	6	13	13	11	MU	3	14	4	2	—	—	—	-1	—	—	—	—	1	7	6	1	7	1-4	P
										FT	3								1/1									
13	E	M	NE	11	13	12	7	11	12	MU	4	16	6	2	—	—	—	—	—	—	—	—	5	7	3	3	19	1-5	
										FT	4								1/1									
14	½O	F	CN	16	8	12	10	19	6	FT	3	34	5	—	—	+1	—	—	1/1	—	—	—	5	4	3	1	21	1-2	
										CL	3			2							05								
15	½	M	N	11	6	11	10	11	11	FT	3	12	8	—	—	—	—	0/+3	1/1	—	—	—	3	2	4	7	16	1-4	
										TH	3					35	22	30		x2									
16	½O	F	CN	12	8	11	11	14	8	FT	3	14	8	—	—	—	—	—	1/1	—	—	—	7	2	8	8	23	1-3	
										TH	4					35	33	25		x2									
17	E	M	LG	13	13	13	11	9	8	FT	4	15	7	—	—	—	—	—	1/1	—	—	—	8	10	8	4	9	1-3	S, SH
										MU	3			2															
18	G	F	CN	14	11	8	14	12	11	FT	4	22	8	—	—	—	—	0/+3	1/1	—	—	—	5	5	7	3	6	1-4	M
										TH	4					45	38	30		x2									
19	½E	M	CE	15	8	9	14	10	7	FT	5	19	8	—	—	—	—	—	1/1	—	—	—	4	7	3	4	12	1-3	
										TH	5					60	40	31		x3									
20	½O	M	CE	12	14	13	12	18	7	AS	1	5	8	—	—	—	—	—	—	x2	—	—	2	4	1	1	1	1-3	
										CL	1			1															
21	½O	M	LE	14	11	9	12	17	8	AS	5	33	7	—	—	35	22	20	—	x3	—	—	4	1	3	2	13	1-3	
										FT	5								1/1									
22	E	M	LE	13	16	8	13	12	9	TH	4	11	8	—	—	50	38	35	—	x2	—	—	6	4	2	5	12	1-4	
										MU	3			2															

	RA	SX	AL	ST	IN	WI	DX	CN	CH	CL	LV	HP	AC	SL	+H	+D PP	DB MS	SB HS	#AT	BS	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
23	½O	F	CE	14	12	9	14	13	4	AS	8	37	7	—	—	50	47	37	—	x3	—	—	9	9	6	1	14	1	S
										FT	7								3/2										
24	½E	M	NG	13	14	16	12	14	12	RG	3	25	3	—	—	—	—	+2	1/1	—	—	—	5	1	7	3	12	1-5	OW
										CL	4			2															
25	G	M	CG	14	15	11	16	8	12	IL	1	7	2	1	—	—	-2	0/+2	—	—	—	+1	2	5	8	6	10	1-5	
										FT	1								1/1										
26	G	F	LN	10	15	12	16	9	10	IL	5	19	8	3	—	—	-2	0/+2	—	—	—	+1	3	10	6	6	2	1-4	P
										TH	5					55	45	36		x3									
27	½O	M	CN	7	8	14	13	15	11	CL	4	16	8	2	-1	—	—	—	—	—	—	—	7	7	5	1	12	1-4	
										TH	3					40	27	20		x2									
28	½O	M	N	13	11	13	10	16	6	CL	4	23	5	2	—	—	—	—	—	—	—	—	5	6	8	1	20	1-2	P
										FT	4								1/1										
29	½E	M	CN	8	16	14	14	8	12	CL	5	16	8	3	—	—	—	—	—	—	—	—	6	3	6	3	22	1-5	M, R
										MU	6			3															
30	½E	F	NG	17	7	13	13	10	7	CL	2	8	8	1	+1	+1	—	—	—	—	—	—	4	10	2	2	4	1-3	
										FT	1								1/1										
31	½O	M	LN	15	11	13	8	14	7	CL	4	27	4	2	—	—	—	—	—	—	—	—	2	3	8	5	17	1-3	R
										FT	9								3/2	—									
32	G	M	NG	10	15	10	16	10	12	IL	3	13	8	2	—	—	-2	0/+2	—	—	—	+1	3	7	7	4	3	1-5	
										TH	4					40	38	30		x2									
33	½E	F	CG	13	13	14	9	14	6	RG	3	14	4	—	—	—	—	—	1/1	—	—	—	4	9	4	1	2	1-2	W
										CL	2			1															
34	½E	F	LE	12	14	13	16	10	16	MU	1	6	7	1	—	—	-2	—	—	—	—	+1	5	2	4	3	21	1-8	
										CL	2			1															
35	E	M	CE	10	14	8	15	8	15	MU	3	20	2	2	—	—	-1	—	—	—	—	—	7	10	6	6	21	1-7	
										FT	4								1/1										
36	½E	M	NE	10	16	9	9	10	12	MU	3	17	5	2	—	—	—	—	—	—	—	—	8	5	7	3	8	1-5	P
										FT	4								1/1										
37	E	F	CN	7	14	12	16	10	12	TH	3	10	8	—	—	45	32	30	—	x2	—	+1	4	8	3	6	7	1-5	
										MU	2			1			-2												
38	E	M	NE	16	10	6	14	11	11	TH	4	15	8	—	—	50	38	35	—	x2	—	—	5	2	6	7	10	1-4	S
										FT	4					+1		-1	1/1										
39	½O	F	N	11	8	9	14	14	10	TH	5	24	8	—	—	45	40	31	—	x3	—	—	3	1	5	2	6	1-4	P
										FT	5								1/1										
40	½E	F	CE	13	12	8	13	14	11	TH	5	20	8	—	—	60	40	36	—	x3	—	—	6	10	8	3	11	1-4	P
										FT	5								1/1										
										MU	4			2															
41	E	M	NE	15	15	11	15	12	11	MU	5	16	8	3	+1	—	-1	—	—	—	—	—	4	2	7	4	10	1-4	SC
										FT	4								1/1										
										TH	5					55	45	41		x3									
42	½E	M	LE	9	16	12	12	15	8	MU	3	14	8	2	—	—	—	—	—	—	—	—	7	8	7	6	22	1-3	SC
										TH	4					55	28	30		x2									
43	E	F	LE	13	9	11	12	10	8	FT	5	24	8	—	—	—	—	—	1/1	—	—	—	3	9	7	1	7	1-3	P
										TH	5					55	40	41		x3									
44	E	M	LE	10	13	10	9	13	14	FT	4	21	4	—	—	—	—	—	1/1	—	—	—	8	4	4	8	10	1-6	P
										MU	4			2															
45	D	F	CN	17	7	13	13	13	16	FT	7	40	8	—	+1	+1	—	0/+3	3/2	—	—	—	4	5	4	4	12	1-8	R
										TH	7					60	55	43		x3									
46	½	M	CE	14	11	10	14	11	11	FT	1	8	8	—	—	—	—	0/+3	1/1	—	—	—	4	7	1	3	10	1-4	
										TH	1					35	25	25		x2									
47	G	M	N	13	11	13	13	12	17	FT	1	5	8	—	—	—	—	0/+3	1/1	—	—	—	3	7	3	4	10	1-10	
										TH	1					30	20	15		x2									
48	½E	M	CN	12	9	17	7	9	11	CL	2	6	4	1	—	—	—	+3	—	—	—	—	2	9	6	1	16	1-4	
										FT	1								1/1										
49	½E	F	CG	13	13	14	9	14	18	CL	5	24	5	3	—	—	—	—	—	—	—	—	6	9	2	5	9	1-15	
										RG	4								1/1										

MULTI-CLASS CHARACTERS

	RA	SX	AL	ST	IN	WI	DX	CN	CH	CL	LV	HP	AC	SL	+H	+D PP	DB MS	SB HS	#AT	BS	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
50	½E	F	NG	9	14	13	11	9	14	CL	3	10	7	2	—	—	—	—	—	—	—	—	6	9	2	5	9	1-6	R
										MU	3			2															
51	½E	M	N	12	14	15	15	10	10	MU	6	25	8	3	—	—	- 1	+ 1	—	—	—	—	4	3	4	2	9	1-4	OW, P
										TH	10					90	78	68		x4									
52	½E	M	NE	12	10	13	17	11	8	CL	5	25	7	3	—	—	- 3	—	—	—	—	+ 2	8	10	5	1	6	1-3	
										FT	5								1/1										
53	E	M	CG	13	13	11	13	11	9	FT	5	19	4	—	—	—	—	—	1/1	—	—	—	6	6	7	10	4	1-4	
										MU	4			2															
54	G	M	LE	13	15	13	16	16	16	FT	3	20	4	—	—	—	- 2	0/ + 4	1/1	—	—	+ 1	6	7	5	9	1	1-6	A
										IL	2			1															
55	D	F	LN	12	10	7	15	13	15	FT	2	14	8	—	—	—	- 1	- 1/ + 3	1/1	—	—	—	3	8	2	1	10	1-7	S
										TH	3					40	27	20		x2									
56	D	M	CE	12	11	10	16	14	10	FT	4	20	7	—	—	—	- 2	0/ + 4	1/1	—	—	+ 1	4	5	7	2	1	1-4	A
										TH	5					50	40	31		x2									
57	E	F	LN	10	15	7	16	10	8	FT	5	19	8	—	—	—	- 2	- 1	1/1	—	—	+ 1	8	6	8	4	17	1-3	SC, P, R
										MU	4			2															
										TH	5					55	45	41		x3									
58	E	M	CN	11	13	9	13	11	10	MU	5	15	8	3	—	—	—	—	—	—	—	—	7	8	2	8	3	1-4	
										TH	6					60	52	47		x3									
59	G	M	LE	9	15	7	16	16	13	IL	5	29	8	3	—	—	- 2	- 1/ + 4	—	—	—	+ 1	9	6	3	4	17	1-5	
										TH	7					60	60	48		x3									
60	½O	F	CE	14	10	12	12	13	12	CL	4	28	3	2	—	—	—	—	—	—	05	—	4	4	3	1	19	1-5	R
										FT	5								1/1										
61	½O	M	LE	9	8	12	13	13	7	CL	4	25	8	2	—	—	—	—	—	—	05	—	5	3	5	4	12	1-3	
										TH	6					50	47	37		x3									
62	½O	F	LE	13	11	11	13	13	8	CL	4	16	7	2	—	—	—	—	—	—	10	—	4	1	10	2	13	1-3	A
										AS	6					40	33	25		x3									
63	½E	F	CE	12	12	7	9	11	7	FT	6	26	2	—	—	—	—	- 1	1/1	—	—	—	3	6	6	1	3	1-3	A, S, SH
										MU	6			3															
64	E	M	CN	17	10	8	15	9	9	FT	1	7	8	—	+ 1	+ 1	- 1	—	1/1	—	—	—	1	5	2	7	6	1-4	
										TH	1					35	20	20		x2									
65	G	M	N	13	7	11	13	12	8	FT	4	27	8	—	—	—	—	+ 3	1/1	—	—	—	3	10	9	5	22	1-4	
										TH	5					50	45	36		x3									
66	½E	M	CN	14	8	13	15	15	12	FT	3	15	8	—	—	—	- 1	—	1/1	—	—	—	7	3	8	6	12	1-5	S
										TH	4					55	33	30		x2									
67	½	M	LN	11	7	11	15	13	6	FT	3	14	8	—	—	—	- 1	0/ + 3	1/1	—	—	—	8	9	7	1	10	1-2	
										TH	3					45	37	35		x2									
68	½O	F	N	16	9	10	13	13	10	FT	4	21	18	—	—	+ 1	—	—	1/1	—	—	—	9	1	9	4	14	1-4	S
										TH	5					45	40	31		x3									
69	E	M	LE	12	12	9	17	9	16	FT	3	15	7	—	—	—	- 3	—	1/1	—	—	+ 2	5	10	7	3	1	1-8	P
										TH	3					50	37	35		x2									
70	G	F	LE	15	15	13	17	14	9	FT	4	14	7	—	—	—	- 3	0/ + 4	1/1	—	—	+ 2	9	2	2	6	9	1-4	
										IL	4			2															
71	½E	M	CE	12	11	7	15	10	7	FT	3	16	7	—	—	—	- 1	- 1	1/1	—	—	—	2	8	8	5	13	1-3	
										TH	3					50	27	25		x2									
72	½O	M	CE	13	13	9	14	13	10	FT	3	13	8	—	—	—	—	—	1/1	—	—	—	6	3	7	6	24	1-4	
										AS	2									x2									
73	½E	F	NG	13	14	11	11	11	9	FT	3	18	8	—	—	—	—	—	1/1	—	—	—	7	8	9	1	8	1-4	
										MU	3			2															
										TH	4					50	23	30		x2									
74	½E	F	LE	8	12	8	12	12	18	MU	4	17	8	2	—	—	—	—	—	—	—	—	3	6	8	9	17	1-15	R, OW
										TH	4					55	28	30		x2									
75	D	M	CG	14	9	17	12	12	10	FT	7	32	4	4	—	—	—	+ 3/ + 3	1/1	—	—	—	10	2	10	7	1	1-4	P, R
										TH	8					65	57	49		x3									

	RA	SX	AL	ST	IN	WI	DX	CN	CH	CL	LV	HP	AC	SL	+H	+D PP	DB MS	SB HS	#AT	BS	SF	R/AT	AG	AP	PO	SA	GT	#H	MI
76	½E	M	LE	10	14	18	12	9	9	CL	1	5	4	1	1	—	—	+4	—	—	—	—	6	9	8	8	5	1-4	
										MU	1																		
77	G	M	CE	8	15	14	18	11	6	IL	1	4	8	1	—	—	—	0/+3	—	—	—	+3	4	3	2	5	9	1-2	
										TH	2					45	36	39		x2									
78	D	F	LN	17	14	14	12	14	12	FT	4	19	8	—	+1	+1	—	0/+4	1/1	—	—	—	4	4	8	3	21	1-5	
										TH	4					45	28	25		x2									
79	D	M	CN	12	7	9	12	18	11	FT	3	29	8	—	—	—	—	-1/+5	1/1	—	—	—	4	8	8	7	7	1-4	
										TH	3					40	22	20		x2									
80	½E	M	NE	18	12	7	12	17	9	FT	5	27	7	—	+1	+3	—	-1	1/1	—	—	—	3	9	3	8	13	1-4	P
				(38)						MU	4			2															
81	E	F	LN	17	18	17	18	17	18	FT	7	71	8	—	+1	+1	-4	+3	3/2	—	—	+3	8	4	10	7	19	1-15	S,
										MU	11			5															M, P
										TH	12					115	109	97		x4									
82	D	F	CN	17	17	18	17	18	16	FT	9	82	8	—	+1	+1	-3	+4/+5	3/2	—	—	+2	9	10	7	9	5	1-8	S,
										TH	11					95	83	68		x4									R, M
83	½O	M	LE	18	17	14	14	19	12	FT	10	108	7	—	+2	+5	—	—	3/2	—	—	—	10	6	8	2	6	1-5	P, W, M
				(96)						AS	13					85	83	68		x5									
84	½E	F	CN	12	11	13	8	8	7	CL	1	5	2	1	—	—	—	—	—	—	—	—	6	9	3	8	9	1-3	
										FT	1								1/1										
85	½E	F	LE	9	12	15	9	7	12	CL	5	17	4	3	—	—	—	+1	—	—	—	—	8	5	3	5	16	1-5	A
										MU	5			3															
86	E	M	NE	14	13	15	13	7	9	FT	2	10	4	—	—	—	—	+1	1/1	—	—	—	6	10	4	3	7	1-4	
										TH	3					45	32	30		x2									
87	½E	M	N	9	13	11	12	13	15	MU	1	6	8	1	—	—	—	—	—	—	—	—	2	4	8	4	12	1-7	
										TH	2					45	16	20		x2									
88	E	M	LN	9	8	10	11	8	10	FT	5	24	8	—	—	—	—	—	1/1	—	—	—	8	7	8	4	19	1-4	
										TH	5					50	35	41		x3									
89	½E	M	CG	13	17	13	14	15	14	CL	6	29	8	3	—	—	—	—	—	—	—	—	4	10	6	6	1	1-6	
										RG	5								1/1										
90	½E	M	CN	13	10	15	13	12	10	FT	1	4	8	—	—	—	—	+1	1/1	—	—	—	3	8	5	3	5	1-4	
										MU	1			1															
										TH	1					40	15	15		x2									
91	E	F	LE	11	15	11	10	11	11	MU	9	22	3	5	—	—	—	—	—	—	—	—	4	8	8	2	21	1-4	A, SC
										FT	5								1/1										
92	D	M	NG	11	7	13	16	13	13	FT	3	21	5	—	—	—	—	+3	1/1	—	—	+1	7	7	6	3	1	1-5	
										TH	4					45	33	25											
93	E	F	CN	12	15	11	7	11	16	MU	4	16	3	2	—	—	—	—	—	—	—	—	8	7	1	10	15	1-8	
										FT	4								1/1										
94	G	M	LN	17	13	11	18	17	9	FT	6	64	8	—	+1	+1	-4	0/+4	1/1	—	—	+3	6	8	7	1	19	1-4	S, P
										TH	11					108	101	85		x4									
95	½E	M	LG	18	18	16	16	18	15	MU	8	59	8	4	+1	+2	-2	+2	—	—	—	+1	8	7	5	4	9	1-7	OW, P
										TH	12					110	94	82		x4									
96	½	M	CN	17	16	15	18	18	15	FT	5	47	8	—	+1	+1	-4	+1/+5	1/1	—	—	+3	10	9	8	7	12	1-7	P, S
										TH	5					65	60	56		x3									
97	½	M	CE	14	9	12	13	14	11	FT	3	18	8	—	—	—	—	0/+4	1/1	—	—	—	8	4	6	7	24	1-4	
										TH	4					50	43	40		x2									
98	D	M	LN	13	7	7	12	12	8	FT	4	18	8	—	—	—	—	-1/+3	1/1	—	—	—	6	1	10	2	7	1-3	
										TH	5					50	35	31		x3									
99	G	M	CE	11	15	14	16	9	8	IL	4	15	8	2	—	—	-2	0/+2	—	—	—	+1	3	9	8	8	23	1-3	
										TH	4					45	38	30		x2									
100	½E	F	CN	17	14	13	18	10	17	FT	6	35	4	—	+1	+1	-4	—	1/1	—	—	+3	4	4	1	1	5	1-10	S, M
										CL	5			3															
										MU	6			3															

PALADINS

As a sub-class of fighters, paladins have some of the strictest requirements to maintain. Because of this, certain headings (although included here) become superfluous — alignment and race — as all paladins must be Lawful Good humans. Since higher-level paladins have some spell ability, the listing for spell level (SL) is included here. The number indicates the highest level of spell usable, while the C shows that these spells are clerical in nature.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	#AT	R/AT	AG	AP	PO	SA	GT	#H	MI
1-2	H	F	LG	14	10	14	8	11	17	7	38	3	—	—	—	—	+2	3/2	—	6	3	7	3	6	1-10	A, OW
3-4	H	M	LG	13	12	15	13	17	18	1	9	4	—	—	—	—	+3	1/1	—	6	5	1	3	11	1-15	P
5-6	H	F	LG	12	9	13	11	13	17	6	37	4	—	—	—	—	+2	1/1	—	6	4	1	2	4	1-10	
7-8	H	M	LG	12	12	13	11	9	17	9	54	3	C1	—	—	—	+2	3/2	—	10	9	1	2	16	1-10	S, R
9-10	H	M	LG	16	9	13	9	12	17	9	39	4	C1	—	+1	—	+2	3/2	—	5	4	1	3	13	1-10	
11-12	H	F	LG	12	9	13	11	9	17	1	6	3	—	—	—	—	+2	1/1	—	8	5	3	7	9	1-10	
13-14	H	M	LG	12	9	13	9	14	17	9	53	4	C1	—	—	—	+2	3/2	—	3	6	1	8	1	1-10	R
15-16	H	F	LG	14	10	13	17	10	17	3	18	5	—	—	—	-3	+2	1/1	+2	3	10	4	2	13	1-10	
17-18	H	M	LG	13	10	15	12	10	18	2	11	2	—	—	—	—	+3	1/1	—	1	5	7	6	14	1-15	
19-20	H	M	LG	16	13	13	10	10	17	4	17	4	—	—	+1	—	+2	1/1	—	1	8	1	6	1	1-10	
21-22	H	M	LG	13	9	13	7	15	17	8	48	4	—	—	—	—	+2	3/2	—	6	9	1	7	13	1-10	P
23-24	H	M	LG	12	9	13	12	9	17	8	44	2	—	—	—	—	+2	3/2	—	8	9	2	2	9	1-10	R
25-26	H	M	LG	16	9	13	13	9	18	3	18	5	—	—	+1	—	+2	1/1	—	7	2	7	4	2	1-15	
27-28	H	M	LG	18/12	9	13	6	12	17	5	27	2	—	+1	+3	+1	+2	1/1	—	3	4	4	4	8	1-10	S, W
29-30	H	M	LG	12	9	13	9	15	17	8	59	4	—	—	—	—	+2	3/2	—	5	7	6	6	2	1-10	S, SH
31-32	H	F	LG	18/50	9	15	11	10	17	1	5	4	—	+1	+3	—	+3	1/1	—	7	2	8	7	22	1-10	A
33-34	H	M	LG	16	12	13	8	13	17	2	10	4	—	—	+1	—	+2	1/1	—	8	3	6	5	24	1-10	
35-36	H	M	LG	12	10	15	12	9	17	5	31	3	—	—	—	—	+3	1/1	—	2	10	6	7	2	1-10	
37-38	H	F	LG	12	9	13	12	12	18	2	12	3	—	—	—	—	+2	1/1	—	4	6	1	5	15	1-15	
39-40	H	M	LG	14	10	16	10	16	18	3	20	3	—	—	—	—	+4	1/1	—	1	2	1	7	4	1-15	
41-42	H	F	LG	17	14	16	9	9	17	9	58	3	C1	+1	+1	—	+4	3/2	—	9	10	5	7	12	1-12	R
43-44	H	M	LG	12	12	13	11	9	18	7	49	3	—	—	—	—	+2	3/2	—	3	10	7	5	10	1-15	P
45-46	H	M	LG	18/49	13	13	11	9	17	5	32	5	—	+1	+3	—	+2	1/1	—	3	3	1	4	13	1-10	SC
47-48	H	M	LG	12	9	13	10	9	17	8	43	3	—	—	—	—	+2	3/2	—	3	7	4	5	13	1-10	
49-50	H	M	LG	14	9	13	10	13	18	1	6	4	—	—	—	—	+2	1/1	—	2	10	1	2	8	1-15	
51-52	H	M	LG	14	10	13	10	9	17	8	39	3	—	—	—	—	+2	3/2	—	4	10	6	6	2	1-10	
53-54	H	M	LG	12	9	13	6	9	17	8	54	3	—	—	—	+1	+2	3/2	—	5	9	8	1	24	1-10	
55-56	H	M	LG	12	9	13	9	10	17	7	33	2	—	—	—	—	+2	3/2	—	7	10	5	6	13	1-10	A, P
57-58	H	M	LG	13	13	13	10	14	17	10	66	2	C1	—	—	—	+2	3/2	—	3	9	1	1	1	1-10	P, M
59-60	H	F	LG	12	9	13	6	9	17	10	53	3	C1	—	—	+1	+2	3/2	—	3	10	1	1	21	1-10	S
61-62	H	M	LG	13	9	14	11	9	17	5	20	5	—	—	—	—	+2	1/1	—	6	6	6	4	13	1-10	
63-64	H	M	LG	12	11	13	14	12	17	7	34	2	—	—	—	—	+2	3/2	—	6	7	2	1	5	1-10	
65-66	H	M	LG	13	9	17	8	9	17	11	58	2	C2	—	—	—	+5	3/2	—	6	9	6	7	16	1-10	A
67-68	H	M	LG	12	9	13	12	9	17	8	40	5	—	—	—	—	+2	3/2	—	3	7	1	3	13	1-10	P
69-70	H	M	LG	14	9	13	6	9	17	7	51	3	—	—	—	+1	+2	3/2	—	4	5	5	7	6	1-10	
71-72	H	F	LG	16	10	13	11	12	17	12	53	5	C2	—	+1	—	+2	3/2	—	10	3	3	7	17	1-10	R, P
73-74	H	M	LG	18/98	16	18	18	18	18	8	83	2	—	+2	+5	-4	+6	3/2	—	7	3	3	1	4	1-15	S
75-76	H	M	LG	13	13	14	8	13	17	8	47	3	—	—	—	—	+2	3/2	—	6	3	3	5	14	1-10	M
77-78	H	M	LG	12	11	13	8	9	17	4	26	4	—	—	—	—	+2	1/1	—	4	2	7	2	16	1-10	
79-80	H	M	LG	14	9	15	7	11	17	5	20	3	—	—	—	—	+3	1/1	—	2	10	3	5	22	1-10	
81-82	H	M	LG	16	10	15	6	12	17	3	19	4	—	—	+1	+1	+3	1/1	—	6	9	3	7	11	1-10	
83-84	H	M	LG	18/91	12	15	6	17	17	8	75	2	—	+2	+5	+1	+3	3/2	—	8	9	6	1	1	1-10	P
85-86	H	M	LG	14	11	13	8	11	17	8	40	5	—	—	—	—	+2	3/2	—	7	8	1	5	13	1-10	S
87-88	H	F	LG	12	11	14	11	10	18	5	23	3	—	—	—	—	+2	1/1	—	7	10	8	6	21	1-15	
89-90	H	M	LG	12	10	13	9	11	17	10	52	5	C1	—	—	—	+2	3/2	—	4	3	2	5	13	1-10	A, P
91-92	H	F	LG	14	9	13	7	9	17	11	54	5	C2	—	—	—	+2	3/2	—	7	10	3	7	22	1-10	A, S
93-94	H	F	LG	12	9	13	7	9	18	6	27	4	—	—	—	—	+2	3/2	—	10	10	1	3	7	1-15	
95-96	H	M	LG	12	10	14	10	10	17	5	28	2	—	—	—	—	+2	1/1	—	7	8	3	1	9	1-10	
97-98	H	M	LG	13	12	13	12	15	17	8	46	3	—	—	—	—	+2	3/2	—	5	8	8	1	15	1-10	S, SH, R
99-100	H	F	LG	12	12	13	11	11	18	3	17	4	—	—	—	—	+2	1/1	—	3	3	4	5	16	1-15	

RANGERS

Rangers have more special abilities than those listed here, notably in tracking and in surprise. Tracking was not included, because it is affected by other variables that the DM must moderate. The ability to surprise and be surprised remains constant and so is not listed here.

High-level rangers are able to use both druidic and magical spells, hence under spell level (SL) there are abbreviations for both druid (D) and magic-user (M) spell levels. These list the highest spell castable by the character.

For more information on the ranger's abilities and restrictions, the DM should consult the ranger section of the **PLAYERS HANDBOOK.**

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	#AT	R/AT	AG	AP	PO	SA	GT	#H	MI
1-2	H	F	NG	14	13	18	13	14	8	8	38	2	D1	—	—	—	+4	3/2	—	6	1	1	7	15	1-3	P, OW
3-4	H	F	LG	15	13	14	11	14	10	8	40	3	D1	—	—	—	—	3/2	—	7	4	1	6	11	1-4	
5-6	H	F	LG	13	13	14	8	16	13	2	23	4	—	—	—	—	—	1/1	—	9	2	1	8	21	—	OW
7-8	H	F	CG	16	13	14	6	14	11	12	52	4	D2 M1	—	+1	+1	—	3/2	—	8	7	2	5	2	1-4	P
9-10	H	M	CG	13	15	14	12	14	11	6	31	5	—	—	—	—	—	1/1	—	4	7	2	5	9	—	
11-12	H	M	LG	13	13	14	11	14	11	8	53	3	D1	—	—	—	—	3/2	—	3	9	7	8	4	1-4	
13-14	H	M	LG	13	17	14	11	14	9	4	24	5	—	—	—	—	—	1/1	—	3	3	1	8	9	—	
15-16	H	F	NG	15	15	14	7	17	8	8	67	4	D1	—	—	—	—	3/2	—	4	5	7	3	9	1-3	S, SH
17-18	H	F	CG	13	13	14	10	15	9	5	33	3	—	—	—	—	—	1/1	—	4	6	7	6	21	—	
19-20	H	F	LG	18/23	13	14	12	15	10	7	46	5	—	+1	+3	—	—	1/1	—	3	2	7	2	11	—	
21-22	H	M	LG	13	15	14	11	14	10	5	30	2	—	—	—	—	—	1/1	—	5	9	8	3	13	—	R
23-24	H	M	CG	13	13	18	12	14	11	5	29	5	—	—	—	—	+4	1/1	—	6	9	6	8	4	—	
25-26	H	M	NG	14	13	14	10	14	12	2	20	2	—	—	—	—	—	1/1	—	6	3	5	3	7	—	
27-28	½E	M	LG	13	13	14	17	14	7	6	27	5	—	—	—	-3	—	1/1	+2	8	6	2	8	16	—	
29-30	H	M	CG	16	13	14	7	14	6	5	30	3	—	—	+1	—	—	1/1	—	4	3	1	8	11	—	S
31-32	H	M	NG	13	15	14	10	14	9	9	43	2	D1 M1	—	—	—	—	3/2	—	10	2	8	5	11	1-4	
33-34	H	M	NG	13	13	14	8	14	14	9	44	3	D1 M1	—	—	—	—	3/2	—	9	2	1	1	4	1-6	
35-36	½E	M	NG	13	13	14	10	16	9	1	12	4	—	—	—	—	—	1/1	—	8	1	2	2	10	—	
37-38	H	M	LG	15	13	14	12	14	8	9	40	3	D1 M1	—	—	—	—	3/2	—	9	4	1	6	5	1-3	M
39-40	H	F	CG	13	14	14	11	14	7	6	43	5	—	—	—	—	—	1/1	—	3	5	5	2	1	—	
41-42	H	M	LG	13	13	15	9	14	11	1	14	3	—	—	—	—	+1	1/1	—	2	5	7	4	24	—	
43-44	H	F	LG	13	13	14	12	17	10	8	65	3	D1	—	—	—	—	3/2	—	8	2	1	1	17	1-4	
45-46	H	M	CG	14	16	14	10	14	10	7	43	3	—	—	—	—	—	1/1	—	8	2	5	8	22	—	SC, R
47-48	H	F	LG	13	15	14	13	14	11	4	22	2	—	—	—	—	—	1/1	—	6	6	1	1	16	—	
49-50	H	M	NG	13	13	14	12	14	8	7	42	3	—	—	—	—	—	1/1	—	3	4	4	6	16	—	
51-52	H	M	NG	15	13	14	9	14	9	4	24	4	—	—	—	—	—	1/1	—	5	9	1	2	16	—	
53-54	H	F	CG	14	15	14	11	14	13	10	57	5	D1 M1	—	—	—	—	3/2	—	5	6	6	6	2	1-5	S
55-56	H	M	NG	13	13	14	12	15	12	8	59	3	D1	—	—	—	—	3/2	—	5	4	8	8	16	1-5	S
57-58	H	M	LG	17	13	14	12	17	8	4	34	2	—	+1	+1	—	—	1/1	—	7	4	4	8	7	—	
59-60	H	F	LG	13	16	14	6	14	8	10	43	2	D1 M1	—	—	+1	—	3/2	—	5	5	3	1	24	1-3	A
61-62	H	M	NG	13	13	18	6	14	12	7	36	5	—	—	—	+1	+4	1/1	—	5	6	6	6	12	—	W
63-64	H	F	CG	13	13	14	10	15	16	8	59	4	D1	—	—	—	—	3/2	—	8	1	8	4	14	1-8	P
65-66	H	M	CG	13	13	14	7	14	11	1	7	2	—	—	—	—	—	1/1	—	2	4	4	2	21	—	
67-68	H	M	CG	13	13	15	11	15	10	1	9	5	—	—	—	—	+1	1/1	—	4	1	5	6	15	—	
69-70	½E	M	NG	18/90	17	17	17	18	18	6	50	2	—	+2	+4	-4	+3	1/1	+3	5	9	1	4	24	—	S, SC
71-72	H	M	LG	13	13	15	9	15	9	5	39	3	—	—	—	—	+1	1/1	—	7	9	2	3	12	—	A
73-74	½E	M	NG	13	13	14	6	14	8	4	18	5	—	—	—	+1	—	1/1	—	6	3	1	6	20	—	
75-76	½E	F	CG	15	13	18	9	16	14	4	27	2	—	—	—	—	+4	1/1	—	4	3	1	4	21	—	A, S

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	SL	+H	+D	DB	SB	#AT	R/AT	AG	AP	PO	SA	GT	#H	MI
77-78	H	M	CG	17	13	14	12	14	12	12	63	5	D2 M1	+1	+1	—	—	3/2	—	7	5	1	5	16	1-5	P, P
79-80	H	F	LG	13	17	14	12	15	12	7	46	2	—	—	—	—	—	1/1	—	5	2	3	5	13	—	
81-82	H	M	CG	16	13	14	10	14	12	1	8	5	—	—	+1	—	—	1/1	—	3	6	1	4	8	—	
83-84	H	M	NG	13	13	14	15	15	11	9	51	3	D1 M1	—	—	-1	—	3/2	—	4	3	7	4	1	1-4	S
85-86	H	M	LG	18/00	15	14	9	14	9	8	45	4	D1	+3	+6	—	—	3/2	—	3	3	6	3	10	1-4	P
87-88	H	M	CG	16	16	14	11	14	7	10	45	3	D1 M1	—	+1	—	—	3/2	—	5	1	1	1	12	1-3	S
88-90	H	M	NG	13	13	14	9	14	15	9	44	2	D1 M1	—	—	—	—	3/2	—	4	2	6	7	2	1-7	
91-92	½E	F	CG	14	13	15	6	14	10	4	29	5	—	—	—	+1	—	1/1	—	8	2	1	1	21	—	
93-94	H	M	NG	13	13	14	12	14	12	9	40	3	D1 M1	—	—	—	—	3/2	—	5	5	1	3	13	1-5	R
95-96	H	M	CG	13	13	15	8	14	11	11	45	5	D1 M1	—	—	—	+1	3/2	—	4	5	3	2	16	1-4	SC
97-100	See MULTI-CLASS CHARACTERS list																									

THIEVES

Thieves, with their special skills, have many headings. These are backstabbing (BS), pickpocketing (PP), moving silently (MS), and hiding in shadows (HS). The numbers under each of these columns are the percentages required to successfully perform that skill. Each percentage has been adjusted for dexterity and race. The other functions of a thief (opening locks, etc.) are not listed here, as they are not considered important in random encounters. These percentages can be found in the **PLAYERS HANDBOOK.**

Thieves, as a group, are not to be trusted. Often they will join a party, acting pleasant and trustworthy, when their only intention is to gain as much as they can.

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	+H	+D	DB	SB	BS	R/AT	PP	MS	HS	AG	AP	PO	SA	GT	#H	MI
1	½	M	LE	8	12	10	17	10	11	11	40	8	—	—	-3	0/+2	x4	+2	100	101	90	4	10	4	2	9	1-4	S, M
2	D	M	CE	12	6	9	16	13	10	1	5	8	—	—	-2	0/+2	x2	+1	30	15	10	2	2	6	5	12	1-4	
3	G	M	NE	13	7	3	14	8	14	2	5	8	—	—	—	-3/+2	x2	—	35	26	20	5	8	4	6	21	1-6	OW
4	H	F	N	17	10	10	18	6	6	1	5	8	+1	+1	-4	—	x2	+3	40	20	25	10	10	9	8	3	1-2	
5	H	M	CE	14	18	4	12	9	12	12	39	8	—	—	—	-2	x4	—	100	94	77	6	9	9	6	23	1-5	S
6	H	M	CN	14	8	10	17	11	14	6	21	8	—	—	-3	—	x3	+2	60	53	43	5	3	4	4	18	1-6	
7	G	F	N	11	10	5	11	8	11	3	9	8	—	—	—	-1/+2	x2	—	35	23	25	3	10	6	2	11	1-4	P
8	H	M	N	10	12	10	15	13	16	8	25	8	—	—	-1	—	x3	—	65	62	49	10	10	5	3	16	1-8	P
9	H	M	CE	12	6	4	12	8	8	6	19	8	—	—	—	-2	x3	—	55	42	37	5	2	9	4	14	1-3	
10	H	F	CE	8	11	6	14	10	10	1	4	8	—	—	—	-1	x2	—	30	15	10	1	4	4	7	13	1-4	
11	H	M	CE	10	10	11	11	10	9	9	37	8	—	—	—	—	x4	—	65	65	46	4	1	6	7	13	1-4	R
12	H	M	CE	9	7	13	17	13	11	1	3	8	—	—	-3	—	x2	+2	35	20	15	3	2	4	5	24	1-4	
13	H	M	CN	9	9	5	17	7	12	8	18	8	—	—	-3	-1	x3	+2	70	67	54	6	6	4	3	22	1-5	
14	H	M	CN	12	12	11	16	12	13	1	6	8	—	—	-2	—	x2	+1	30	15	10	4	8	3	8	16	1-5	
15	H	F	LE	10	10	7	17	13	16	13	38	8	—	—	-3	-1	x5	+2	110	104	90	6	2	2	3	13	1-8	P, P
16	H	F	CN	13	13	10	14	11	10	1	4	8	—	—	—	—	x2	—	30	15	10	4	7	6	4	6	1-4	
17	H	M	NE	11	8	8	15	11	12	11	36	8	—	—	-1	—	x4	—	90	86	70	9	3	5	7	15	1-5	S, P
18	H	F	NE	9	13	4	16	14	10	3	8	8	—	—	-2	-2	x2	+1	40	27	20	4	5	3	7	7	1-4	
19	H	M	NE	10	14	11	17	11	6	9	38	8	—	—	-3	—	x4	+2	75	75	61	3	8	3	5	17	1-2	
20	H	F	LE	12	11	8	13	7	8	3	7	8	—	—	—	—	x2	—	40	27	20	5	5	4	4	4	1-3	
21	H	M	N	8	10	10	14	7	6	5	24	8	—	—	—	—	x3	—	50	40	31	2	2	5	6	6	1-2	
22	H	M	LN	13	8	3	14	12	6	10	41	8	—	—	—	-3	x4	—	80	78	63	9	9	1	7	8	1-2	S
23	H	M	NE	7	11	10	15	15	9	2	8	8	-1	—	+1	—	x2	—	35	21	15	4	7	4	3	12	1-4	
24	H	F	CE	13	13	5	13	13	11	9	32	8	—	—	—	-1	x4	—	70	70	56	4	2	10	7	18	1-4	P, P
25	H	M	LE	7	9	8	14	9	14	8	27	8	-1	—	—	—	x3	—	65	62	49	7	7	7	8	7	1-6	S, R
26	G	F	CN	8	7	8	11	9	12	1	4	8	—	—	—	0/+2	x2	—	30	16	15	7	4	7	8	16	1-5	
27	D	M	LE	15	12	5	13	13	7	5	22	8	—	—	—	0/+3	x3	—	50	40	31	1	5	8	8	1	1-3	
28	H	F	N	16	10	5	18	9	12	8	26	8	—	+1	-4	-1	x3	+3	75	72	59	7	9	5	8	3	1-5	OW, P, P
29	½O	F	NE	8	7	11	13	15	9	6	31	8	—	—	—	—	x3	—	45	37	37	2	3	7	6	23	1-4	P
30	½	F	NE	10	12	10	14	11	9	5	25	8	—	—	—	0/+3	x3	—	55	50	46	7	8	8	8	13	1-4	
31	H	F	LN	10	13	15	16	13	13	1	3	8	—	—	-2	+1	x2	+1	30	15	10	6	6	7	8	20	1-5	
32	H	F	LN	12	10	10	14	13	6	7	27	8	—	—	—	—	x3	—	60	55	43	3	5	8	1	14	1-2	
33	H	M	N	14	12	10	16	17	11	2	13	8	—	—	-2	—	x2	+1	35	21	15	3	2	5	4	13	1-4	
34	H	M	N	9	11	6	13	11	9	4	13	8	—	—	—	-1	x2	—	45	35	25	3	10	5	8	13	1-4	
35	H	M	LE	7	8	11	15	16	11	2	11	8	-1	—	-1	—	x2	—	35	21	15	4	8	5	3	8	1-4	
36	H	M	CE	8	13	9	13	10	8	8	23	8	—	—	—	—	x3	—	65	62	49	8	3	4	8	16	1-3	S
37	H	M	N	6	9	10	12	10	9	1	6	8	-1	—	—	—	x2	—	30	10	10	2	1	2	1	20	1-4	
38	H	F	N	12	10	6	12	7	8	6	24	8	—	—	—	-1	x3	—	55	42	37	6	4	6	7	3	1-3	S, P
39	H	M	N	10	11	6	17	15	12	9	40	8	—	—	-3	-1	x4	+2	75	75	61	8	4	10	7	18	1-5	P, R
40	H	M	NE	9	10	8	15	12	6	9	32	8	—	—	-1	—	x4	—	70	70	56	9	4	4	2	12	1-2	P, P
41	½E	F	LE	8	12	10	12	8	12	1	3	8	—	—	—	—	x2	—	40	10	15	3	5	10	3	8	1-5	
42	H	F	CE	11	9	10	13	11	9	5	27	8	—	—	—	—	x3	—	50	40	31	6	2	1	5	16	1-4	
43	H	M	CN	8	12	4	18	10	13	13	38	8	—	—	-4	-2	x5	+3	115	109	95	9	3	8	6	13	1-5	S, P, P
44	½E	M	LE	10	11	5	14	11	13	7	25	8	—	—	—	-1	x3	—	70	55	48	9	2	7	8	23	1-5	
45	H	F	CN	11	10	9	17	6	8	9	29	8	—	—	-3	—	x4	+2	75	75	61	3	7	1	6	1	1-4	P

	RA	SX	AL	ST	IN	WI	DX	CN	CH	LV	HP	AC	+H	+D	DB	SB	BS	R/AT	PP	MS	HS	AG	AP	PO	SA	GT	#H	MI
46	H	F	CE	12	7	12	14	14	9	11	36	8	—	—	—	—	x4	—	90	86	70	6	9	8	6	3	1-4	M, S, R
47	H	M	LN	12	8	9	14	7	11	12	35	8	—	—	—	—	x4	—	100	94	77	6	7	4	3	23	1-4	A, SC
48	H	M	LE	9	11	11	15	11	10	5	13	8	—	—	-1	—	x3	—	50	40	31	7	2	4	5	6	1-4	
49	H	F	LE	7	10	10	13	11	12	4	14	8	-1	—	—	—	x2	—	45	33	25	4	5	5	7	5	1-5	
50	H	F	N	12	6	9	16	11	13	1	6	8	—	—	-2	—	x2	+1	30	15	10	3	4	8	5	2	1-5	
51	H	M	CE	8	12	6	15	11	10	6	24	8	—	—	-1	-1	x3	—	55	47	37	6	3	5	8	19	1-4	
52	H	M	CE	10	7	12	16	13	12	8	30	8	—	—	-2	—	x3	+1	65	62	49	7	8	5	2	6	1-5	P, R
53	H	M	NE	12	7	9	13	10	11	10	36	8	—	—	—	—	x4	—	80	78	63	9	2	5	1	24	1-4	S
54	H	M	CE	6	8	10	13	13	8	1	4	8	-1	—	—	—	x2	—	30	15	10	3	4	1	6	14	1-3	
55	H	F	LN	7	7	11	15	14	7	10	40	8	-1	—	-1	—	x4	—	80	78	63	4	6	3	1	17	1-3	SC
56	H	M	NE	7	10	8	13	7	11	4	14	8	-1	—	—	—	x2	—	45	33	25	7	8	4	6	12	1-4	
57	H	M	NE	9	9	10	14	12	13	9	31	8	—	—	—	—	x4	—	70	70	56	6	5	1	4	6	1-5	
58	H	M	LN	10	10	6	13	11	9	4	17	8	—	—	—	-1	x2	—	45	33	25	4	3	6	6	20	1-4	
59	½	M	NE	17	18	15	18	17	15	12	60	8	+1	+1	-4	+1/+4	x4	+3	115	114	102	8	5	9	8	18	1-7	
60	H	M	LE	7	9	12	13	6	7	9	24	8	-1	—	—	—	x4	—	70	70	56	3	10	5	6	14	1-3	A
61	H	M	NE	8	10	8	14	15	12	3	14	8	—	—	—	—	x2	—	40	27	20	3	6	5	3	9	1-5	
62	H	M	CE	7	11	5	14	16	8	9	57	8	-1	—	—	-1	x4	—	70	70	56	8	2	6	7	23	1-3	S
63	½E	M	N	9	9	12	17	17	9	6	29	8	—	—	-3	—	x3	+2	70	52	47	7	10	3	2	1	1-4	
64	H	M	NE	13	6	11	14	8	9	13	53	8	—	—	—	—	x5	—	105	99	85	10	9	7	4	20	1-4	P, OW
65	H	M	LE	11	9	12	16	16	11	13	59	8	—	—	-2	—	x5	+1	105	99	85	5	2	3	4	1	1-4	P, SC
66	H	M	N	8	12	10	18	8	9	3	16	8	—	—	-4	—	x2	+2	50	37	30	2	10	3	1	1	1-4	
67	½	M	NE	10	11	7	13	11	12	6	18	8	—	—	—	-1/+3	x3	—	60	57	52	4	4	6	9	10	1-5	P
68	H	F	CE	13	8	7	15	18	16	13	62	8	—	—	-1	-1	x5	—	105	99	85	8	5	3	5	23	1-8	SC
69	H	F	CN	12	12	8	15	11	12	2	11	8	—	—	-1	—	x2	—	40	27	20	3	4	6	1	9	1-5	
70	D	F	NE	10	11	10	14	13	11	8	35	8	—	—	—	0/+3	x3	—	65	62	49	10	1	5	6	14	1-4	S
71	H	F	CE	11	9	9	15	8	9	2	6	8	—	—	-1	—	x2	—	35	21	15	3	6	7	6	16	1-4	
72	H	M	N	9	11	5	14	14	13	2	8	8	—	—	—	-1	x2	—	35	21	15	2	6	5	10	16	1-5	
73	H	M	LE	9	11	11	11	10	9	7	19	8	—	—	—	—	x3	—	60	55	43	8	7	10	8	2	1-4	M
74	H	F	LN	10	12	5	14	12	14	9	27	8	—	—	—	-1	x4	—	70	70	56	4	5	10	9	1	1-6	P
75	H	M	LN	14	6	12	15	15	9	7	37	8	—	—	-1	—	x3	—	60	55	43	8	2	1	2	4	1-4	P
76	G	M	LE	7	9	8	13	12	13	2	9	8	-1	—	—	0/+3	x3	—	35	26	20	1	7	3	1	23	1-5	
77	H	M	LE	13	13	10	15	15	7	1	5	8	—	—	-1	—	x2	—	30	15	10	5	3	6	6	24	1-3	
78	E	F	CN	8	8	5	16	10	10	12	35	8	—	—	-2	-1	x4	+1	105	99	87	6	5	9	3	11	1-4	
79	H	F	CE	10	12	13	15	10	16	8	28	8	—	—	-1	—	x3	—	65	62	49	4	10	8	2	24	1-8	
80	H	F	CN	9	8	5	14	15	10	11	52	8	—	—	—	-1	x4	—	90	86	70	5	1	10	4	6	1-4	OW
81	E	M	NE	8	11	10	15	9	13	11	39	8	—	—	-1	—	x4	—	95	91	80	9	5	4	6	20	1-5	
82	H	M	LE	9	11	10	14	9	7	5	15	8	—	—	—	—	x3	—	50	40	31	6	2	2	2	11	1-3	
83	H	F	CE	9	12	13	15	15	12	4	20	8	—	—	-1	—	x2	—	45	33	25	1	9	1	4	16	1-5	M
84	H	F	NE	11	9	4	17	8	10	8	35	8	—	—	-3	-2	x3	+2	70	62	54	6	7	6	8	24	1-4	
85	H	F	NE	10	9	16	15	17	6	4	23	8	—	—	-1	—	x2	—	45	33	25	2	2	7	1	8	1-2	
86	H	M	CE	9	6	5	14	8	13	6	27	8	—	—	—	-1	x3	—	55	47	37	2	6	4	1	21	1-5	P, P, R
87	H	M	LE	13	10	13	13	16	13	7	42	8	—	—	—	—	x3	—	60	55	43	6	7	7	7	16	1-5	P
88	H	M	CN	8	8	11	17	11	14	3	11	8	—	—	-3	—	x2	+2	45	27	20	4	5	2	8	16	1-6	
89	H	F	CE	10	13	12	16	7	11	10	28	8	—	—	-2	—	x4	+1	80	78	63	6	1	9	7	23	1-4	S, SC, R
90	H	M	LN	12	12	10	17	16	6	3	14	8	—	—	-3	—	x2	—	75	32	25	4	1	6	2	18	1-2	P

91-100 See MULTI-CLASS CHARACTERS list

SAGES

Sages are given two special listings, their major and minor fields of study. The areas of expertise each has in his major field is listed in the parentheses that follow it. The spell ability and spell level of each sage is also listed. Note that sages will be extremely reluctant to reveal these spells. For information concerning a sage's ability to answer questions, see the **DUNGEON MASTERS GUIDE.**

	R	SX	AL	S	I	W	D	C	CH	H-P	SL	AG	AP	PO	SA	GT	MI
1	H	F	CE	10	18	15	6	10	11	24	D3	10	7	8	3	8	R, M, M
		Major — Fauna (Cephalopods & Echinoderms, Insects); Minor — Demi-humankind															
2	H	M	CN	14	18	15	8	11	5	22	C4	9	5	7	4	3	M
		Major — Humankind (Politics & Genealogy, Demography, Biology, Law & Customs); Minor — Flora															
3	H	M	CG	10	16	13	9	12	8	17	D3	10	6	2	2	12	R
		Major — Flora (Herbs, Mosses & Ferns, Trees, Bushes & Shrubs); Minor — Supernatural & Unusual															
4	H	M	N	8	15	17	13	9	8	21	D4	9	4	4	6	13	OW
		Major — Fauna (Reptiles, Amphibians); Minor — Flora															
5	H	M	NG	13	18	15	13	10	10	18	C4	8	1	6	4	7	M
		Major — Humankind (Biology, Psychology, Sociology); Minor — Flora															
6	H	M	LN	8	16	13	6	6	13	15	C5	8	8	7	7	2	
		Major — Humankind (Theology & Myth, Legends & Folklore, Philosophy & Ethics); Minor — Fauna															
7	H	F	LN	8	15	14	15	7	9	25	M4	10	5	7	3	22	
		Major — Humanoids and Giantkind (Law & Customs, Legends & Folklore, History); Minor — Supernatural & Unusual															
8	H	M	NE	11	15	18	9	14	6	21	M5	9	3	7	7	22	R
		Major — Demi-Humankind (Art & Music, Sociology); Minor — Fauna, Humankind															
9	H	M	N	13	17	17	5	7	5	24	C3	8	1	4	1	4	
		Major — Demi-Humankind (Psychology, Sociology, Demography); Minor — Physical Universe(s), Humankind															
10	H	M	NG	9	17	17	12	7	6	18	D6	8	6	2	5	2	M
		Major — Flora (Weeds, Grasses & Grains, Trees); Minor — Fauna															
11	H	M	NE	9	16	13	16	10	10	23	I4	10	2	8	9	17	
		Major — Supernatural & Unusual (Medicine, Dweomercraft, Divination, Metaphysics); Minor — Humankind															
12	H	M	NG	10	18	14	12	10	11	22	C6	9	8	5	8	16	
		Major — Demi-Humankind (Sociology, Politics & Genealogy, Legends & Folklore, Psychology); Minor — Humankind															
13	H	M	CE	11	17	15	6	13	7	18	C3	9	4	10	5	1	OW
		Major — Physical Universe(s) (Geology & Mineralogy, Astronomy, Topography & Cartography, Geography); Minor — Humankind															
14	H	M	LE	15	17	18	5	9	11	21	M6	9	3	2	8	7	R, OW
		Major — Humankind (Philosophy & Ethics, Art & Music); Minor — Flora, Humanoids & Giantkind															
15	H	M	LN	15	17	15	14	10	5	22	C6	8	10	5	5	1	
		Major — Humanoid and Giantkind (Biology, Theology & Myth, Languages); Minor — Humankind															
16	H	F	LN	9	15	16	14	8	10	18	C5	10	6	2	4	4	M
		Major — Humankind (Legends & Folklore, Politics & Genealogy, Languages); Minor — Demi-Humankind, Humanoids & Giantkind															
17	H	M	N	11	18	16	9	14	11	18	M5	8	8	7	3	19	
		Major — Humankind (Legends & Folklore, History, Theology & Myth, Law & Customs); Minor — Humanoids & Giantkind															
18	H	M	LN	10	17	16	10	14	8	19	I6	10	10	4	7	3	M, R
		Major — Supernatural & Unusual (Outer Planes, Inner Planes); Minor — Physical Universe(s), Humankind															
19	H	M	N	8	18	15	8	8	10	24	C4	9	5	6	10	14	
		Major — Physical Universe(s) (Physics, Chemistry, Architecture & Engineering); Minor — Humankind															
20	H	F	N	8	15	15	14	5	8	22	C4	8	10	5	8	13	R, R, P
		Major — Demi-Humankind (History, Legends & Folklore, Demography, Art & Music); Minor — Flora, Physical Universe(s)															

0 LEVEL CHARACTERS

Whereas most 0 level characters are average in all respects, there are always a few who are in some way above average. This table lists the small amount of information necessary for those above average types that can be included with average 0 level characters.

To use the following table, the DM may determine whether any given 0 level character is above average by whatever means desired. There are 50 re-usable characters on the list and they may be selected specifically or randomly rolled. Hit points for the figure are listed, followed by the above average statistic. These are only given for strength, wisdom, dexterity, and constitution, though you can make any of the other statistics higher. The column for adjustments lists any changes to combat or saving throws for that figure. Constitution adjustments have already been figured into the hit points. All abbreviations are those standardly used throughout this booklet.

This table may be used for men-at-arms, city patrols, mobs, bandits, pilgrims, guards, and many other instances. Since these are not developed characters, they may be reused without difficulty. However, variety is encouraged.

Number	Hit Points	Above Average Statistics	Alterations
1-2	8	18C	
3-4	7	16S, 18W, 15D	+1 H, +4 SB, -1 DB
5-6	4	15C	
7-8	2	18W	+4 SB
9-10	2	16S	+1 H
11-12	6	17S, 15D, 15C	+1 H, +1 D, -1 DB
13-14	9	18C	
15-16	5	16S, 16W, 15C	+1 H, +2 SB
17-18	3	18/02S	+1 H, +3 D
19-20	6	15W	+1 SB
21-22	3	16D	-2 DB, +1 R/AT
23-24	9	16D, 18C	-2 DB, +1 R/AT
25-26	9	17D, 18C	-3 DB, +2 R/AT
27-28	4	17S, 16D	+1 H, +1 D, -2 DB, +1 R/AT
29-30	7	15C	
31-32	5	17C	
33-34	3	16S, 17W	+1 H, +3 SB
35-36	4	18W	+4 SB
37-38	2	16S, 17W	+1 H, +3 SB
39-40	8	17C	
41-42	5	18/00S, 17W, 17C	+3 H, +6 D, +3 SB
43-44	2	18D	-4 DB, +3 R/AT
45-46	9	15W, 18C	+1 SB
47-48	4	17W, 15C	+3 SB
49-50	4	16C	
51-52	5	17S, 18D	+1 H, +1 D, -4 DB, +3 R/AT
53-54	3	18/60S, 15D	+2 H, +3 D, -1 DB
55-56	2	18/71S, 15W	+2 H, +3 D, +1 SB
57-58	3	17S, 17D	+1 H, +1 D, -3 DB, +2 R/AT
59-60	5	15C	
61-62	7	15C	
63-64	6	18W	+4 SB
65-66	7	17S	+1 H, +1 D
67-68	9	16S, 18C	+1 D
69-70	3	16D	-2 DB, +1 R/AT
71-72	5	18/00S	+3 H, +6 D
73-74	7	17S, 17C	+1 H, +1 D
75-76	4	16S, 18D	+1 D, -4 DB, +3 R/AT
77-78	2	18/06S	+1 H, +3 D
79-80	7	18C	
81-82	9	18/50S, 18C	+1 H, +3 D
83-84	7	16S, 18W	+1 D, +4 SB
85-86	4	18W	+4 SB
87-88	5	18/00S	+3 H, +6 D
89-90	2	16D	-2 DB, +1 R/AT
91-92	9	18C	
93-94	4	16S, 15W	+1 D, +1 SB
95-96	9	18C	
97-98	7	18W	+4 SB
99-100	3	16D	-2 DB, +3 R/AT

CARAVANS

The four caravans listed here are typical of those commonly encountered. Several of the headings are unique to this section.

Total Size: This includes all members, also leaders and followers. All caravans are human, but this does not necessarily mean that a caravan cannot have demi-humans or be made up of only demi-humans. It will be up to the DM to decide. For simplicity we are giving human caravans only.

Master Merchant: This is the organizer or appointed spokesman of the merchants. His level is indicated in the parenthesis after his title. His alignment will be neutral, or one suited to the campaign.

# of Merchants: These are the merchants under the Master Merchant. They may be associates, underlings, etc. Their alignment will follow the guidelines for Master Merchant. They will have 1-6 hit points.

# of Drovers: Drovers will have from 2-7 hit points.

# of Wagons/Mules: This is dependent on the campaign and the terrain. Other possibilities include camels, elephants, etc.

Mercenary Leaders: Level and class are indicated, followed by any magic items possessed (the capital letters).

Mercenary Guards: There are 7 different types of units, composed as follows:

Unit 1 — heavy warhorse, plate mail and shield, lance, sword (all first level fighters)
Unit 2 — medium warhorse, chain mail & shield, lance, sword
Unit 3 — medium warhorse, chain mail & shield, flail, mace
Unit 4 — light horse, scale mail, light crossbow, sword
Unit 5 — chain mail, pole arm, mace
Unit 6 — chain mail, heavy crossbow, mace
Unit 7 — ring mail & shield, spear, morning star

Adventurer Followers: These are non-merchants travelling with the caravan. Those characters below the highest level of the same class will serve as his or her followers. Magic items are indicated in the same manner as with leaders.

All caravans will have a pay chest containing 2,000-4,000 gold pieces, 100-400 platinum pieces, and 4-16 base 100 gold piece gems.

Merchants will usually have types J, K, L, M, N, and Q treasures.

Mercenaries will have type K treasure. Leaders will have type M treasure.

Caravan #1 Total Size: 230

Master Merchant (0):	S	I	W	D	C	CH	HP	AC	AG	AP	SA	GT	MI
	13	12	7	10	7	12	7	5	9	2	5	9	R

# of Merchants: 21

# of Drovers: 21

# of Wagons/Mules: 6 wagons

Mercenary Leaders: 6th level fighter, P
5th level fighter
2nd level fighters (x12)

Mercenary Guards: Unit 1 — 17 Unit 4 — 17 Unit 6 — 17
Unit 2 — 34 Unit 5 — 17 Unit 7 — 51
Unit 3 — 17

Adventurer Followers: 5th level cleric
9th level thief, OW, P
7th level thief

Caravan #2 Total Size: 245

Master Merchant (0):	S	I	W	D	C	CH	HP	AC	AG	AP	SA	GT	MI
	13	12	12	7	10	14	5	8	8	5	6	6	

# of Merchants: 23

# of Drovers: 23

# of Wagons/Mules: 10 wagons

Mercenary Leaders: 8th level fighter, SH, P
7th level fighter, P
2nd level fighters (x12)

Mercenary Guards: Unit 1 — 18 Unit 4 — 18 Unit 6 — 18
Unit 2 — 36 Unit 5 — 18 Unit 7 — 54
Unit 3 — 18

Adventurer Followers: 8th level magic-user
9th level thief, S, OW, P
5th level thief
5th level thief

Caravan #3 Total Size: 140

Master Merchant (0):	S	I	W	D	C	CH	HP	AC	AG	AP	SA	GT	MI
	9	12	6	10	10	13	2	7	4	3	1	14	M

# of Merchants: 12

# of Drovers: 12

# of Wagons/Mules: 8 wagons

Mercenary Leaders: 11th level fighter, A, S
10th level fighter, S, OW
2nd level fighters (x12)

Mercenary Guards: Unit 1 — 10 Unit 4 — 10 Unit 6 — 10
Unit 2 — 20 Unit 5 — 10 Unit 7 — 30
Unit 3 — 10

Adventurer Followers: 5th level cleric, SC, OW

Caravan #4 Total Size: 192

Master Merchant (2nd level fighter):

S	I	W	D	C	CH	HP	AC	AG	AP	SA	GT	MI
12	12	12	7	13	15	16	6	6	3	5	19	SC

# of Merchants: 17

# of Drovers: 17

# of Wagons/Mules: 30 mules

Mercenary Leaders: 10th level fighter, A
9th level fighter, S
2nd level fighters (x12)

Mercenary Guards: Unit 1 — 15 Unit 4 — 15 Unit 6 — 15
Unit 2 — 30 Unit 5 — 15 Unit 7 — 45
Unit 3 — 15

Adventurer Followers: 10th level thief, R, M
3rd level thief, OW, M
3rd level thief

CITY GUARDS, CITY WATCH, BORDER PATROLS

The listings here are fairly self-explanatory. Nearly all guards, watches, and patrols will wear either chain mail or scale mail. The watch may or may not carry shields. Border patrols and city guards will always have shields. Border patrols will be mounted unless circumstances dictate otherwise. The highest level fighter of any group will always be the commander, with the levels below him filling the ranks of lieutenant and sergeant. Magic-users and clerics will act as advisers. All magic items are indicated by the capital letters after the listing of the character.

City Guard

#1
1 fourth level fighter
1 third level fighter, M
1 third level magic-user, OW, R
12 mercenaries (chain mail, shield, spear and short sword)

#2
1 fourth level fighter
1 third level fighter
1 first level magic-user
10 mercenaries (scale mail, shield, flail, and long sword)

#3
1 second level fighter
1 first level magic-user
7 mercenaries (banded mail, military fork, and longsword)

#4
1 fifth level fighter, M
1 fourth level fighter
1 third level fighter, P, OW
1 fourth level magic-user, R
16 mercenaries (scale mail, partisan, and longbow)

City Watch: Day

#1
1 second level fighter, SH, OW
1 fourth level cleric
5 mercenaries (studded leather, shield, and broadsword)

#2
1 first level fighter
1 fifth level cleric, A, SH
5 mercenaries (chain mail, halberd, and mace)

City Watch: Night

#1
1 fifth level fighter, OW
1 fourth level cleric, R
10 mercenaries (scale mail, longsword, and light crossbow)

#2
1 fourth level fighter
1 second level cleric, SC
10 mercenaries (chain mail, flail, and spear)

Border Patrols — All fighters above 0 level have plate mail and shield, lance, flail, and longsword.

#1
1 sixth level fighter, A, SH, S
1 fourth level fighter
1 second level fighter, A
3 first level fighters
13 men-at-arms (scale mail, shield, shortbow, and mace)

#2
1 eighth level fighter
1 fifth level fighter
1 second level fighter, P
4 first level fighters
23 men-at-arms (chain mail, shield, composite shortbow, and battle axe)

#3
1 seventh level ranger, P, P, S, OW
1 fourth level ranger, P
1 second level ranger
4 first level fighters
16 men-at-arms (studded leather, shield, light crossbow, light horse, lance, and short sword)

PILGRIMS

The following section on pilgrims provides 4 different sized groups. The make-up of each group is listed as follows:

Number of 0 level pilgrims
Number of clerics, divided by level
Number of fighters, divided by level
Number of thieves, divided by level
Monk (if any)
Magic-user (if any)
Total

No statistics are provided for adventurers as these may be randomly determined on the preceeding tables. No alignment has been given for any group and alignments may be determined by the campaign or on the table below:

Lawful Neutral	5%
Lawful Good (fighters are paladins)	20%
Chaotic Good (1-3 fighters are rangers)	15%
Neutral Good	15%
Neutral (clerics are druids)	5%
Neutral Evil	10%
Lawful Evil (pilgrims fight as berserkers)	15%
Chaotic Evil (thieves are assassins)	10%
Chaotic Neutral	5%

Pilgrims and monks usually have type J treasure. Fighters usually carry types L and M treasure. Clerics may have types J, K, and M treasure. Magic-users often carry types L, N, and Q treasure. Thieves will have types J, N, and Q treasure.

Group #1

80 pilgrims on foot
5 second level clerics
4 fourth level clerics
1 sixth level cleric
1 eighth level cleric
1 first level fighter
2 second level fighters
3 third level fighters
1 fifth level fighter
1 eighth level fighter
1 sixth level thief
2 ninth level thieves
1 sixth level monk*

103 figures

Group #2

90 pilgrims on horseback
4 second level clerics
4 fourth level clerics
2 sixth level clerics
1 eighth level cleric
2 first level fighters
1 second level fighter
1 third level fighter
2 fourth level fighters
1 sixth level fighter
1 seventh level fighter
1 seventh level thief
1 eighth level magic-user

111 figures

Group #3

10 pilgrims on foot
4 second level clerics
3 fourth level clerics
2 sixth level clerics
1 eighth level cleric
1 fifth level monk*

21 figures

Group #4

30 pilgrims on foot
5 second level clerics
4 fourth level clerics
1 sixth level cleric
1 eighth level cleric
1 seventh level magic-user

42 figures

* If the pilgrims are chaotic, no monks will be present.

BANDITS AND BUCCANEERS

Bandits are explained in the **MONSTER MANUAL.** Leaders will always be accompanied by their bodyguards. The number of horses entry includes those being ridden and spare mounts for the band.

All bandits will have type M treasure. Magic items are indicated by capital letters.

The unit types for bandits are:

Unit #1 — medium horse, chain mail, shield, & sword
Unit #2 — light horse, leathers, shield, & spear
Unit #3 — light horse, leathers, & light crossbow
Unit #4 — leathers, shield, & sword
Unit #5 — leathers & pole arm
Unit #6 — leathers & light crossbow
Unit #7 — leathers and short bow

Bandits #1 Total Size: 199

Leaders: 1 tenth level fighter, SH, S, OW, P
1 seventh level fighter, S, P
6 first level fighters (bodyguards)

Additional High Level Fighters:

5 third level fighters
5 fourth level fighters
4 fifth level fighters
3 sixth level fighters

Bandits:

Unit #1 — 17
Unit #2 — 17
Unit #3 — 17
Unit #4 — 72
Unit #5 — 17
Unit #6 — 17
Unit #7 — 17

# of Horses: 97

Bandits #2 Total Size: 52

Leaders: 1 eighth level fighter, SH, A
1 seventh level fighter, A, SH, P
6 second level fighters (bodyguards)

Additional High Level Fighters:

2 third level fighters
1 fourth level fighter, OW, P
1 fifth level fighter, SH

Bandits:

Unit #2 — 10
Unit #4 — 30

# of Horses: 40

Bandits #3 Total Size: 90

Leaders: 1 eighth level fighter, P
1 seventh level fighter, A, S, OW
6 second level fighters (bodyguards)

Additional High Level Fighters:

4 third level fighters
3 fourth level fighters
2 fifth level fighters
1 sixth level fighter, A, SH

Bandits:

Unit #1 — 10
Unit #3 — 10
Unit #4 — 30
Unit #5 — 10
Unit #7 — 10

Additional Adventurer Characters:

1 fifth level cleric, SC
1 fourth level cleric, SH, M

# of Horses: 50

Bandits #4 Total Size: 123

Leaders: 1 ninth level fighter, S, R, M
1 seventh level fighter, S
6 second level fighters (bodyguards)

Additional High Level Fighters:

5 third level fighters, R
2 fourth level fighters, S, SH
3 fifth level fighters, S, P, A
2 sixth level fighters, S, S, M

Bandits:

Unit #1 — 10
Unit #2 — 15
Unit #3 — 20
Unit #4 — 20
Unit #5 — 15
Unit #6 — 10
Unit #7 — 10

Additional Adventure Characters:

1 sixth level cleric, W, P
1 seventh level magic-user, W, R, M

# of Horses: 80

Buccaneers

The buccaneer group given is divided between three ships (a nao, carrack, or cog). Each ship may have up to three ballistae mounted on it. Ships may be used as a group or as individual units. For more information on ships see **Waterborne Adventures** in **THE DUNGEON MASTERS GUIDE.**

All buccaneers may have type K treasure. Magic items are indicated by capital letters.

The unit types for buccaneers are:

Unit #1 — chain mail, shield, sword, & hand axe
Unit #2 — chain mail & sword
Unit #3 — leathers & shield & sword
Unit #4 — leathers & spear
Unit #5 — leathers & axe
Unit #6 — leathers & heavy crossbow
Unit #7 — leathers & light crossbow

Ship #1 Total Size: 91

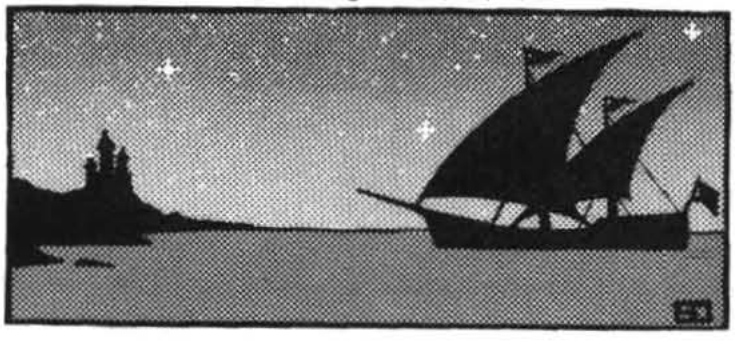
Leaders: 1 tenth level fighter (captain), P
2 fourth level fighters (mates)

Buccaneers:

Unit #1 — 15
Unit #4 — 25
Unit #5 — 20
Unit #7 — 25

Additional High Level Characters:

2 third level fighters
1 seventh level magic-user, SC, W, M



Ship #2 Total Size: 84

Leaders: 1 seventh level fighter (lieutenant)
1 fourth level fighter (mate)

Buccaneers:

Unit #2 — 10
Unit #4 — 25
Unit #5 — 20
Unit #7 — 25

Additional High Level Characters:

1 fifth level fighter, S, P
1 third level fighter, OW

Ship #3 Total Size: 85

Leaders: 1 fourth level fighter (mate), OW, P

Buccaneers:

Unit #3 — 30
Unit #4 — 25
Unit #6 — 25

Additional High Level Characters:

1 twelfth level cleric, A, SC, OW, M, W
1 fifth level fighter, S
2 third level fighters

COUATL, KI-RIN, SHEDU

These monsters are provided so that random encounters with each will not delay the game while the DM determines the powers. Each represents a typical example and is provided with hit points, magical and psionic powers. The DM should feel free to alter these powers to fit his or her campaign. More information about each monster can be found in the **MONSTER MANUAL** and information on spells and psionics is located in the **PLAYERS HANDBOOK.**

Couatl

Hit points: 46

Fifth level magic-user

Spells: **First — magic missile, sleep, charm person** (x2); **Second — detect invisibility, continual light; Third — hold person.**

Psionic powers:

Minor:
Animal telepathy
Cell adjustment
Clairaudience
Detection of magic
ESP
Mind over body

Major:
Dimension walk
Molecular rearrangement
Telempathic projection
Telepathic projection
Telepathy

Shedu

Hit points: 41

Psionic powers:

Minor:
Body equilibrium
Clairaudience
Detection of good or evil
Empathy
Hypnosis
Levitation
Mind over body

Major:
Body control
Dimension door
Dimension walk
Energy control
Molecular manipulation
Molecular rearrangement
Telempathic projection

Ki-Rin

Hit points: 57

Spells: **First — hold portal, magic missile** (x2), **light** (x2), **shocking grasp, mending; Second — invisibility** (x2), **mirror image, web** (x2), **shatter, stinking cloud** (x2); **Third — gust of wind** (x2), **slow, dispel magic** (x2), **fireball, protection from evil, 10' radius; Fourth — confusion** (x2), **minor globe of invulnerability, polymorph other, charm monster, ice storm; Fifth — conjure air elemental, cloudkill, feeblemind, cone of cold** (x2); **Sixth — disintegrate, geas, invisible stalker, repulsion; Seventh — limited wish, charm plants, reverse gravity; Eighth — Otto's irresistible dance; power word, blind; Ninth — wish.**

Psionic powers:

Minor:
Clairaudience
Clairvoyance
Detection of good or evil
Empathy
ESP
Expansion
Hypnosis
Levitation
Molecular agitation
Precognition
Reduction

Major:
Astral projection
Dimension door
Etherealness
Shape alteration
Telekinesis
Telepathic projection
Teleportation

LICHES

As liches take a great deal of time to prepare, the following two are provided for those instances when they are encountered as wandering monsters. It would be best to have these monsters prepared ahead of time or placed instead of as random encounters, but this is not always possible. The spells listed have been chosen for attack and defense capabilities. It is possible, if a lich has had adequate advance warning, for special spells to be prepared (for example, **guards and wards, Mordenkainen's faithful hound** or **invisibility**) in place of those listed.

All liches have the following abilities in common: AC: 0, No. of Attacks: 1, Damage/Attack: 1-10. Opponents touched by a lich must save vs. paralyzation. Any creature below 5 hit dice/levels will automatically flee in fear at the sight of a lich. Liches are immune to the following forms of attack: **polymorph, cold, electricity, insanity, charm, sleep,** and **death spells/symbols.**

Lich #1

Hit Points: 51

Formerly 18th level magic-user.

Spells

First: magic missile (x5), **charm person, protection from good, shocking grasp; Second: mirror image, invisibility, shatter, stinking cloud, web; Third: dispel magic, hold person, lightning bolt** (x2), **slow; Fourth: confusion, ice storm, polymorph self, bestow curse; Fifth: cloudkill, cone of cold, magic jar, extension III, passwall; Sixth: disintegrate, flesh to stone, death spell; Seventh: monster summoning V, power word stun, vanish; Eighth: Otto's irresistible dance, mass charm; Ninth: time stop.**

This lich has one less fourth level spell and three extra first level spells because it has cast a **Rary's mnemonic enhancer** on itself.

Lich #2

Hit Points: 48

This lich was formerly a double-classed human magic-user/cleric, 19th and 21st levels respectively. As it was an evil cleric, it has retained all its clerical spell ability.

Clerical Spells

First: command (x2), **curse** (x2), **cause light wounds** (x3), **protection from good, darkness, detect good, create water; Second: hold person** (x3), **spiritual hammer, resist fire, silence, 15' radius; snake charm** (x2), **speak with animals, augury, know alignment; Third: animate dead** (x3), **bestow curse, cause blindness** (x2), **cause disease, dispel magic** (x2), **continual darkness; Fourth: cause serious wounds** (x3), **poison** (x2), **sticks to snakes** (x2), **protection from good, 10' radius; confuse tongues, raise water; Fifth: cause critical wounds, dispel good, flame strike, insect plague, quest, slay living, true seeing, plane shift; Sixth: animate object, blade barrier, conjure animals** (x2), **word of recall, harm; Seventh: gate, symbol.**

Magic-user Spells

First: spider climb, magic missile, affect normal fires, ventriloquism, enlarge; Second: invisibility, knock, stinking cloud, web, pyrotechnics; Third: monster summoning I, phantasmal force, protection from normal missiles, fireball, lightning bolt; Fourth: monster summoning II, polymorph other, enchanted weapon, fire shield (type B), **wall of ice; Fifth: conjure earth elemental; feeblemind, monster summoning III, animal growth, teleport; Sixth: monster summoning IV, globe of invulnerability, Otiluke's freezing sphere; Seventh: monster summoning V, phase door, vanish; Eighth: monster summoning VI, maze, power word, blind; Ninth: monster summoning VII.**

DUNGEON PARTIES

The following dungeon parties are provided for the DM in instances where he or she doesn't wish to delay the game to create his or her own party. Two groups are given for each dungeon encounter level. These are labeled with the number of the level and an A or B. Unlike the non-player character listings, the individuals in these groups do not have separate statistics. If these are desired, they may be generated randomly or previous sections of this booklet may be utilized. Also, unlike other sections of **THE ROGUES GALLERY**, magic items possessed by the members of the group are specifically named. This is to help avoid the familiar problem of discovering that the slain magic-user did have a **ring of invisibility** (that he forgot about naturally).

The DM should exercise great care in using this table. If any magic item does not fit into the campaign, it should be removed or replaced. Even more importantly, one dungeon group should never be used so many times that the players become familiar with it ("You see a party of figures, 5 in all." "It must be dungeon group 6B!"). It is advised that a record of how many times a particular group is encountered be kept alongside it. After 2 or 3 encounters, the DM should alter the group in some way to insure variety.

The possible alignments for each group are given as guidelines. It is not necessary that all characters in the group be of the same alignment and in some cases, it will be impossible. The listed alignments were chosen for the most harmonious groups possible, given the character types.

These groups should be run intelligently and aggressively. After all, they too are after fame, fortune, and magic.

Dungeon Party #1A # of figures: 9 Possible alignments: N, NE, CE, LE

First level fighter, **scroll of protection from magic**
First level fighter
First level thief
Second level cleric
5 men-at-arms

Dungeon Party #1B # of figures: 8 Possible alignments: LG

Second level paladin, + **1 shield, + 1 dagger**
First level ranger
First level fighter
First level magic-user
First level cleric
3 men-at-arms

Dungeon Party #2A # of figures: 7 Possible alignments: any

Second level cleric
Second level ½E fighter/magic-user
5 men-at-arms

Dungeon Party #2B # of figures: 6 Possible alignments: LG

First level paladin, + **1 plate mail**
Second level cleric
First level ½E fighter/magic-user, + **1 chain mail**
Second level D fighter
2 men-at-arms

Dungeon Party #3A # of figures: 9 Possible alignments: N, NE, CE, LE

Third level D fighter, + **1 arrows** (x10)
Third level ½E fighter/magic-user
Fourth level thief
Second level fighter
Third level cleric, + **1 mace**
4 men-at-arms

Dungeon Party #3B # of figures: 7 Possible alignments: N, NG, NE, CE, LE

Third level D fighter, + **1 shield**
Third level D fighter
  Second level magic-user (hireling), + **1 dagger**
Fourth level cleric, + **1 mace, scroll of augury**
  First level G fighter/illusionist (henchman), **scroll of paralyzation**
Third level ½ thief, **bracers of defense, AC 5, potion of healing**
Third level fighter

Dungeon Party #4A # of figures: 6 Possible alignments: LE

Fourth level cleric
  First level cleric (henchman)
Third level thief, **ring of protection, + 1**
Fourth level magic-user, **potion of invisibility**
  First level ½O fighter (henchman), **potion of heroism**
Fourth level monk

Dungeon Party #4B # of figures: 6 Possible alignments: any

Fourth level cleric, + **1 mace**
  Second level fighter (henchman), + **1 shield**
  First level fighter/magic-user (hireling), + **1 chain mail**
Fifth level fighter, + **2 bolts** (x15)
  Second level fighter (henchman)
  Third level E fighter (henchman), **potion of extra-healing**

Dungeon Party #5A # of figures: 8 Possible alignments: N, CE, NE, LE

Fifth level cleric, **potion of healing**
  Second level E fighter/magic-user (henchman)
Fifth level fighter, **+2 bolts** (x4)
  Second level fighter (henchman)
  First level cleric (henchman)
Fourth level E cleric, **+1 mace**
  Second level ½E magic-user/thief (henchman), **ring of protection, +1**
  Second level fighter (henchman)

Dungeon Party #5B # of figures: 8 Possible alignments: N, NE

Fifth level fighter
  Second level ½E fighter/magic-user/cleric (henchman), **potion of growth, scroll of extension II, phantasmal force,** and **levitate**
  Third level fighter (henchman), **+1 shield**
  Second level thief (hireling), **+1 sword, scroll of protection from undead**
Sixth level magic-user, **ring of protection, +1; potion of climbing, potion of flying**
  First level D fighter (hireling), **+1 battle axe**
Fourth level cleric, **+1 shield, +1 mace**
  Second level fighter (henchman)

Dungeon Party #6A # of figures: 4 Possible alignments: any

Sixth level magic-user, **+1 dagger, ring of protection, +2**
Sixth level fighter
Fourth level ½E cleric/magic-user, **+1 chain mail**
  Second level fighter (henchman)

Dungeon Party #6B # of figures: 5 Possible alignments: NE, CE, LE

Seventh level assassin, **+1 leather, ring of protection, +1**
Sixth level thief, **+1 leather, +1 sword, potion of healing**
Fourth level fighter, **scroll of protection from possession**
Fifth level magic-user, **+1 dagger, potion of invisibility, potion of growth, potion of healing**
  Third level ½O cleric (henchman)

Dungeon Party #7A # of figures: 6 Possible alignments: N, NG, NE

Seventh level thief
  First level cleric (henchman)
Sixth level thief, **+3 sword, bracers of defense, AC 4**
  Second level ½E druid (hireling)
Seventh level G illusionist, **potion of extra-healing, dust of appearance**
  Second level assassin (hireling disguised as a thief)

Dungeon Party #7B # of figures: 7 Possible alignments: N, NE, CE, LE, NG

Sixth level D fighter, **+2 sword**
Sixth level magic-user, **bracers of defense, AC 6, wand of enemy detection**
Sixth level fighter, **+2 plate mail, +3 shield**
  Fourth level cleric (henchman), **+1 mace, scroll of neutralize poison**
Fifth level D thief, pseudo-dragon
Fifth level magic-user, **ring of invisibility,** weasel familiar
  Second level cleric (henchman)

Dungeon Party #8A # of figures: 7 Possible alignments: LG, NG, CG

Eighth level magic-user, **ring of protection, +3**
  Third level fighter (henchman), **potion of hill giant strength**
  Second level fighter (hireling), **+1 arrows** (x10)
Fifth level ½E cleric/ranger, **+2 splint mail**
Fifth level E fighter/magic-user, **javelin of lightning**
  Fourth level fighter (henchman)
  Second level fighter (hireling)

Dungeon Party #8B # of figures: 5 Possible alignments: N, NE, NG

Seventh level illusionist, **boots of speed**
Fifth level bard, **ring of spell turning**
Fifth level thief//fourth level cleric, **serpent staff**
Fifth level G fighter, **+1 shield, +1 chain mail**
Ninth level D fighter, **+2 war hammer**

Dungeon Party #9A # of figures: 8 Possible alignments: N, NE

Ninth level fighter, **+2 mace, +1 banded armor**
Sixth level druid (hireling), **brooch of shielding**
Sixth level thief (hireling), **boots of elvenkind**
Fifth level fighter (henchman), **crossbow of speed**
Ninth level fighter, **+4 splint mail**
Seventh level cleric (henchman)
Sixth level fighter (henchman)
Fourth level fighter (henchman)

Dungeon Party #9B # of figures: 6 Possible alignments: N, NE

Fifth level ½E cleric/magic-user, **+1 mace, cloak of elvenkind**
Ninth level E magic-user/thief, **+1 leather armor, ring of spell storing**
Fifth level ½E fighter (henchman), **+1 chain mail, +1 sword**
Eighth level ½E fighter, **+1 shield, +2 banded mail, cloak of elvenkind**
Fourth level E thief (henchman), **+1 leather armor, +1 dagger**
Seventh level ½E druid, **ring of protection, +3; robe of blending**

Dungeon Party #10A # of figures: 17 Possible alignments: LG, NG, CG

Tenth level cleric, **ring of invisibility**
Fifth level E fighter/magic-user (henchman), **+2 javelin**
Fourth level ½E cleric/magic-user (hireling)
Sixth level assassin (hireling disguised as a druid), **bracers of defense, AC 4**
Ninth level magic-user, **+1 dagger**
Sixth level fighter (henchman), **gauntlets of ogre power**
Fifth level fighter (hireling), **+1 dagger**
Tenth level magic-user, **ring of protection, +3**
Fourth level ½ fighter (henchman), **+1 chain mail**
Sixth level cleric (hireling), **potion of healing**
Ninth level cleric, **staff of striking**
Sixth level magic-user (henchman), **ring of protection, +1; wand of negation**
Sixth level fighter (hireling)
Second level fighter (hireling)
Tenth level fighter, **+1 mace, javelin of lightning** (x2)
Seventh level ranger (henchman), **robe of blending**
Sixth level fighter (henchman), **+1 sword**

Dungeon Party #10B # of figures: 7 Possible alignments: NE, CE, LE

Eighth level ½O thief, **+1 leather armor, +1 sword, scroll of protection from demons**
Sixth level ½O fighter (henchman), **+1 dagger**
Eleventh level ½O assassin/fourth level cleric, **+1 spear, +1 leather armor, +1 shield, potion of extra-healing**
Tenth level fighter, **+1 chain mail, +1 shield, +1 sword**
Ninth level magic-user, **ring of protection, +2; +2 dagger**
Eighth level cleric, **+1 mace, scroll of remove curse**
Fifth level fighter (henchman)

PERSONALITIES

This is perhaps the most unique section of **THE ROGUES GALLERY**, detailing, as it does, fully developed characters. All the personalities here have been used and played by people in different campaigns. Some characters may be recognized from the spells they have created in the **PLAYERS HANDBOOK**, but others will be totally new. Some of the characters came from campaigns played in Lake Geneva, home of TSR, but more came from campaigns around the country, unrelated to TSR.

The descriptions given include physical appearance, personality, behavior, and magic items possessed. From these the DM should be able to decide how the character will react to any given situation.

This section is included for several reasons. The DM may find these personalities useful as foes for high level player-characters. Many of the characters described are evil, clever, and powerful. Careful use of a personality should create problems for many player-characters. In doing so, the DM is reminded that no one likes to see their character die and the same will apply to these personalities. If the battle is not going their way or if things are going against them, they will retreat to fight some other time. How they will do it is suggested by their descriptions.

Second, these personalities allow the DM (and player, if the DM shows these to the player) to see the wide variety that different campaigns allow. Many things are non-standard, such as a lizard man and a centaur, and some new magic items are detailed. Although this does not mean that these things are recommended for **AD&D**, they do show the variety of individual campaigns.

Finally, they allow the inexperienced DM and player to see what is meant by character development. Some players have difficulty understanding what it means to play a character. Each of these characters has developed in its own unique way. Some are close to ordinary, while others are truly one-of-a-kind. Individual personalities have emerged not only by accident, but by choice on the player's part. Hopefully, these characters will show what it means to develop a personality.

Before using any of these personalities, read through the description with care. If any of the items do not seem to belong in your campaign, remove them. In general, make the personality fit the campaign, and not the other way around.

Arrarat (Player: Tim Jiardini)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT
H	M	CG	FT	17	13	12	16	18	14	8	94	2	+1	+1	-2	—	+1	3/2

Tall and muscular with black hair and green eyes, Arrarat was at one time a ranger, but after a time found that he could not live within the restrictions of that stoic group and so abandoned it to become just a fighter. He is brave and courageous, but is somewhat casual in his duties. He is quick to form friendships, for even the slightest of reasons, and is prone to follow his whimsical nature into trouble.

Arrarat has been known by several titles — Arrarat the Gifted, the Unfortunate, the Lucky, the Foolish, the Bold, and the Avenger. He is liable to change titles as often as his fortunes change. He possesses the following magical items: **+4 sword of defense, +1 shield, scrolls of protection from magic** and **undead,** and **potions of speed, frost giant strength, red dragon control,** and **heroism.**

Bigby (Player: Gary Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	N	MU	11	17	16	18	15	10	13	42	10	6	—	—	-4	+2	+3

Reclusive, Bigby seldom adventures anymore unless it is absolutely necessary. Instead he conforms to the traditional role of the wizard, pale and studious. Although smart and wise, Bigby is less of a leader of men and more a spectator. He is always willing to let others do his tasks for him. When adventuring, he prefers to travel in the company of friends, partaking of their adventures and fun, but seldom instigating any himself. He does enjoy the deception of posing as a withered trader; he finds that it often gives him the advantage of surprise he needs.

Bigby is quite willing to describe some of his greater exploits and is in general a talkative man. He is just slightly moody and when certain ill-fated expeditions are mentioned, his good humor becomes forced.

Bigby has acquired in his long career a **+2 dagger,** a **staff of power,** a **ring of x-ray vision,** a **ring of protection** (+3), and a **djinni bottle.** He also has potions and scrolls that he has manufactured.

Ceatitle Trodar Northman (Player: Jean Wells)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	F	CN	MU	12	16	11	14	13	14	10	25	10	5	—	—	—	—	—

Ceatitle (Cea as she is called by family and friends as well as for convenience) is a slight, short woman of moderate bearing and beauty. She generally wears worn-looking clothing with the colors green, brown, and yellow predominating. She usually has a bag of goods slung over one shoulder and a quiver for her wands over the other.

Cea by nature is a miser. She buries caches of treasure about the countryside to be used later. She tries to portray herself as a poor but studious magic-user. Cea values information greatly, although she seldom uses it. She enjoys being curious. Finally, she is very mischievous, often getting herself and her party into trouble. Although she will generally aid a party all she can, she will use her **dimension door** spell to escape the minute things look bad. In extreme cases she will **teleport** home. Usually she will feel insecure if there are less than 2 escape routes available to her.

In general, Cea carries the following spells: **magic missile, ESP, stinking cloud, web, fireball, lightning bolt, suggestion, ice storm, dimension door, cloudkill,** and **teleport.** She may have more spells memorized, though.

Cea has a passion for collecting things of rarity not normally seen as useful nor designed to provide immediate comforts, but seen as a standing of luxury. These include a singing teacup, an ivory ring carved with bears, a small crystal statuette of a dolphin, a magical portable bathtub, and a singing book. She also possesses a familiar — a black cat named Light, who has a permanent **unseen servant** to open doors for it. The more useful magic items Cea has are a **wand of metal and mineral detection,** a **wand of illusion,** a **wand of secret door and trap location,** a **hollow wand** filled with poison (non-magical), a **ring of protection, +3,** a **bag of holding,** and a **staff of commanding.**

Fletcher Dandairia (Player: Bob Waldbauer)

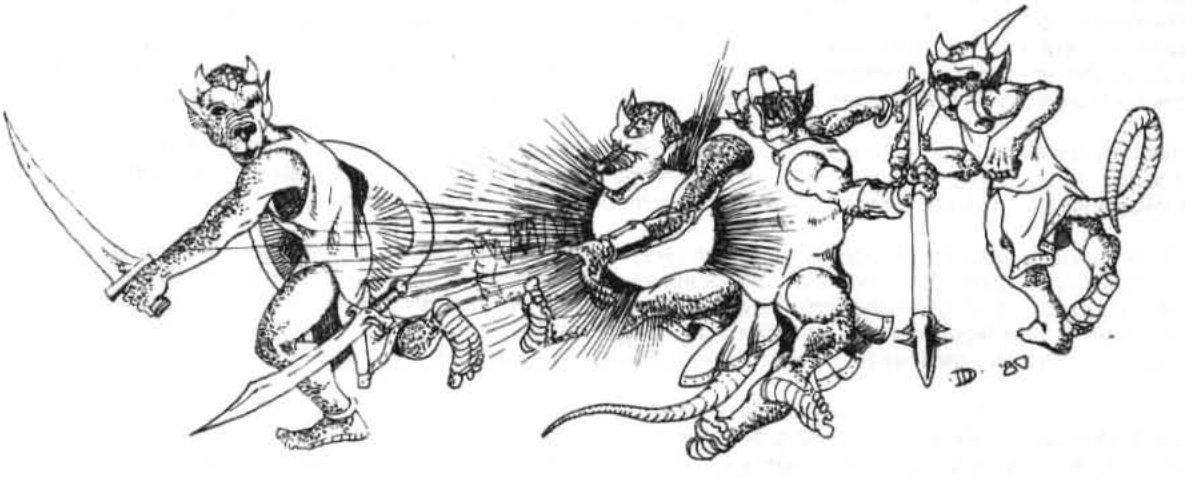
RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT	SL
H	M	N	BA	17	14	16	16	17	18	8	68	5	+1	+1	-2	+2	+1	1/1	D3

PP	MS	HS	BS	CP
60	55	43	x3	40

Fletcher has been a wanderer all his life, seldom staying in an area for more than one or two adventures. Originally serving as a mercenary in many different lands, he gained a reputation as a heartless adversary and this ruthless side of his character remained as he matured. He constantly keeps one eye to the future and will sometimes act in ways that seem out of keeping with his character. In actuality, though, he has some plan in mind for how it will benefit him in the days ahead. It was in this way that he became a bard. At the same time, he is sociable and will often spend time in an inn or a public house, demonstrating his storytelling skill.

When adventuring, Fletcher is usually quiet and reserved as he tries to plan the best course of action for himself. On occasion his temper will flare and then he will not shirk from a fight. His instincts lead him to support the underdog and often cause him to aid the weaker when they are threatened.

Fletcher's fighting ability is that of a 5th level fighter. His thieving skills are equal to a 7th level thief. He owns a suit of **+1 chain mail,** a **+1 broad sword,** a **Mac-Fuirmidh cittern,** and a **ring of waterwalking.**



Erac's Cousin (Player: Ernie Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	#AT
H	M	LE	FT MU	13	15	8	17	18	16	7 14	72	10	7	—	—	-3	—	+2	3/2

This mysterious figure (who has never revealed his true name) was once a lawful good magic-user. However, an unknown insanity overtook him and he slew all of his henchmen and companions, stealing their goods. After this, he left off being a magic-user and began anew as a fighter, eventually to become a double-classed human magic-user/fighter.

Erac's Cousin is thoroughly evil, having made a pact with Baalzebul. In exchange for the souls of those he slays, Baalzebul has agreed to make a major devil of Erac's Cousin when he dies. He is, however, afraid of death and if there is any means to prevent or delay it (i.e. **wishes, potion of longevity,** etc.), he will try to obtain it.

Obviously with such a character, Erac's Cousin has no friends. If he associates with people, it is either to fulfill his bargain or to further his own greed. This greed is great and especially so for magic items. He will do whatever is necessary to acquire such items.

Erac's Cousin has the following items: an imp familiar, a **+1 sword** (+2 vs. lycanthropes), a **portable hole,** a **wand of fire,** a **ring of fire resistance,** a **displacer cloak,** a **phylactery of detecting secret door and traps** (This device is usable by all classes. It is a leather band with two beaded tassels. It is worn on the brow. When concentrating upon the desired thing, either secret doors or traps, it will reveal the location of all such within a 10' radius of the user. It will only perform 1 function per round.), a suit of **+2 plate mail,** a **+2 shield,** and a **medallion of ESP.**

Grimslade (Player: Harold Johnson)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	N	MU	9	16	12	10	9	10	5	14	10	3	—	—	—	—	—

Grimslade (also known to some as Edalsmirge) is a secretive and confusing figure to many, being a mix of black humor, deception, stubborness, invertiveness, and self-preservation. On adventures, Grimslade is extremely reluctant to use his spells, preferring to rely on a plethora of small devices he has prepared. When questioned or bored, he may answer with a lie or half-truth (the Grey Truth, as his words are known) and may prove to be obstinate at the most difficult of times.

Grimslade is a strong believer in free will and will customarily refuse to accept orders or suggestions from other party members. To further protect his free will, he has had a **permanent suggestion** cast on himself to cause him to reply in half-truths to all questions he is forced to answer. He also feels that others should be allowed to do as they wish. At the same time, Grimslade is a prankster and will concoct elaborate hoaxes on other characters to alleviate his boredom. These hoaxes often stop just short of permanent damage to the character.

He dislikes situations where there is only one route of escape. He prefers open spaces to rooms and will not allow himself to be backed into a corner. He usually carries the following spells: **enlarge, magic missile, read magic, knock, mirror image,** and **phantasmal force.** He may have other spells memorized.

Some of the devices Grimslade carries includes sealed pots of green slime and ochre jelly, rice paper pouches of pepper, cinnamon, sand, flash powder, and sulphur, "fire seeds" of oil-soaked cotton wrapped around lead, a dissecting kit, a globe of phosphorescent water, vials of wyvern poison and sleeping drug, a pot of hot coals, a magnifying lens, and figurines of an umber hulk, bugbear, triton, werewolf, and gargoyle (for concentrating on when casting a **phantasmal force**). Presently he is trying to construct a very primitive flamethrower.

In more standard magical items Grimslade has a **potion of gaseous form,** a **ring of delusion** (not worn), a **scroll of protection from wererats,** and a **ring of telekinesis,** which he keeps secret and concealed. He also has a pet creature — Fido — which appears roughly as a cross between a wombat and a miniature umber hulk. Its only ability is its bite.

Gormadoc (Player: Greg Fleming)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	PP	MS	HS	BS
½	M	N	TH	12	9	11	17	15	10	5	28	8	—	—	-3	0/+4	+2	60	55	51	x3

Gormadoc is a freelance thief of non-descript appearance. He is cautious about making friends and talks little, as he does not wish to draw the attention of any local thieves guilds. He absolutely prefers the company of other halflings, whether adventuring or not.

When adventuring, Gormadoc will always avoid engaging in melee, if this is at all possible. Instead he will retreat and then try to find an opportunity to move to the rear of his opponents. Once there he will try to make the most effective use of his backstabbing ability. Still, he is able to withstand most surprises and shocks, having high spirits to carry him through.

Gormadoc's present ambition is to see (and possibly buy) an elephant. If news comes to him of such a chance, he will strive hard to follow the clue down.

The only magic items Gormadoc has are a **+3 sword** and a suit of **leather armor +2.**

Lanolin (Player: Lawrence Schick)

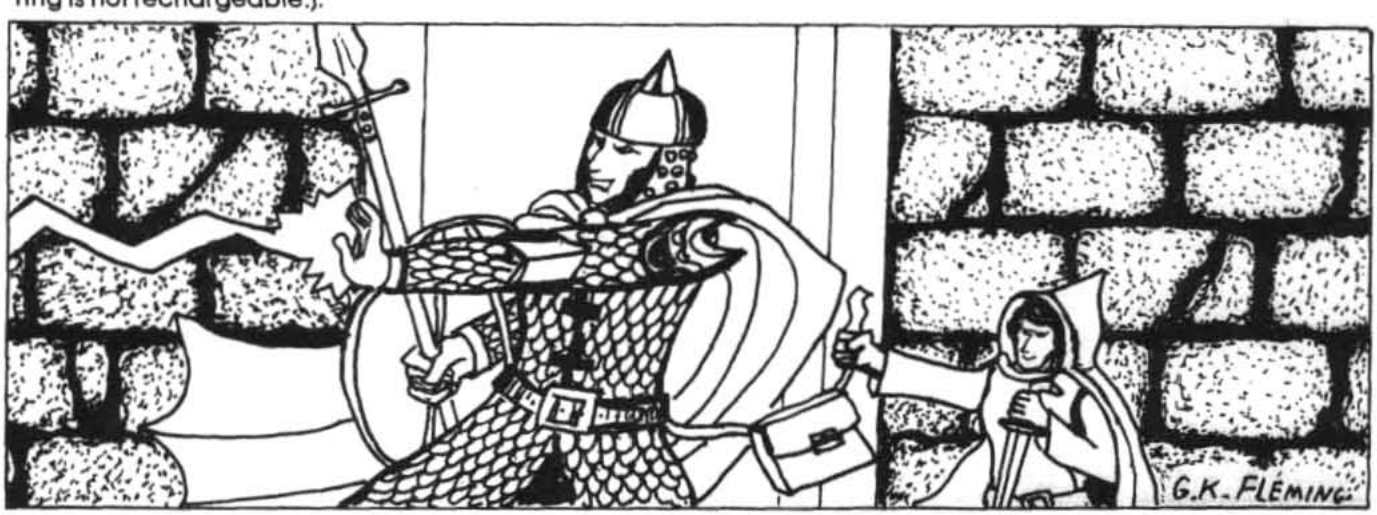
RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT	#AT
E	M	CE	FT MU	16	18	9	9	8	12	7 11	43	2	5	—	+1	—	—	—	3/2

Originally a chaotic neutral, Lanolin could not suppress his nasty tendencies, and, after a few adventures, there was no doubt but that he had become chaotic evil. However, there is no one alive who can actually attest to having seen Lanolin commit an overtly evil act. This could be because of freak circumstances of unusual coincidences or because Lanolin takes pains to see that things remain this way. Because of this, and his clear competence as an adventurer, Lanolin is often invited on adventures.

Lanolin is smooth-talking, slick, and totally unscrupulous. He uses others for his own ends, but in a way that leaves them to believe it was all for their own benefit. He often ends up with the lion's share of the rewards, and it usually seems perfectly reasonable that it be so. Lanolin is relaxed and very slightly arrogant. He delights in the corruption of good characters by appealing to their greed and fear. No personal wrong to him goes without its revenge.

It will be noted that his level as a fighter exceeds that permitted an elf with a 16 strength. This increase was only through diligence and supernatural aid. His greatest ambition is to find those rare magics, **wishes,** so that he can raise the limits on his levels even more. He also desires to increase his spell books and, at all times, his wealth.

Lanolin prefers the following spells and typically carries them: **charm person, magic missile, read magic, stinking cloud, web, dispel magic, fireball, fly, lightning bolt, fear, ice storm, minor globe of invulnerability, cloudkill, cone of cold,** and **teleport.** He has a **+3 shield, +2 non-corrosible dull black plate mail,** a **+1 long sword** (+2 vs. magic-users and enchanted monsters), a **+2 spear,** a **wand of negation,** and a **ring of power** (This item appears as an ordinary ring and will only show itself to be magical if a detect magic is cast upon it. Even then it will only seem to be a ring of protection. It has, however, four powers. It is a **+3 ring of protection** whenever it is worn. If the first command word is spoken, it will cause its wearer and all his equipment to become ethereal. It is subject to the same effects as **armor of etherealness.** Uttering the second command word will give the wearer strength as if a **strength** spell had been cast by a 12th level magic-user. The last command word will cast a **charm monster** at a specific target as if it had been cast by a 12th level magic-user. Each power, with the exception of the +3 protection, will have 1-6 charges. When two powers are completely used, the level of protection decreases to +2, and when three powers are drained, the ring becomes an ordinary **+1 ring of protection.** The ring is not rechargeable.).



Lassiviren the Dark (Player: Al Hammack)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	PP	MS	HS	BS
H	M	LE	AS	14	12	11	16	8	5	8	32	7	—	—	-2	—	+1	55	47	37	x3

Although rumored in childhood to have jet hair and olive skin, no one today can speak with assurance as to what Lassiviren looks like. He wears a black cloak with a large hood pulled over his face, hiding it in shadows. On those occasions when he is encountered unhooded, he is invariably in disguise. The best description of him is that he is 6' tall and wears a dark cloak.

Lassiviren has sworn his life to evil. To accomplish this end, he has built a network of spies and hirelings who will perform many of his tasks without his becoming involved. His employees fear and respect him, and he is fair, generous, and protective to those who are loyal to him. If anyone should ever cross him, he will spare no pains to track them down and exact his cruel revenge.

He has a wide knowledge of poisons and few affect him as he has dined on increasing doses of poisons over the years. In his left sleeve is a garrote of fine mithral wire; his right sleeve has a dagger that appears at the flick of a wrist. In his right boot is yet another dagger. He has **rings of invisibility** and **flying** on small chains at each wrist. In this manner he may slip them on and off without fear of loss. A multi-purpose tube may be used as a blowgun to fire poisoned darts or may be telescoped out to blow poisonous powders through cracks and windows.

He also has **bracers of defense, AC 2,** a **cube of force,** a **scarab of protection,** and a **vampire sword** (This sword functions as a normal +2 sword. However, every time it hits it will also drain two energy levels from the opponent. The victim is allowed a saving throw vs. magic, and if he successfully saves, the sword will attempt to draw two energy levels from its user. If the wielder successfully saves, no energy levels are lost and sword does its normal damage.).

Lassiviren is also known by other epithets and aliases. These include the Anemic, the Evil, the Demon of Darkness, Lakajan, Jahleel, and Nerivissal.

Luther (Player: Helen Cook)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	WD	OD	OA	SB	MV	R/AT	MS	HS	SUR
H	M	LG	MK	15	16	18	17	15	15	6	38	6	+3	2	3/2	+4	20	+2	52	42	24

Luther is a tall man with black, curly hair and a swarthy complexion. Formerly the son of a noble, he has renounced all claim to his father's title. He is well educated and can speak several languages.

Luther's greatest failing as a monk is that he attaches too much importance to personal honor. He is short-tempered and will often rush into a combat before considering the consequences. It is only with difficulty that he reminds himself of the humbleness which he should live by. He prefers to fight with weapons rather than open hand. He generally disdains to use his thieving skills as he considers them dishonorable. Nonetheless, he will use them if necessary. He possesses a **+1 spear,** a **crossbow of accuracy, +3,** and a **ring of protection, +3.**

Mordenkainen (Player: Gary Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	N	MU	10	18	12	17	17	18	16	61	10	8			-3	—	+2

A great and powerful mage, Mordenkainen spends much of his time pondering over new bits of magical research. When he does travel it is usually with the company of his high-level henchmen. On those occasions when he must venture alone, he will disguise himself as an old, poor merchant. In this manner he hopes to avoid attention while still obtaining his goal (usually some rare item for his work).

Mordenkainen should not, however, be mistaken for some weak and withered magic-user, preferring to mind his own business. He is an active and aggressive person, not failing to attempt bold, sweeping plans when the situation demands. He has skill in diplomacy, leadership, politics, and some knowledge of religion. He is thorough in his plans and will utilize whatever resources are necessary. He is stubborn and his decisions are often harsh. For all this, he is a clever and useful ally.

Mordenkainen has collected the following magic items: **bracers of defense, AC 4,** a **bag of holding,** an **efreeti bottle,** a **wand of fear,** a **wand of cold,** a **crystal ball with ESP,** a **+1 dagger,** and **3 pearls of power** (1st through 3rd levels). He will also have many scrolls and potions that he has made.

Phoebus (Player: Jeff R. Leason)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT
LM	M	N	FT	18 (00)	14	9	17	18	15	10	104	4	+3	+6	-3	—	+2	3/2

Phoebus is presently a lizard man but certainly has not been this all of his career. Originally a fighter, Phoebus rose to 10th level before he was slain. A cleric being unavailable, a druid was prevailed upon to perform a reincarnation. Phoebus returned in the body of a lizard man.

He is the source of wonderment to those who are unfamiliar with him. He is fairly intelligent and can speak several languages. When most expect lizard men to be savage and cruel, Phoebus behaves with good-nature and tact. Due to the attention his own condition draws, he has learned to be tolerant of others. But his patience is not infinite.

Phoebus usually tries to help others and will rarely befriend other adventurers. In instances of great friendship (saving his life for example), Phoebus will make the character a "blood kin". Involving a mingling of blood and a painful tatooing process, the result of the ceremony is a magical emblem of the sun burned into the wrist of the recipient. Its only special use is for when Phoebus or another blood kin (these are very few) has died. At the instant of death, a hot pain will throb from the tatoo. After a character is dead, the body may be located by concentrating on the victim. The pain will increase as one comes nearer to the body until it is almost searing. This pain will not do any damage, but will render the arm useless as long as the character is searching.

Phoebus has a **+1 sword,** a **+1 trident, 2 figurines of wondrous power** (golden lions), **bracers of defense, AC 3,** a **bag of holding,** and a **ring of fire resistance.**

Riggby (Player: Gary Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	NG	CL	14	11	17	16	15	14	9	50	2	5	—	—	-2	+3	+1

Riggby owes his meteoric rise to his skill and his acquaintance with several high level characters. Formerly the cleric of a small chapel, Riggby found himself in command of a cathedral with a sizeable congregation. He is strong-willed and accustomed to the diplomacy and force required to hold a diverse band of followers in line. He is a great believer in the conversion of the pagan, either by his religion or by the sword.

Riggby is an adherent to the policy that spirituality is best maintained through temporal power. To this end, he will try to oversee the religious life of others through actions and not just words.

Riggby seldom finds time to adventure anymore, as the demands of his congregation are too pressing. He views this somewhat ruefully, almost welcoming those times when evil is "riding the high tide" and he must help strike it down.

Magic items possessed by Riggby are **+1 plate mail, +1 shield, +2 hammer,** a **staff of the serpent** (python), and several potions and scrolls he has prepared.

Robilar (Player: Rob Kuntz)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT
H	M	LE	FT	18 (78)	11	16	16	18	16	15	89	2	+2	+4	-2	+2	+1	2/1

Although his career started as a neutral and he still retains an attitude somewhat neutral in outlook, Robilar is presently lawful evil in alignment. He is obviously a strong man, talkative, and willing to give a gruff but hearty welcome to fellow adventurers. In spite of his alignment, he can still be trusted to an extent, though caution should be exercised. It is said that the great Robilar, jaded with the everyday pleasures of life, changed his alignment to satisfy his morbid tastes.

Robilar claims to fear nothing and no one. He tells tales of dangerous adventures he has undertaken alone. It is true that he has never shirked from any adventure, no matter how improbable it sounded. He has travelled greatly and has seen many wonders on his adventures. These he remembers well, to tell about later or perhaps to use in bargaining with those who might wish to know his odd facts.

Robilar has three passions in life — adventuring, with all its attendant dangers and glories; magic, especially those items he can use; and information. He may sometimes be found in a quiet public house, dealing with some person for a scrap of information or magic. He deals fair, unless angered, but always to his own advantage. Advice or magic are what he will offer in return. He is not at all pleasant if tricked.

Robilar has many magic items. These are a **girdle of storm giant strength,** a **+3 sword,** a suit of **+3 plate mail,** a **+3 shield,** a **+1 bow,** a **flying carpet,** a **ring of spell turning,** and a **ring of invisibility.**

Serten (Player: Ernie Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	LG	CL	10	7	18	15	17	15	10	53	2	5	—	—	-1	+4	—

Although a powerful cleric, Serten has often been more a source of exasperation to adventurers than a great help. He is, quite simply, stupid but likeable. He likes to adventure, but is basically not bright enough to be trusted on his own; therefore, he will always be found with a group. He understands the physical side of melee very well and can seldom resist getting in and mixing it up with his foes. This often creates problems as he is too dumb to know when to run away, requiring the rest of the party to rescue him. He may not cast his spells for the cleverest of reasons either.

Serten is a good person, though, well-meaning and kindly. He claims to never have done an evil deed and there is no reason to doubt this. As good as he is, he does not plan ahead and often finds himself confronted by new evils and problems that could have been easily avoided. This does keep his life busy.

Serten has **+4 plate mail, +2 shield,** a **staff of command, gauntlets of ogre power,** a **cloak of elvenkind,** and a **ring of protection, +2.**

Talbot (Player: David Cook)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT
C	M	CN	FT	17	9	12	13	16	10	7	56	4	+1	+1	—	—	—	3/2

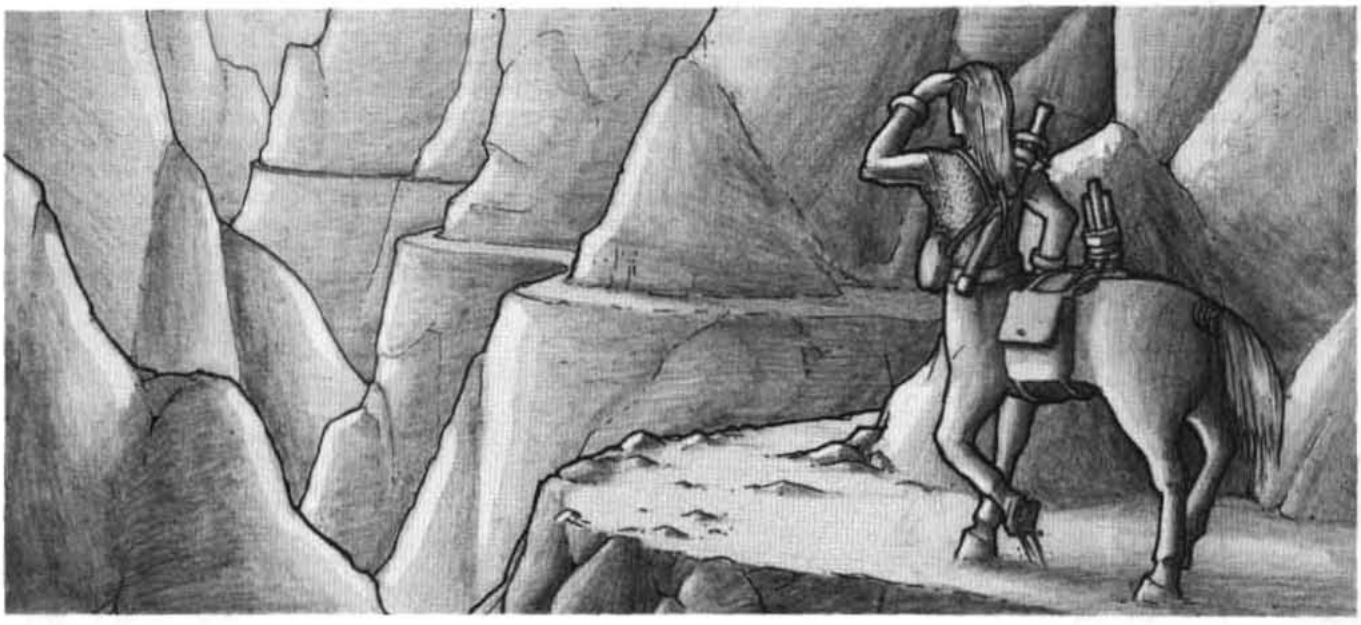
Early in his career, the lawful good Talbot died while on a mission for a druid. This druid, unable to raise Talbot, re-incarnated him in the form of a centaur. As such a change of nature was difficult for Talbot to comprehend, a drastic alignment change caused him to become chaotic neutral.

Talbot is a lonely figure, unable to speak centaur and ostracized by both centaur and human society. He has loosely attached himself to a small lord's cavalry, acting as a special scout. In return, he receives special quarters, necessities, and the freedom to adventure, provided he reports what he has seen to his lord. On such trips, his companions are few and well-known to him.

As a centaur, Talbot has discovered many advantages and disadvantages. His horse-like body has precluded all but wilderness adventures as he cannot negotiate in dungeon passages. He has also found that he must consume enormous quantities of food to sustain himself. He does have an advantage in speed and carrying capacity — his strength score applying mainly to the human and not the horse part of his body. He may fight with weapon or hooves in normal circumstances.

Talbot has travelled extensively, journeys of 2 or 3 months being typical for him. He prefers to rely on his charge and speed capabilities, a lance being his favored weapon. He will avoid using potions as he is always unsure of their effect on his metabolism. Most spells, however, appear to have a normal effect on him.

Talbot has collected several magic items, although many useful things are unfit to his form. He has a **+1 chain mail** vest, a **+2 sword,** 2 **javelins of lightning,** and **dust of appearance.**



Tenser (Player: Ernie Gygax)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	SL	+H	+D	DB	SB	R/AT
H	M	LG	MU	10	16	11	16	16	18	14	56	10	7	—	—	-2	—	+1

Contrary to most magic-users, Tenser has always been a lover of battle. Occasionally he will seemingly forget his spells and charge into melee with his staff, depending on his magical protections to preserve him. In many ways, it is felt that his temperament was better suited to be a fighter.

At the same time, Tenser is no fool. He has no aversion to using magic and generally will chose it first. He has gathered about him a firm power base for law and good and will readily use it if necessary. He will sometimes enspell good magic-users to go on dangerous missions to aid the cause of good. He is reported to have alliances with various non-human races and even some that are considered monsters.

Tenser has **dust of disappearance,** a **wand of negation,** a **staff of the magi,** a **ring of protection, +3,** a **displacer cloak,** a **ring of human influence,** a **wand of metal and mineral detection,** a **potion of protection from dragon's breath** (This potion causes the imbiber to become resistant to all forms of dragon breath. When attacked by a dragon's breath weapon, the person protected is allowed a saving throw of +2 against gases — sleep, fear, slow, paralyzation, etc. — with the result being either total success or failure. Against direct attacks by dragon breath — fire, acid, lightning, etc. — the user is allowed a normal saving throw, where a successful save does no damage and failure to save results in only half damage. Note that this potion does not protect against physical attacks or spells cast by the dragon. The potion lasts for 6 to 15 rounds and the contents of an entire bottle must be drunk for the potion to have effect.), and **dust of dispelling air elementals** (This dust appears indistinguishable from the other magical dusts and is usually found in the same types of packages — bone tubes or silk packets. When a handful is thrown onto any creature summoned from the elemental plane of air, that creature will immediately be forced to return to its proper plane. It may also be used to encircle an area in a special protection ring. If the powder is laid in an unbroken circle or from wall to wall, it will cause summoned creatures from the elemental plane of air to attack at a -1 on their "to hit" rolls. The powder may not be blown away by any creature it effects, although other creatures and spells may. It is important to note that it will not affect free-willed creatures from this plane. One handful is required to dispel one creature, create a 10' diameter circle, or a single line 50' in length.).

Valerius (Player: Erol Otus)

RA	SX	AL	CL	S	I	W	D	C	CH	LV	HP	AC	+H	+D	DB	SB	R/AT	#AT
H	M	NG	FT	17	13	9	18	16	15	12	81	10	+1	+1	-4	—	+3	3/2

Valerius is an independent-minded man, a trait which causes his detractors to consider him a renegade. He has rejected the idea of building a castle, considering it an exercise in foolish futility. Now, he spends his time constantly travelling, never staying in a single area for more than one adventure. He travels light, disdaining armor and encumbering items, preferring to depend on a few magical devices and his own skill. Money means little to him except for its usefulness when spent. He enjoys an extravagant lifestyle, spending money on clothes and pleasant comforts. When out of money, he will try all manner of adventures to get more. Where it comes from does not always concern him.

In many ways Valerius is an atypical man. He enjoys the arts and will at times act as a patron. He is interested in peoples, ancient civilizations, and scientific curiosities. Many of his adventures are prompted by strange rumors of these things.

The few magical objects that Valerius has collected are (as fits his nature) somewhat unique. He has a set of **bracers of the blinding strike** (These bracers look identical to magical bracers customarily found. If they are worn by non-fighters they will simply act as **bracers of defense, AC 4.** However, they have 2 special powers that will reveal themselves when they are worn by fighters. First of these is that the bracers allow the user to add one to his or her initiative rolls when they are worn. Secondly, they can, at mental command, double the number of strikes the owner is allowed for that particular round. The fighter may only use this second power 3 times per day. The change in armor class may also be used by a fighter.), a **sword of skewering** (This lightweight and somewhat flimsy-looking sword is a powerful magic weapon. Although it has no bonuses to hit or damage and only does damage equal to a short sword, it can negate the bonuses given to magical armor. Hence, a +4 plate mail would be treated as if it were armor class 3 when determining whether this weapon would score a hit. It does not negate magical bonuses for attacks by other weapons on that opponent, nor does it permanently cancel any bonuses. The sword may also strike any monster not normally hit by non-magic weapons.), a **ring of protection, +2,** and a **ring of vampiric regeneration.**

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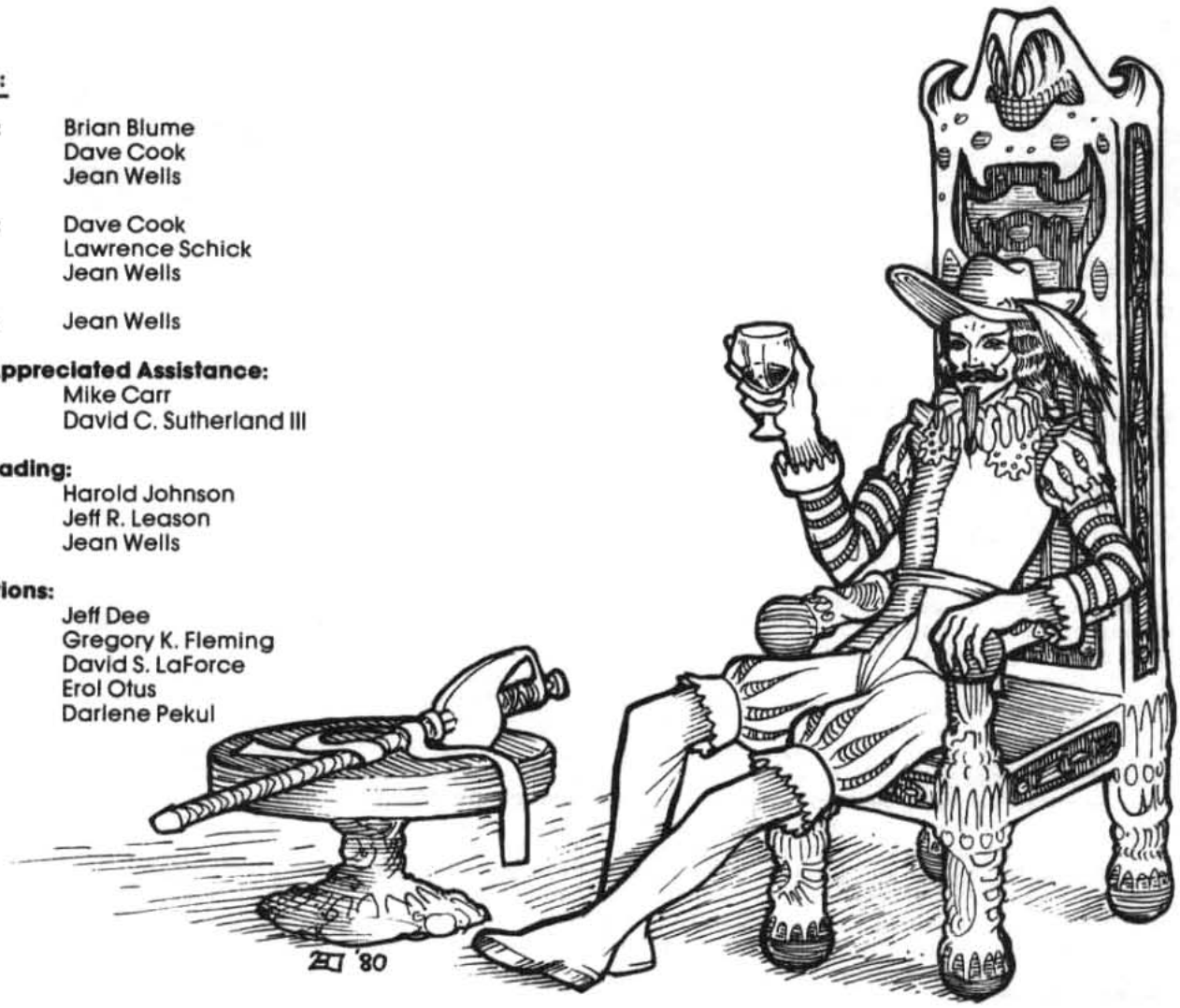

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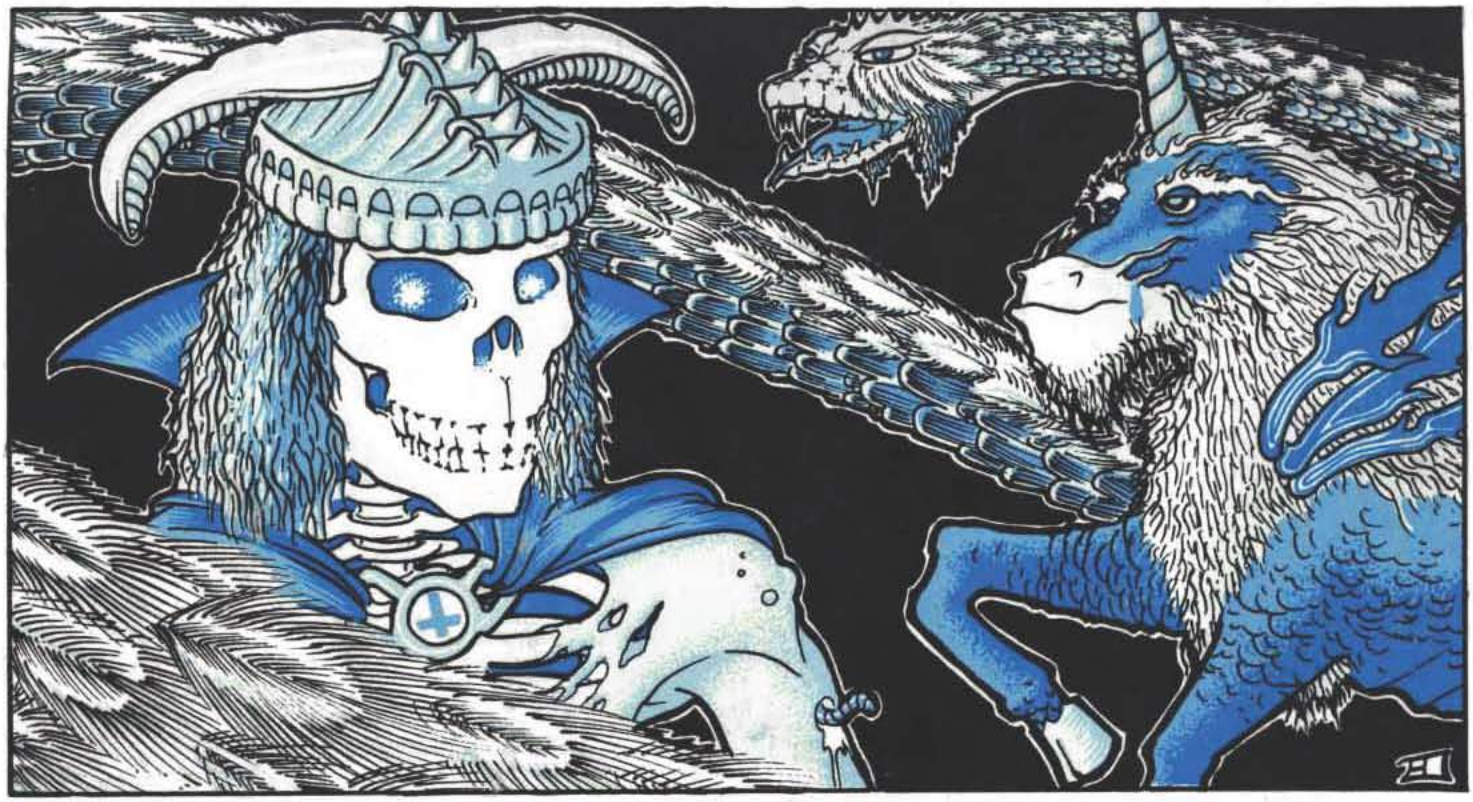

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