

TSR 1993 COLLECTOR CARDS

WONDERING WHAT WE ARE DOING WITH OUR COLLECTOR CARDS IN 1993?
WE'VE CREATED A NEW, EXCITING WAY TO COLLECT OUR CARDS!

For 1993, TSR has added some new and exciting twists to the card sets, while at the same time packing in even more of the features that have made the cards so popular.

HERE ARE THE FEATURES:

- LIMITED PRINT RUN
- ONE RARE CARD FOR EVERY 2 PACKS OR 24 CARDS
- 1/12 OF THE TOTAL PRINT RUN OF EVERY REGULAR CARD WILL BE PRINTED WITH A *RUBY* INNER BORDER
- ONE *RUBY* BORDERED CARD WILL BE INSERTED INTO EACH FOIL PACKET ALONG WITH THE 11 REMAINING REGULAR CARDS
- 60 SPECIAL RARE CARDS!!
INCLUDES:
 - A MINI-SERIES OF 9 FOIL CARDS
 - 2 PRESSURE SENSITIVE STICKER CARDS
 - ONE PRISM CARD
- NO RARE CARDS IN THE FACTORY SET

MORE VALUABLE INFORMATION:

- CARD DIMENSIONS ARE 5-3/4" W X 5-1/2" D X 3-3/8" H
- EACH SINGLE PACK HOLDS 12 CARDS INSTEAD OF 16
- CARDS COME IN A CASTLE DIE-CUT POP-UP DISPLAY
- COLLATION OF THE CARDS VIRTUALLY GUARANTEES COLLECTION OF ALL 165 REGULAR CARDS IN EACH PART I, II, AND III RELEASE

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GREYHAWK
ADVENTURES

Trading Cards



Nenioc



Al-Qasim™

Trading Cards



Fatima abd Haji



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Teldicia



DARK SUN™

Trading Cards



Sadira



DARK SUN™

Trading Cards



Salicia



Ravenloft™

Trading Cards



Larissa Snowmane





Kyrlistan



Graytch



Magnus Arifek



Wilhemina



Keira Nierna



Kaele Nierna



Daltim Flamefist



Rowan



Drasna





Trading Cards

Magnus Arifek™ 8th level Priest

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Neutral good
EQUIPMENT: Chain mail +2, shield +1, morning star +3, bag of holding
BACKGROUND: From the Thunder Peaks, Magnus is third in a line of blacksmiths and priests of Lathandar. He took up the adventuring life to run away from his responsibilities (a son), but found that they were unavoidable. He fell in with Ceryx (card 309 of 495) and acquired Garalt, a wolf, as a friend.

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Trading Cards

Graytch™ 25th level Dragon

RACE: Athasian Dragon
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 15, Jp 6
HIT POINTS: 165
ALIGNMENT: Neutral evil
EQUIPMENT: Various potions and scrolls
BACKGROUND: Once a defiler in the employ of Kalak of Tyr, Graytch learned of his potential for dragon transformation many years ago. He vanished from the Tyr region, pursuing his destiny among the wanderers and thri-kreen tribes of the distant south. With great power within his grasp, Graytch dreams of making Tyr his own.

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Trading Cards

Kyristan™ "The Dead King" (Lich)

ARMOR CLASS: 0
THACO: 10
MOVEMENT: 6
HIT DICE: 1
ALIGNMENT: Lawful evil
SIZE: M
INTELLIGENCE: Supra-genius (20)
COMBAT: #AT 1; Dmg 1d10; Spells: Hit only by +1 or better weapon
DESCRIPTION: Kyristan is an arrogant, melodramatic lich who enjoys being undead and using his power to manipulate people. He frequently masks himself in the illusion of a handsome middle-aged man. Kyristan has been building an army of undead to further his plan to wipe out all living wizards and secure his own power.

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Trading Cards

Kaele Nierna™ 6th level Meistersinger

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: Leather armor, blowgun, daggers, harp
BACKGROUND: Kaele and her sister Keira (card 5 of 60) once so dazzled the wizard Daltim Flamefist (card 7 of 60) while entertaining him that he referred to them as sirens. Kaele is more outgoing and flirtatious than her twin. She has two companions: Graywing, a hawk, and Quicksilver, a wolf.

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Trading Cards

Keira Nierna™ 6th level Bard

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: Leather armor, long sword, staff-sling, mandolin
BACKGROUND: Keira and her flame-tressed identical twin Kaele (card 6 of 60) both have unearthly singing voices. Keira plays the mandolin. She is more serious and introverted than Kaele, and is fascinated by magic. She is also a bit of a con artist, and uses her spells to confuse others to her best advantage.

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Trading Cards

Wilhemina the Petite™ 4th level Fighter

RACE: Giff
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 9
HIT POINTS: 33
ALIGNMENT: Lawful neutral
EQUIPMENT: Cutlass +1, 2 wheellock pistols
BACKGROUND: Actually, Wilhemina is anything but petite, but nobody (conscientious) will chance telling her so. When in port, she can be found easily by listening for her booming: "Wrong answer!" and seeing the miscreant flying out of a nearby tavern window (or new hole in the wall). Wilhemina has a weakness for strawberry ale.

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Trading Cards

Drasna™ 4th level Savage

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of protection +1, longsword +2, bola, long bow, hide shield
BACKGROUND: Drasna is of the Tsumetl people, tribes of hunter-gathers that dwell in the desert. Because she killed another Tsumetl (even though it was to protect a child), she has been exiled by her clan for 101 moons. She now travels with Ka'Cha (card 20 of 495), a friend since childhood.

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Trading Cards

Rowan™ 3rd/4th level Preserver/Thief

RACE: Elf
ARMOR CLASS: 3
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Chaotic good
EQUIPMENT: Leather armor, long bow, 12 stone-tipped arrows, bronze short sword
BACKGROUND: When her tribe was destroyed by raiders, Rowan was forced to become a pleasure slave. An older slave secretly taught her magic. When she was ready, she killed her owner and escaped into the warrens of Raam to make her own way in Athas. She now travels with Galek (card 19 of 60) and Drasna (card 9 of 60).

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Trading Cards

Daltim Flamefist™ 14th level Fire Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Neutral
EQUIPMENT: Ring of fire elemental command, items psionically empowered with dimensional door and cell adjustment
BACKGROUND: This Halruaan nobleman is the leader of the mercenary company called the Destroyers, a group of mages and psionists. Besides his extensive spell collection, he also has several wild psionic talents. Daltim is assertive and very ingenious.

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Ravenloft Trading Cards

Caşimir

Advanced Dungeons & Dragons Trading Cards

Rastibaxas

DARK SUN Trading Cards

Aegis

Ravenloft Trading Cards

Lord Soth

Advanced Dungeons & Dragons Trading Cards

Ugorth

Ravenloft Trading Cards

High Master

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Sir Orfemus

Dragon Lance Trading Cards

Stantree Vilmrick

Ravenloft Trading Cards

Jaraq



Trading Cards

Aegis™**15th Level Psionicist**

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 53
ALIGNMENT: Lawful good
EQUIPMENT: Ancestral sword
BACKGROUND: Aegis's sister was murdered by Kalak's assassins, and after his sister's death, Aegis assumed the leadership of the family. He worked for reformation within Tyr, and helped lead the city toward freedom—having plenty of impetus to help overthrow Kalak. Aegis vies with Rikus for Sadira's attention.

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Trading Cards

Rastibaxas™**Mature Adult Red Dragon**

RACE: Dragon
ARMOR CLASS: -6
THACO: 1
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT POINTS: 75
ALIGNMENT: Chaotic evil
EQUIPMENT: Many coins, jewels, and magical items
BACKGROUND: Rastibaxas lives in an ancient dwarven city far underground in a range of inhospitable mountains. He is more than 300 years old, and has spent many of those years gathering coins, gems, jewelry, and magical items into his treasure hoard, including items from royal treasuries.

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Trading Cards

Casimir of Harmonia™**13th level Bard**

RACE: Human (Werewolf)
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 15
HIT POINTS: 58
ALIGNMENT: Neutral evil
EQUIPMENT: Harmonian treasury, Meistersinger's Mansion, *mask of the Sundered Heart*
BACKGROUND: Meistersinger Casimir works to revive the church of Milil and to aid the poor, but privately he struggles to reign in the evil hunger that sends him hunting.

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Trading Cards

High Master™**30th level Metapsionicist**

RACE: Illithid
ARMOR CLASS: 0
THACO: 11
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Lawful evil
EQUIPMENT: *Apparatus manual*
BACKGROUND: The High Master Illithid plans to wrest control of Bluetspur from the current Lord of the domain. He has joined forces with a powerful female vampire in hopes of finding a way to create a vampire illithid. He hopes to use an *Apparatus* to transposse his life force with the vampire illithid.

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Trading Cards

Ugorth™**16th level Barbarian**

RACE: Human
ARMOR CLASS: 5
THACO: 5
MOVEMENT: 12
HIT POINTS: 94
ALIGNMENT: Chaotic evil
EQUIPMENT: *Bracers of defence AC 6, long sword +4, gauntlets of ogre power*
BACKGROUND: Ugorth left his tribe at an early age to see the world. He promptly encountered a young red dragon, which he subdued. Ugorth learned to ride the dragon, whose name is Braxthasius. Although Braxthasius wasn't keen on this arrangement initially, the two have now become friends.

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Trading Cards

Lord Soth™**Darklord**

RACE: Death Knight
ARMOR CLASS: 0
THACO: 5
MOVEMENT: 12
HIT POINTS: 89
ALIGNMENT: Chaotic evil
EQUIPMENT: *plate mail +3, long sword*
BACKGROUND: Once a blight upon the lands of Krynn, Lord Soth found himself transported to the Dark Domains of Ravenloft. There he sought in vain for a portal back to Solamnia. During that quest he crossed paths—and swords—with Stradh Von Zarovich. Soth is now darklord of his own domain, Sithicus.

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Trading Cards

Jaraq the Deceiver™**14th level Illusionist**

RACE: Vampire (half-elf)
ARMOR CLASS: 1
THACO: 13 (10 with Str bonus)
MOVEMENT: 18, fl 18 (C)
HIT POINTS: 65
ALIGNMENT: Chaotic evil
EQUIPMENT: *Ring of spell storing, lens of speedreading, deck of illusions*
BACKGROUND: Jaraq found his way into Ravenloft three centuries after he fell prey to a vampire temptress. He has been an undead creature for 381 years (*very old age category*), during which time he has taken up the art of illusionary magic.

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Trading Cards

Stantree Vilmrick™**1st level Cavalier**

RACE: Human
ARMOR CLASS: 4
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Lawful good
EQUIPMENT: Chain mail, shield, long sword
BACKGROUND: Stantree is a squire in training to become a Solamnic knight. Although he is competing very hard to earn a position, he has found that the other squires are honest and noble rivals, and that some of them are becoming good friends. Stantree dreams of someday riding at the head of a large host of knights as their leader.

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Trading Cards

Sir Ortemus™**14th level Fighter**

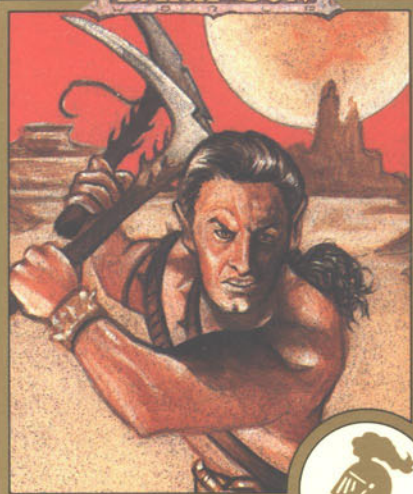
RACE: Human
ARMOR CLASS: 1
THACO: 7
MOVEMENT: 12
HIT POINTS: 75
ALIGNMENT: Lawful neutral
EQUIPMENT: Plate mail, shield, long sword, war horse
BACKGROUND: Sir Ortemus is the unpopular rival participant in the chivalrous tournaments organized by the king. Sir Ortemus always fights fairly, but because he comes from a country over the mountains and continually defeats the king's champion, he is not liked by the people.

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DARK SUN™

Trading Cards



Galek Sandstrider



DARK SUN™

Trading Cards

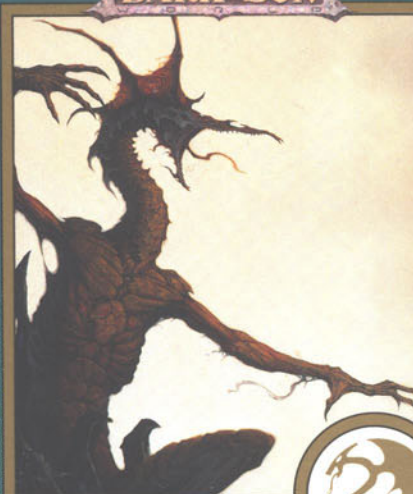


Ka'Cha



DARK SUN™

Trading Cards



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Athasian Dragon



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Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Hornung



FORGOTTEN REALMS

Trading Cards

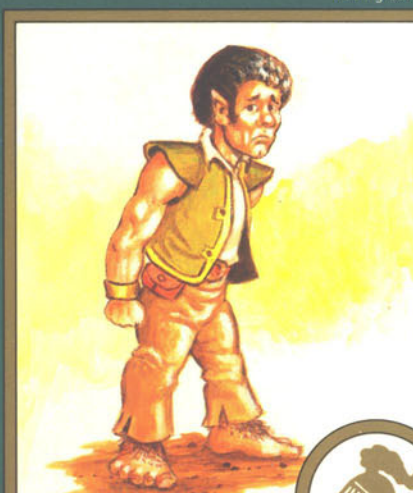


Lerithyn



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Mouse



GREYHAWK
ADVENTURES

Trading Cards



Loran



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Strom



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Niche Fireheart





Trading Cards

Ka'Cha™**5th/5th level
Cleric/Psychokineticist**

RACE: Thri-kreen
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 18
HIT POINTS: 38
ALIGNMENT: Neutral
EQUIPMENT: Gythka, 10 chatkcha, whistle
BACKGROUND: Ka'cha and his early clutch-mates were raised by a wandering tohr-kreen who taught them the value of learning. He prefers to enter melee combat while using adrenalin control. He is civilized and literate, and considers it improper to eat the flesh of other sentient. His closest companion is Drasna (card 9 of 495).

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Trading Cards

Galek Sandstrider™**3rd/3rd level
Ranger/Psychokineticist**

RACE: Half-elf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: Two steel impalers, composite long bow, bone spear, bone dagger
BACKGROUND: Galek was born to the Shal-armanni elven tribe, but he left it and its member's prejudices behind when he was old enough. Galek worked as a caravan guard for a while where he met his companions Rowan (card 8 of 495), Drasna (card 9 of 495), and Ka'Cha (card 20 of 495).

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1993 Sticker Card #1



Trading Cards

Mouse™**7th level Thief**

RACE: Halfling (Hairfoot)
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 6
HIT POINTS: 14
ALIGNMENT: Chaotic neutral
EQUIPMENT: Dagger +1, +2 vs demihumans
BACKGROUND: Small even for a halfling (2' 3 1/2"), Mouse is a craven coward who also happens to be an exceptionally talented scout and sneak thief. His sense of self-preservation is such that he will scurry for cover at the first sign of trouble. If forced to fight, he will defend himself with a ferocity surprising to friend and foe alike.

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Trading Cards

Lerithyn™**3rd/3rd/4th level
Fighter/Mage/Thief**

RACE: Drow
ARMOR CLASS: 1
THACO: 18
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Chaotic good
EQUIPMENT: Cloak of displacement, drow chain mail and weapons (nonmagical)
BACKGROUND: The son of a priestess of Eilistraee, Lerithyn uses cantrips to change his skin color to that of a surface elf in order to join adventuring parties where his skills are needed. He is not adverse to revealing his true nature to those who seem tolerant.

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Trading Cards

Hornung the Anarch™**18th level Wild Mage**

RACE: Half-elf
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic neutral
EQUIPMENT: Ring of protection +6, robe of scintillating colors, wand of wonder
BACKGROUND: The undisputed "king of the wild mages," Hornung was shunned when young. He ventured alone into an area of wild magic and taught himself to harness the energies there; he has invented several spells. Hornung is from Toril, but a wild surge sent him to another world.

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Trading Cards

Niche Fireheart™**2nd/2nd level Warrior/Illusionist**

RACE: Gnome
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 6
HIT POINTS: 14
ALIGNMENT: Chaotic good
EQUIPMENT: Short sword +1, chain mail
BACKGROUND: Niche is a fairly cheerful fellow who is always looking out for his friends as well as the next bag of treasure. He delights in using his spells to catch his opponents off guard and then follow through with his fighting abilities. He is currently seeking the Firestone, a family heirloom that has been lost for centuries.

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Trading Cards

Strom the Purple Wizard™**5th level Wizard**

RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful good
EQUIPMENT: Staff of wizardry, ring of protection +2, wand of wonder
BACKGROUND: Stromm the Purple Wizard is called so for the colored aura that covers him like so much faerie fire. He is also the master of "situational ethics," meaning that he always has a justification for his decisions. Having lost large amounts of money to them, he absolutely loathes rakshasa.

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Trading Cards

Loran™**14th level Illusionist**

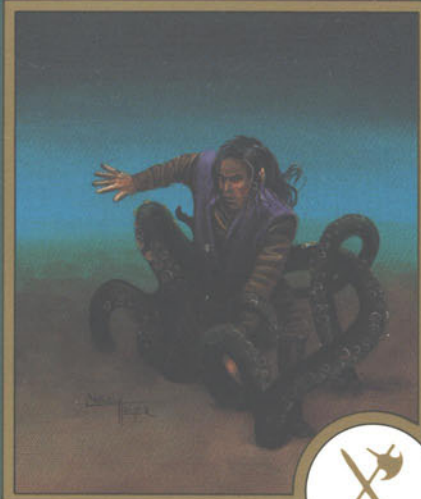
RACE: Human
ARMOR CLASS: -3
THACO: 16
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 4, cloak of protection +5, rod of terror, dagger +1, ring of fire resistance, wand of paralyzation, flying carpet
BACKGROUND: Loran began life as a warrior but died after exposure to poison gas. She was reincarnated as an illusionist. As a result, her spell choices are often combat-oriented. On adventures, she tends to "adopt" her party as family.

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Spell Effect



Spell Effect



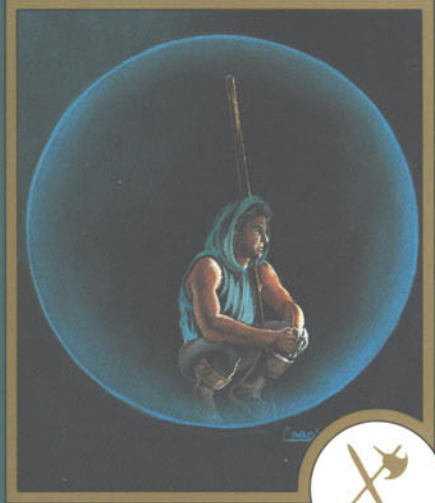
Spell Effect



Spell Effect



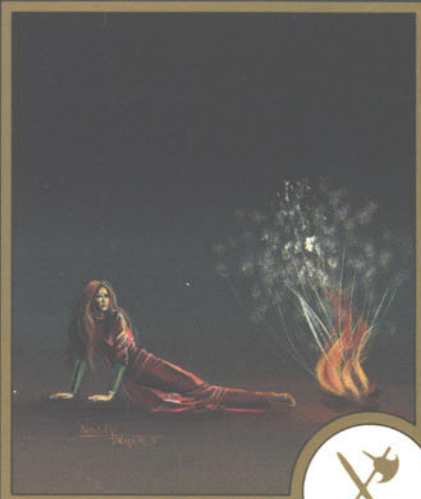
Spell Effect



Spell Effect



Spell Effect



Spell Effect



Spell Effect



Glitterdust

(Conjuration/Summoning), 2nd

RANGE: 10 yards/level
COMPONENTS: V, S, M
DURATION: Special
CASTING TIME: 2
AREA OF EFFECT: 20-foot cube
SAVING THROW: Special
DESCRIPTION: This spell creates a shimmering cloud of gold dust. Everyone in the cloud must roll a successful saving throw vs. spells or be blinded for 1d4 + 1 rounds. In addition, all affected by the dust are covered by it, and it cannot be removed. This will reveal invisible creatures. The dust fades after 1d4 rounds plus one round per caster level.

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Evard's Black Tentacles

(Conjuration/Summoning), 4th

RANGE: 30 yards
COMPONENTS: V, S, M
DURATION: 1 hour/level
CASTING TIME: 1 round
AREA OF EFFECT: 30 sq. ft./level
SAVING THROW: None
DESCRIPTION: This spell creates a set of black tentacles, each of AC 4 and with as many hit points as the caster's level. When a tentacle strikes an opponent, and a successful saving throw is made, the tentacle causes 1d4 points of damage and disappears. Otherwise, the tentacle causes 2d4 points and wraps around the target, causing 3d4 points each subsequent round.

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Blur

(Illusion/Phantasm), 2nd

RANGE: 0
COMPONENTS: V, S
DURATION: 3 rounds + 1 round/level
CASTING TIME: 2
AREA OF EFFECT: The caster
SAVING THROW: None
DESCRIPTION: This spell causes the casting wizard to become blurred, shifting, and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 thereafter. The wizard also gains a +1 bonus to saving throws vs. direct magical attacks. This spell can be countered by a *true seeing* spell.

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Minor Globe of Invulnerability

(Abjuration), 4th

RANGE: 0
COMPONENTS: V, S, M
DURATION: 1 round/level
CASTING TIME: 4
AREA OF EFFECT: 5-foot-radius sphere
SAVING THROW: None
DESCRIPTION: This spell creates an immobile, faintly glowing sphere that prevents any 1st-, 2nd-, or 3rd-level spells from penetrating it. Spells can be cast out of the sphere. 4th- and higher level spells can pass through, and a *dispel magic* spell can bring it down. The caster may leave and re-enter the sphere without penalty.

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Melf's Minute Meteors

(Evocation, Alteration), 3rd

RANGE: 70 yards + 10 yards/level
COMPONENTS: V, S, M
DURATION: Special
CASTING TIME: 3
AREA OF EFFECT: 1 target per meteor
SAVING THROW: None
DESCRIPTION: This spell creates small meteors equal in number to the caster's level that are hurled at the target with a +2 bonus to the caster's attack roll. Each meteor inflicts 1d4 points of damage, and can ignite combustible materials. The caster may choose to hurl up to five meteors during one round or one meteor per round while engaging in other activities.

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Magic Missile

(Evocation), 1st

RANGE: 60 yards + 10 yards/level
COMPONENTS: V, S
DURATION: Instantaneous
CASTING TIME: 1
AREA OF EFFECT: 1 or more creatures in a 10-foot cube
SAVING THROW: None
DESCRIPTION: This spell cause one or more magical darts to instantly strike an opponent, even if in melee. The target must be seen to be struck. Each missile inflicts 1d4 + 1 points of damage. For every two extra levels of experience, a wizard receives one additional missile, which he may use to strike the same or different creatures, as long as they are within the area of effect.

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Spectral Hand™

(Necromancy), 2nd

RANGE: 30 yards + 5 yards/level
COMPONENTS: V, S
DURATION: 2 rounds/level
CASTING TIME: 2
AREA OF EFFECT: 1 opponent
SAVING THROW: None
DESCRIPTION: This spell causes a ghostly, glowing hand to appear and move as the caster desires. The caster may then cast any touch attack spell of 4th level or less through the hand with a +2 bonus to attack rolls. The caster can gain flank and rear attack bonuses with the hand, if applicable. The caster may not do other things while using the hand—it will return to the caster and hover.

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Pyrotechnics™

(Alteration), 2nd

RANGE: 120 yards
COMPONENTS: V, S, M
DURATION: Special
CASTING TIME: 2
AREA OF EFFECT: 1 fire source (special)
SAVING THROW: None
DESCRIPTION: This spell can produce a flashing and fiery burst of glowing, colored fireworks that lasts one round. This effect blinds any creatures within 120' of the source for 1d4 + 1 rounds, unless a successful saving throw vs. spell is rolled. Alternatively, the spell causes a thick, writhing column of smoke to arise from the fire source and cause a choking cloud that lasts for 1 round per level of the caster.

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Prismatic Spray

(Conjuration/Summoning), 7th

RANGE: 0
COMPONENTS: V, S
DURATION: Instantaneous
CASTING TIME: 7
AREA OF EFFECT: 70-foot-long plane, 15' wide at end, 5' wide at base
SAVING THROW: Special
DESCRIPTION: This spell causes seven shimmering colored rays to flash from the caster's hand, with each color having a different power. Any creature of less than 8 HD is blinded by the rays, and may also be affected by them in other ways, as per the description in the *Player's Handbook*, page 186.

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Eric Blackthorn



Logan Starr



Rashad al-Anwar



Icarus

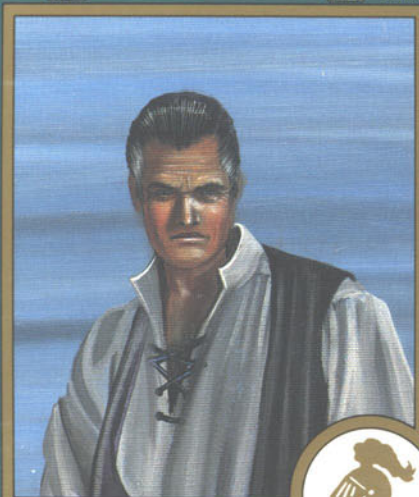


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Borys



Lhaeo



Darsson Spellmaker



Selowen



Amber





Trading Cards

Rashad al-Anwar™

1st level Sha'ir

RACE: Halfling
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 6
ALIGNMENT: Chaotic good
EQUIPMENT: Aba, keffiyeh, soft boots, quarterstaff, jambiya
BACKGROUND: Rashad's lack of experience shows in his words and actions, as his gen Sallah constantly points out. During a recent adventure in Qudra, Rashad unintentionally offended several influential people. Even now they are plotting how to make his life more "interesting."

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Trading Cards

Logan Starr™

5th level Rogue

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Lawful neutral
EQUIPMENT: *Elven chain mail, long sword +2, potion of extra healing*
BACKGROUND: Logan is one of the Senior Constables of Ravens Bluff. He is the city's foremost investigator and has solved numerous crimes. Logan is highly respected by the city guard if not by the city nobles. He is hardworking and tireless in the pursuit of truth and justice.

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Trading Cards

Eric Blackthorn™

4th level Outlaw

RACE: Human
ARMOR CLASS: 0
THACO: 19
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Chaotic good
EQUIPMENT: *Chain mail +1, shield +3*
BACKGROUND: Eric is a bandit and highwayman, but of the nicest sort. He tries to avoid killing when possible and is courteous at all times. Eric is very concerned with his personal protection and has gone to great lengths and expense to see that he has the best armor possible. He has a great appreciation for the finer things.

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Trading Cards

Lhaeo™

10th/2nd level Rogue/Warrior

RACE: Human
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: *Short sword of quickness +2*
BACKGROUND: Lhaeo is the scribe and longtime ally of the mage Elminster of Shadowdale. Appearing to most of the outside world as a fop and a dandy, he is in reality a man with a sharp eye, a keen mind, and a dry wit. Lhaeo harbors many secrets, both about himself and his friends.

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Trading Cards

Icarus™

11th level Fighter

RACE: Elf
ARMOR CLASS: 5
THACO: 10
MOVEMENT: 12
HIT POINTS: 81
ALIGNMENT: Lawful good
EQUIPMENT: *Earrings of protection +5, earring of alignment detection*
BACKGROUND: Icarus is one of the most colorful admirals in the Elven Fleet. Working strictly in the Realmspace crystal sphere, he is the veteran of 15 battles. His current assignment, the *Arrow of Justice*, is an Elven Armada with 1,370 crew members, heading a force of 76 ships of various sizes.

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Trading Cards

Amber™

1st level Fighter

RACE: Human
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Chaotic good
EQUIPMENT: *long sword +1, chain mail*
BACKGROUND: The eldest daughter of a royal family, Amber wants to see the world and have some adventures before she settles down to rule her kingdom. She travels through the land doing good deeds. Though she tries to conceal her identity, her regal bearing makes it obvious that she is of noble birth, and many know she is a princess.

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Trading Cards

Selowen™

2nd level Mage

RACE: Qualinesti Elf
ARMOR CLASS: 5
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 5, potion of speed, quarterstaff*
BACKGROUND: During the War of the Lance, Selowen and her family moved to Hillhome, where they became friends with the Fireforge family. Curious and good-natured, Selowen still lives among the dwarves. She plans to seek the white robes of a true wizard as soon as she is able.

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Trading Cards

Darsson Spellmaker™

16th level Mage

RACE: Human
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral
EQUIPMENT: *Wand of paralyzation, dagger +3, cloak of protection +5, various potions*
BACKGROUND: Originally from Halruaa, Darsson rebelled against practices accepted there, preferring enchantments and dispelling illusions. This taciturn and scholarly man now resides in the Living City, where he has gained a reputation as a skilled researcher.

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Warrior



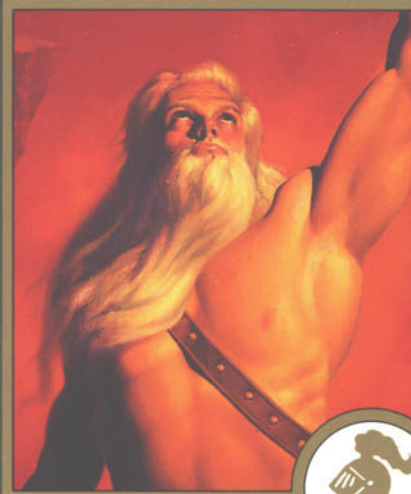
Warrior



Wizard



Wizard



Priest



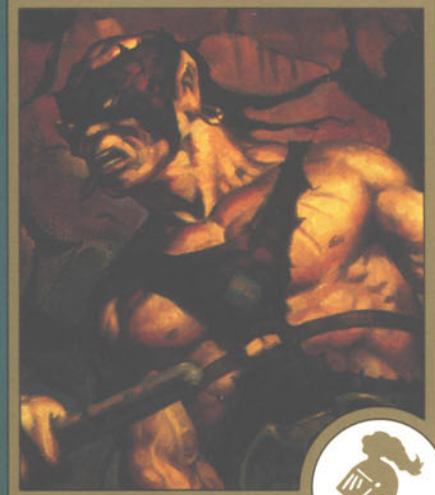
Priest



Rogue



Rogue



Psionicist

Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

BACKGROUND: _____

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Mini-series: Create-Your-Own

NAME: _____
CLASS / LEVEL: _____
RACE: _____
ARMOR CLASS: _____
THACO: _____
MOVEMENT: _____
HIT POINTS: _____
ALIGNMENT: _____
EQUIPMENT: _____

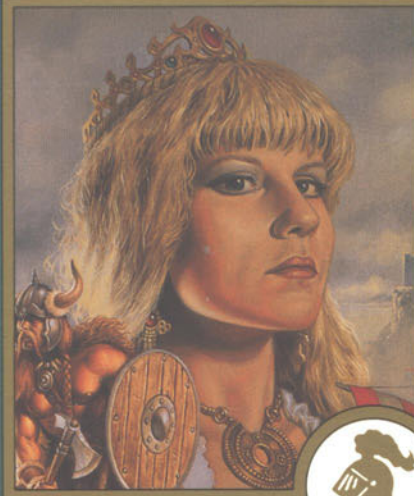
BACKGROUND: _____

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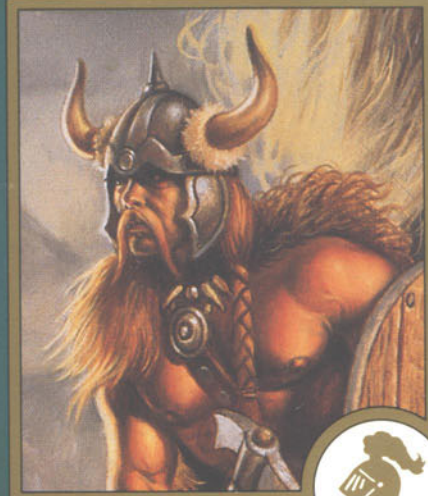
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Miguel Hernando



Alicia Kendrick



Brandon Olafsson



Myrmeen Lhal



Artus Cimber



Checklist





Trading Cards

Prince Brandon Olaffson™ 12th level Fighter

RACE: Human
ARMOR CLASS: 2
THACO: 9
MOVEMENT: 12
HIT POINTS: 81
ALIGNMENT: Chaotic good
EQUIPMENT: *Battle axe +3, longship Princess of Moonshae*
BACKGROUND: Crown prince of Gnarlhelm, Brandon is an accomplished seaman and warrior. The only living captain to sail a ship to Evermeet, he loves the challenge of a violent storm or a powerful enemy. The tragedy of his life is an unrequited love for High Princess Alicia Kendrick (card 56 of 60).

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Trading Cards

High Princess Alicia Kendrick™ 10th level Ranger

RACE: Human
ARMOR CLASS: 0
THACO: 11
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: Neutral good
EQUIPMENT: *Changestaff, bracers of defence AC 4, long sword +1*
BACKGROUND: The eldest daughter of High King Tristan Kendrick and Queen Robyn, Alicia stands to inherit the throne of Moonshae Isles. A young woman of strong opinions and stubborn determination, she possesses a strong sense of justice.

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Trading Cards

Miguel Hernando de la Montoya™

8th level Swashbuckler Thief
RACE: Mountain Dwarf
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 6
HIT POINTS: 47
ALIGNMENT: Chaotic good
EQUIPMENT: *Leather armor +2, rapier +2, butterfly amulet*
BACKGROUND: Quite atypical for a dwarf, Miguel enjoys traveling by ship and has a flamboyant style. He considers himself a lady's dwarf and is always wooing some lovely girl whenever he is in port. He refuses to take unfair advantage of anyone and is chivalrous in the extreme.

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Trading Cards

- | | |
|---|--|
| <input type="checkbox"/> 1 Kyristan | <input type="checkbox"/> 33 Minor Globe of Invulnerability |
| <input type="checkbox"/> 2 Graytch | <input type="checkbox"/> 34 Prismatic Spray |
| <input type="checkbox"/> 3 Magnus Arifek | <input type="checkbox"/> 35 Pyrotechnics |
| <input type="checkbox"/> 4 Wilhemina the Petite | <input type="checkbox"/> 36 Spectral Hand |
| <input type="checkbox"/> 5 Keira Nierna | <input type="checkbox"/> 37 Eric Blackthorn |
| <input type="checkbox"/> 6 Kaele Nierna | <input type="checkbox"/> 38 Logan Starr |
| <input type="checkbox"/> 7 Daltim Flamefist | <input type="checkbox"/> 39 Rashad al-Anwar |
| <input type="checkbox"/> 8 Rowan | <input type="checkbox"/> 40 Icarus |
| <input type="checkbox"/> 9 Drasna | <input type="checkbox"/> 41 Sticker |
| <input type="checkbox"/> 10 Casimir of Harmonia | <input type="checkbox"/> 42 Lhaeo |
| <input type="checkbox"/> 11 Rastibaxas | <input type="checkbox"/> 43 Darsson Spellmaker |
| <input type="checkbox"/> 12 Aegis | <input type="checkbox"/> 44 Selowen |
| <input type="checkbox"/> 13 Lord Soth | <input type="checkbox"/> 45 Amber |
| <input type="checkbox"/> 14 Ugorth | <input type="checkbox"/> 46 Create-Your-Own |
| <input type="checkbox"/> 15 High Master | <input type="checkbox"/> 47 Create-Your-Own |
| <input type="checkbox"/> 16 Sir Ortemus | <input type="checkbox"/> 48 Create-Your-Own |
| <input type="checkbox"/> 17 Stantree Vilmirick | <input type="checkbox"/> 49 Create-Your-Own |
| <input type="checkbox"/> 18 Jaraq the Deceiver | <input type="checkbox"/> 50 Create-Your-Own |
| <input type="checkbox"/> 19 Galek Sandstrider | <input type="checkbox"/> 51 Create-Your-Own |
| <input type="checkbox"/> 20 Ka'Cha | <input type="checkbox"/> 52 Create-Your-Own |
| <input type="checkbox"/> 21 Sticker | <input type="checkbox"/> 53 Create-Your-Own |
| <input type="checkbox"/> 22 Horning of the Anarch | <input type="checkbox"/> 54 Create-Your-Own |
| <input type="checkbox"/> 23 Lerithyn | <input type="checkbox"/> 55 Miguel Hernando de la Montoya |
| <input type="checkbox"/> 24 Mouse | <input type="checkbox"/> 56 High Princess Alicia Kendrick |
| <input type="checkbox"/> 25 Lorán | <input type="checkbox"/> 57 Prince Brandon Olaffson |
| <input type="checkbox"/> 26 Strom the Purple Wizard | <input type="checkbox"/> 58 Myrmeen Lhal |
| <input type="checkbox"/> 27 Niche Fireheart | <input type="checkbox"/> 59 Artus Cimber |
| <input type="checkbox"/> 28 Blur | <input type="checkbox"/> 60 Checklist |
| <input type="checkbox"/> 29 Evard's Black Tentacles | |
| <input type="checkbox"/> 30 Glitterdust | |
| <input type="checkbox"/> 31 Magic Missile | |
| <input type="checkbox"/> 32 Melf's Minute Meteors | |

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Trading Cards

Artus Cimber™ 7th level Bard

RACE: Human
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral good
EQUIPMENT: *Special magical dagger (spider control, continual light, direction sense), Ring of Winter, longbow*
BACKGROUND: Artus Cimber devoted a decade to finding the Ring of Winter, which grants the wearer immortality and magical control over ice. Now he uses the artifact to further the goals of the Harpers. Unlike most bards, Artus has never learned any spells.

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Trading Cards

Myrmeen Lhal™ 12th level Ranger

RACE: Human
ARMOR CLASS: 3
THACO: 9
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Neutral good
EQUIPMENT: Plate mail
BACKGROUND: In Arabel, the peace is maintained by a strong military force staunchly loyal to Myrmeen Lhal, King Azoun's seductive lord of the city. Myrmeen became a Harper during her quest to rescue her daughter from the Night Parade, a shadowy cabal of nightmarish creatures.

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