

FANTASTIC PERSONALITIES



by Bill Paley & Edward R. G. Mortimer



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

Judges Guild



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 85 CHARACTERS, COMPLETE WITH
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 85 CHARACTERS TO SPICE UP ANY
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Credits

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Introduction to NPCs

This booklet is intended for the use of the Judge in populating his world with interesting persons of some depth of Character. Player-Characters are often complex, interesting persons, but it is often difficult for a hard-pressed Judge to produce varied Non-Player Characters (NPCs) to interest their Players. Hopefully, this booklet will fill that gap.

Enclosed within are seventy-eight different Characters, including Numerical Description, Equipment, Attitudes, Desire, and various other thoughts. These are a bare outline, and a Judge may expand or cut them down to fit his or her Campaign. In writing them up, I used the Judges Guild Campaign Maps for Place Descriptions, and Judges Guild's **The Unknown Gods**, as well as historical myths, for Character Dieties, but I urge the Judges to change the descriptions appropriately to fit their own Campaigns.

Please address any comments or questions to Bill Paley, c/o Judges Guild, and include a Stamped, Self-Addressed Envelope if a reply is necessary. Most everything should be self-explanatory, however.

Finally, I'd like to thank Chuck and Paul for dragging me into this.



Encountered: _____	Place: _____
Player: _____	Income: _____
Resides: _____	Rooms: _____
Clan: _____	Religion: _____
Guild: _____	Sibling Rank: _____
Relatives: _____	Inheritance: _____
Retainers: _____	Nemesis: _____
Morale: _____	Phobias: _____
Useful Knowledge: _____	

Property: _____	Mate: _____
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Gristar					Class		Align		LVL		HTK		AT		SL
STR	INT	WIS	CON	DEX	F	N	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
12	9	8	14	14	8	15	14	14	9	12	11	11	14	Green-	2
														Metal	
														Broad-	
														sword	

Gristar, a half-Orcish Mercenary, has been living rather well for the past several years, finding a Cleric for whom he acted as bodyguard until recently. While working for the gentleman, he professed a belief in the worthy's Goddess; however, his beliefs are changeable (see **The Unknown Gods**, page 4 - Rashtri). Unfortunately, the Cleric had a disagreement with his Goddess, and Gristar wisely stayed out of the proceedings. Presently carrying 75 GP and two Gems worth 45 GP and 55 GP each, he is well off, but he is seeking new employment (in a cushy job, if possible).

The seventy-two-year-old warrior feels he is just reaching his prime, and he will merrily wager on his swordskill in bouts to see who draws first blood. His Sword is a Magical Sword (+2, +3 versus Magic-Users, IQ: 1, Neutral), and he carries it in a crocodile-hide sheath. He presently wears Chainmail under a shirt of soft leather and a dark cloak. He sports heavy boots and a backpack containing a spare cloak and some additional clothing for warm weather.

He speaks Orcish, Neutral, and Common quite well, and he has also picked up Ogre during a stint he did in the Black Drum Legion, an Orcish Mercenary Unit. He is also able to communicate slightly with members of the order of Rashtri although he is beginning to forget some of the statements and responses.

Gristar was born on a farm not far removed from the Dearthwood. His mother refused to explain what happened to her to cause his appearance, and so he had an unhappy childhood. She died, an outcast, some years later. From her, he learned to climb trees, and he even now enjoys the challenge of a good climb. On the other hand, she did not manage to teach him to do farm chores, and he grew up deathly afraid of bulls.

After forty-five years of mercenary battles and tavern brawls, he is well-versed in local history and geography. He seldom speaks, unless approached, but he has paid the tavern-keeper to introduce him to prospective employers. He will also sell advice and information, but, if anyone comments on his ancestry (or if he recognizes that the party contains Elves or Half-Elves), he will lie so as to cause the party some discomfort.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL		HTK	AT		SL			
Quelder				ILL	LG	7		19	None		14			
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
11	17	17	10	18	16	11	9	18	15	9	15	13	16	Dagger

A Gnome of great power, Quelder now lives in a Warren under a hill some distance from his nephew, Kreder, Class: Fighter, Align: LG, LVL: 8, HTK: 44, AT: Chainmail, SL: 14, STR: 17, INT: 13, WIS: 14, CON: 11, DEX: 13, CHAR: 15, END: 11, STA: 10, AGIL: 14, LEAD: 14, POW: 17, GAM: 11, SPD: 10, LCK: 12, WPN: Short Sword, and his butler, Rilkes, Class: Fighter, Align: LN, LVL: 2, HTK: 7, AT: Chainmail and Shield, SL: 13, STR: 9, INT: 11, WIS: 13, CON: 13, DEX: 11, CHAR: 6, END: 12, STA: 14, AGIL: 11, LEAD: 15, POW: 8, GAM: 9, SPD: 9, LCK: 9, WPN: Javelin, both Gnomes. A rich being, he has squirreled away 8,000 PP in five widely separated chests, marked by his name. He will always offer Coins to any Cleric of Forseti (Norse mythos) although he will never attend any religious ceremony. In addition, he wears silk robes, fur coats, and a Bracelet of Fire Resistance; he also carries a Bracelet of Contradictoriness.

A learned person, Quelder speaks his Alignment Tongue, Common, Dwarf, Gnome, Halfling, Goblin, Kobold, Centaur, and Golden Dragon (learned at the Court of Shresstole the Prime, a powerful member of that race). Now in his dotage at 535 years, he is retired as an adventurer and lives as a Noble in this area.

Once considered for a position at the Court of the World Emperor as Advisor for Gnomish Affairs, he has served the Royal House well for three generations of Rulers. He may be known from Bardish song in "Quelder Meets the Troll King." He was born in a Gnomish village in Karak, and, when he had the chance to learn the skills of the Illusionist, he jumped at it. He has many Maps from Underground Warrens of Fable and Infamy, of which he can speak (boringly) for hours.

Quelder is conversant with the following spells: First Level: *Disguise, Rainbow Rays, Sphere of Darkness, Detect Illusion, See Invisible Objects, Hypnotize, Sphere of Light, Fog Wall, and Minor Illusion*; Second Level: *Veil of Blindness, Blur, Veil of Deafness, Detect Magic Auras, Fog Cloud, Hypnotic Pattern, Illusion, Invisibility, Multiple Image, Mislocation, and Ventriloquism*; and Third Level: *Dispel Illusion, Pyramidal Ray of Frightening, Illusionary Terrain, Illusionary Script of Confusion, Invisible Sphere, Paralyzation, Rope Trick, Major Illusion, and Suggestion*.

Although he once was known as the bravest among the legions of brave Gnomes, he is terrified of the rattle of chains, and Flails or Morning Stars will cause him to faint dead away. It is whispered that this is due to torture he survived at the hands of the Black Duke.

Quelder's Warren is located somewhere within **Shimmertree Vale** (Campaign Map 6), but he has kept the exact location a secret from everyone. Quelder has become a friend of the Dryads thereabouts and is more likely to be found with them than in his Warren. He sees himself as the Protector of Shimmertree Vale and will act accordingly. He doesn't mind travelers as long as they pick up after themselves and don't stay too long. Any who attempt to move into the area will have to deal with Quelder.

He has dozens of fire-breathing Praying Mantises about his Warren to protect him from the Buzzing Lapsuckers, an insectoid pest. He has also followed the herd of tiny horses that roams the area, and they have led him to the Way to the Gods. However, he will not divulge this information to anyone.

The five widely separated treasure caches which Quelder has hidden are located in the **Land of Beasts** (Campaign Map 9), the **Molting Mountains** (Campaign Map 10), the **Plains of Cairns** (Campaign Map 1), the **Somnimorte Caves** (Campaign Map 7), and the **Viceroy Mountains** (Campaign Map 8).



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Westro				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	MNK	LG	6	18	None	15				
12	15	12	15	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				15	15	15	15	12	12	8	19	13	Open-hand

Westro is an enterprising young lady of the Monkish order following Thoth (Egyptian mythos). She is carrying a Libram of Lunar Magic which she has been instructed to turn over to the Temple in Tarantis. She has also been armed with four Spears of Lightning which she disdains to use, preferring her skills in unarmed combat.

She has a stipend of 200 GP which she carries in an inner pocket of her Sarong. She wears sandals and a large backpack filled with camping supplies. She is en route to Tarantis but may accept company of Lawful Characters. She will never reveal her mission or her own skills because she feels her cover is a tool of surprise if she is attacked.

The nineteen-year-old lass has traveled far and learned much in her short life. Speaking Common and her Alignment Language, she has also learned some Elvish, Roc (her order's "secret" tongue) and rather educated Shedu (as one of her order's instructors had befriended one). At age ten, she had entered the Order with the blessings of her parents. Her father has since died at the hands of a Hobgoblin raiding band, and so she will slay these beings without quarter. However, she prefers to subdue intelligent beings rather than kill them because death terrifies her, even if it is the death of another.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Mellock				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	MNK	CE	5	14	None	3				
15	14	15	13	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				15	14	13	16	12	15	4	21	8	Katana

Mellock's order worships the Fenris Wolf (Norse mythos) and works towards its release. The twenty-five-year-old Monk is famous in the Order for having slain his brother in hand-to-hand combat for their inheritance after the two murdered their parents. He still bears a foot-long scar on his left leg from the battle. Because he wears short kilts, the scar is very obvious. He wears a belt under the kilt upon which he has sown the right thumbs of humans he has killed, which he pickled, for luck. He presently owns five such belts.

In addition to 40 GP, he has a bottle containing a blue gas (Undead Control), a Wrap of the Depths under a local Fenris Temple, a Silver Horn of Valhalla, and a set of Horse Shoes of Quicksilver which he is to give to the Invincible Overlord as the gift of the Order to the Government in lieu of taxes for this year. He is considering keeping them for his own horse, a Chestnut with 18 HTK, but fear of retribution from the Order is keeping him in line thus far.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Reeter One-Eye				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	ASSN	CE	4	18	Shield	2				
16	11	10	8	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				13	9	8	13	6	16	10	12	12	Poi- soned Hand Axe

This twenty-two-year-old Guildsman has a Salve of Delusion in an onyx case and a bottle with a bright orange gas of Hill Giant Strength which he carries at all times, along with 20 GP. His shield is blank, and he pretends to be a stupid Altarian Mercenary, although he is able to converse intelligently in his Alignment Tongue, Common, Orc (due to contacts he has in Dearthwood when he needs to hide out), and Nixie (from a year he spent enslaved to them). His skin is permanently paled due to living underwater, and he lost his left eye from a Halfling's Sling stone. Whenever possible, he tortures Halflings before slaying them.

He is considered dangerous but not infallible within the Guild, but he is aware of this. He hopes to be able to prove his worth sometime soon and practices on any available Halflings or an occasional Elf. He is a confirmed atheist.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Whittles				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	ASSN	NE	2	8	None	2				
12	12	10	10	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				12	11	10	12	7	12	7	11	11	Whit- tling Knife

A member (journeyman) of the Woodcrafter's Guild, this highly skilled Woodworker also uses his tools to slay for a price. He can be found in the market, selling whittled statues of gods and rulers and wearing commoner's clothes to hide the 75 GP he carries in a money belt.

At home, he keeps 10 Magic Arrows (+1) which he lifted from an adventurer he liquidated. While on assignment, he works very hard at whittling to keep up appearances, but, when he is off, he does little or no work of any sort and can be found drinking in an Inn near either of his Guilds. He appears to be forty-four, but he is actually twenty. Originally, he was a member of the Thieves' Guild, but he found he enjoyed killing, and so he received permission to switch. He wishes to be given a traveling assignment soon, and he is near the top of the list because the Guildmaster enjoys his cover.

Whittles speaks Common, his Alignment Language, Efrete (the language of the Guildmaster's pet), and Bugbear (the language of some of the Guild's Guards). He worships Mau Yuan Shuai (Chinese mythos) and dissolves a CP in acid each night as a sacrifice before a whittled statue of the Beast. It is cunningly prepared so that the gases released in the reaction enter the statue's nostrils.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

							Class	Align	LVL	HTK	AT			SL	
							DRUID	N	5	16	None			3	
Grigora	STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
	12	10	12	9	11	17	8	9	10	18	11	11	10	9	Scimitar

This thirty-five year old woman is well-known in her home area for teaching the denizens of the woods. Although some call her a witch (including the town's most influential citizens), she is the cause of a resurgence of Druidic interest in the area. She is especially known to be friendly with the area's boars, and she has taught the Great Porcupine Beasts not to damage the local crops.

She will usually be found wearing dull green clothing and telling stories of the woodlands to a group of children. Fragile-looking, she seems to gain strength merely by talking of the forests.

She was born far to the west, of a family of lumberjacks. The destruction they caused forced their disgusted youngest child to run away, never to return. She joined a Druid's following and learned to read and write Common, Neutral, Druid, Centaur, and Dryad. Since she has been on her own, she has learned Elvish, Treant, and Hill Giant, the latter from a young Giant whose family lives west of town.

Her prized possessions include a vial containing an oily cloud of a Gas of Human Control, 10 Magic Arrows (+1) which she wants to trade for a Scimitar or Shield of Magical status (+1), and a cursed spear of Never-Hitting which she intends to give as a gift to anyone who harms the trees in her Home Grove. She has a cache of 800 GP, and she carries 100 CP on her person when in town. Otherwise, her possessions tend towards simple camping gear.

Grigora's spells include: First Level: *Animal Friends, Detect Magic Auras, Detect Snares and Pits, Plant Animation, Faerie Light, Invisibility to Animals, Find Fauna, Pass Without Trace, Predict Weather, Purify Water, Magic Stick, and Converse With Animals*; Second Level: *Tree Skin, Nature Charm, Water Conjunction, Heal Minor Wounds, Coma, Fire Lock, Heat Metal, Find Flora, Fog, Produce Flames, Trip Stick, and Warp Wood*; and Third Level: *Command Lightning, Cure Disease, Stop Animal, Neutralize Poison, Plant Maturation, Protection from Flame, Smoke, Snare, Shape Stone, Conjure Insects, Tree Shape, and Gills*.

Grigora lives in the **Woodmother Forest** near the southern bank of the **Anostus River** (Hex 2429, Campaign Map 3). Many of the common people look to her for protection and guidance. More than once, she has had to turn the powers of nature against one of the two Orc tribes that live in the area (at **Quitlant**, Hex 2327, and at **Jackal**, Hex 2730). The people of **Tus-toral**, where Grigora lives, (Hex 1934, Campaign Map 3), are unsure whether they should ask her officially to protect the town or not. The common people all favor Grigora as Protectoress, but those in command suspect that she is an evil Witch who may be in league with the Orcs to the north and east. This is, of course, an entirely unfounded and untrue speculation.

When Grigora takes a hike through the wilderness, she is always accompanied by one of the three Giant Porcupines that live near her (lair is at Hex 2132). Due to this "fierce" bodyguard, Grigora almost never has any trouble when she is walking in the forest. Even the most terrible of monsters has the good sense not to molest a Giant Porcupine.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Steven Sharpsblade				Class	Align	LVL	HTK	AT	SL					
				F	N	5	32	Partial Plate Armor	3					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
16	6	7	12	13	11	13	12	13	10	15	16	16	18	Military Pick

This thirty-year old campaigner has seen many battles in his time as a Mercenary NCO. His favorite battle tale is of the day, at the Battle of Three Streams, that he protected the Commanding General (whose name he has forgotten) from a volley of Arrows with his Shield. He has survived twelve major battles and innumerable minor engagements in his travels and now speaks Common with a hodge-podge of foreign nouns and verbs overlaid.

After one defeat, Steven found himself retreating into a river filled with Eels. The slimy creatures rubbed against him as he dog-paddled across, and, since then, he has abhorred the thought of swimming.

At present, his treasury is bare; he is down to his last SP. Any reasonable offer is likely to meet with his approval. He does have two suits of fine clothing which he is loathe to pawn. He also owns an elderly mare (HTK: 6) which he normally uses to pack supplies on rather than force the poor thing to bear his weight.

Normally, Steven worships the gods of his present employers; thus, at this time, he is a practising Atheist.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Takemitsu				Class	Align	LVL	HTK	AT	SL					
				F	LE	4	36	Ringmail	6					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
17	10	14	9	15	13	9	9	16	12	16	8	14	9	Broad-sword

This Eastern warrior has traveled far from his homeland, searching for a lost item of import to his family Shrine. A dozen years ago, a band of pirates raided his Ancestral Home, and carried off a silk Altar Cloth embroidered with a list of the generations a thousand years long. He promised his grandfather that he would spend at least twenty years searching for it, and he has been searching now for nine years.

The third son of a Daimo, this twenty-nine year old warrior was proud to accept this assignment although it almost certainly will mean his death. He is equipped with Longbow and Arrow of Ogre Mage Slaying, in addition to his Sword. He always keeps a Praying Mantis (HTK: 1) with him; it was blessed by his family Priest to change color when he approaches the sought-for heirloom.

He has 20 GP on his person, and he owns two marvelous silken robes which he wears to relax but which he would likely sell for 100 - 400 GP.

A well-educated fellow, he speaks several Human tongues which he has learned in his travels. He has yet to visit many major cities on this continent and, if approached respectfully, will broach the subject of joining forces to continue the search.

The item which he seeks, although he doesn't know it, is still aboard the pirate vessel because the Captain has taken a fancy to it. This may increase the difficulty in recapturing it.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
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 Morale: _____ Phobias: _____
 Useful Knowledge: _____
 Property: _____ Mate: _____

R. R. Johns				Class	Align	LVL	HTK	AT	SL	
STR	INT	WIS	CON	T	N	5	14	None	3	
12	14	13	12	DEX	END	STA	POW	SPD	LCK	WPN
				15	8	12	12	27	16	Sword

R. R., at thirty, has seen and done all there is to see and do in his home area, but he is tied to his town by a promise he made to remain here until he had robbed his one thousandth person. He is now at number 947, and he is very bored, so he is quite likely to attempt to pick-pocket every member of the party in a hurry-up attempt to leave the village.

At this moment, he has stashed away 12,000 GP in three, widely scattered, buried chests. He spends the remainder of his money on a Menagerie inside the Temple of his god, Shiva (Indian mythos) where he goes to worship each morning at dawn.

Due to his lack of travel experience, he speaks no foreign tongues although he can read several languages by puzzling out their content. He is often seen at the Inn paging through a book of strange script, and he will pay for any books in any language about travel and adventure. If the person offered refuses to sell, R. R. will usually steal it from him later. In this way, he has collected a book of spells (10 First Level Magic-User's spells: *Slumber, Read Magic, Affect Fires, Magic Bolt, Lively Lights, Luck, Fiery Fingers, Comradery, Push, and Scribe Magik* in a cover marked **Journey to the Land of the Pirates** in Common.

R. R. is forced to remain here by a promise made to his old mentor and partner on the moment of his death. R. R., the old fellow thought, just wasn't ready for the world outside, and this was his way of requiring the man to learn Stealth with a minimum of danger. Having promised, R. R. regrets his decision, but he continues with his robberies and burglaries.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____
 Property: _____ Mate: _____

Lola Redstar				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	SA/F/AL	CN	9/6/10	43	None	7					
14	18	12	13	DEX	END	STA	POW	SPD	LCK	WPN				
				11	18	13	12	11	15	12	6	11	10	Bowie Knife

Lola Redstar is from a highly-advanced, space-faring civilization on another dimension. While on a pleasure jaunt in her brand-new space-car, she inadvertently traveled through an unstable, inter-dimensional nexus point created by a very unlucky Mage. Lola's space car hurtled through the portal and crashed through the Mage's laboratory as well as his tower walls. Needless to say, not much was left of the Mage's tower, let alone the Mage himself. Also destroyed was Lola's brand-new space-car, but she survived with only a few minor bruises, sprains, and cuts. The only instrument from her craft that survived was a penlight Laser she carried in space-overalls. The Laser has only three charges remaining, and each hit does 2D6 damage. The chance to hit is determined the same as Bow-type weapons. On this dimension, the Laser cannot be recharged, and Lola has no idea how to return to her own space and time.

Lola has settled into life here very well, under the circumstances. She has utilized her skills to become established in the **City-State of the World Emperor**. She is the equivalent of a 9th Level Sage, a 6th Level Fighter, and a 10th Level Alchemist. Her knowledge extends to all Chemistry and Space Science areas of knowledge. She keeps much of her knowledge to herself, however, for fear of being labeled a witch.

Lola is looking for a powerful Nexus-Magic Wizard to help her to return to her home dimension. She will do all she can to convince such a Wizard to undertake the difficult project of finding which specific dimension she came from, out of an infinite number of dimensions, and returning her to it.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Tigereye Tom				Class	Align	LVL			HTK	AT	SL		
STR	INT	WIS	CON	BARD	N	2B, 6T, 6F			55	None	5		
15	12	15	11	DEX 15	END 10	STA 12	AGIL 16	LEAD 16	POW 15	GAM 17	SPD 14	LCK 13	WPN Rapiers

Singing tales of his own battle prowess, as well as stories of empires and wars of past and present, this thirty-year old, battle-scarred harpist can be found (when he is in town) in the rougher drinking halls. As quick to brawl as to sing, he is also quick to trade witticisms and friendships. He is easily identified by the Tiger's Eye gem which he wears to replace his left eye. Rumor has it that it is a Gem of Revealing, but no one knows for certain. He usually wears rough brown and green clothing, but deep in his backpack may be found a full suit of brilliant orange silk clothing, including matching hose, shoes, hat, and gloves. He also possesses three rings; one has a hidden needle which may be dipped in liquid potions. It is a feminine ring, and Tom has a vial containing a potent aphrodisiac.

Tom can speak Neutral and Orc, and can speak or sing in Common, Elvish, Merman, and Gnomish. He also can communicate well enough in Druidic phraseology to be able to use First Level spells *Animal Friends*, *Detect Magic Auras*, *Detect Snares and Pits*, *Plant Animation*, *Faerie Light*, *Invisibility to Animals*, *Find Fauna*, *Pass Without Trace*, *Predict Weather*, *Purify Water*, *Magic Stick*, and *Converse With Animals*.

Recently, Tom inherited some 6,000 SP from his grandfather, who died at 107 years old. His parents were long dead. Tom has drunk or gambled away 3,700 SP of it. He also owns a suit of +4 Leather Armor which he oils once each month, as he is aware of its value. He also wears Gloves of Agility whenever he is doing anything except playing his harp. He is absolutely against anyone touching his harp, and, if anyone does so, he will abandon it.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Alf the Sly				Class	Align	LVL			HTK	AT	SL		
STR	INT	WIS	CON	T	CN	4			13	None	4		
13	11	6	10	DEX 15	END 10	STA 9	AGIL 16	LEAD 5	POW 9	GAM 17	SPD 15	LCK 11	WPN +1 Stiletto

Alf haunts the streets of the City-State of the World Emperor, playing practical jokes on strangers. Alf loves to instigate trouble between innocent bystanders, but he becomes a whining coward when he is caught and threatened with retaliation. Alf will never fight a fair fight because he doesn't believe he can win a fair fight. Because he is short, at only 4' 1", his favorite haunts are beneath stairways or behind barrels and boxes where he can perpetrate his annoying little practical jokes without being detected. He is afraid of heights.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

Shimon Thet				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	RGR	CG	5	29	None	3					
14	13	15	14	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				10	9	14	15	10	10	15	11	13	17	Long-bow

Shimon is twenty-seven and is presently patrolling the woods in the area for a suspected covey of Zombies controlled by an evil Magic-User. To use against them, he has a Pill of Undead Control. He also owns a Potion of Treasure Finding which he will trade for a reading of *Protection From Magic*. He has been patrolling this area, which is 10 miles by 50 miles, for ten years, and he is upset that he has been unable to eliminate all evil influences in this great tract of land.

This Ranger worships Penelopania (**The Unknown Gods**, p. 31), but he seldom goes to full services. Shimon is occasionally called Dragon Slayer in this area because he drove off a Blue Dragon, but this was due to a prayer to his Goddess, and the beast was not killed. When the gray-green cloaked, dark-skinned figure enters the towns in his range, he is often jeered at, but in the Inns, of a cold night, his tales of the Beasts he has slain send shivers up the spines of his listeners.

Shimon owns little more than his clothes and a few coins. He is known to bathe at least once daily, and he is rumored to have fits at the sight of fleas or lice. An articulate fellow when drawn out, he speaks the language of the Chaotic Good, Common, the Ancient Dragon Stem Language, Halfling, and Kobold (which he learned when he forced a tribe of them to leave the area).

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

Hiralst				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	RGR	LG	1	8	None	7					
13	13	14	14	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				12	6	14	13	11	9	13	7	14	8	Short-bow and Sword

This sixteen-year old has just begun on the road of adventure. He ran away from his father (a widower) and older sister to begin his trip on glory road. He is beginning to find it more rocky than he expected. This has soured him, and he is sarcastic at all times and mistrusts any but Lawful Goods, with whom he will converse in Alignment Tongue. He also speaks Common, Elvish, Gnomish, and Halflingish. He has no money at this time and will be found in the wilderness, eating roots, berries, and small game which he brings down with his 9 Magic Arrows (+2).

Hiralst worships Vicon (**The Unknown Gods**, p. 6) and has "seen" his God in a vision. People seldom speak to him due to a horrible disfigurement he received from the splash of acid from a Giant Slug. He barely survived the dreaded liquid. Now he stomps on all slugs, snails, and worms he sees (just in case). He has a pet bat which he carries under his blue-gray cloak.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Eric the White				Class	Align	LVL	HTK	AT	SL			
STR	INT	WIS	CON	W-P	LG	3	13	+3 Shield	6			
13	12	13	12	DEX	END	STA	AGIL	GAM	SPD	LCK	WPN	
				8	17	13	11	9	11	15	Broad-	sword

Armed with his Sword, Dagger (+1 vs. Efreeti), and his +3 Shield painted bright white, Eric (brilliant in his bleached white suncoat and cloak) rides his white Heavy Horse (13 HTK) to defeat evil. An agnostic, he still pays lip service to all Lawful Good religions. He and his follower, Jabrok: Class: MU, Align: LG, LVL: 1, HTK: 2, AT: None, SL: 3, STR: 9, INT: 14, WIS: 14, CON: 10, DEX: 13, CHAR: 16, END: 9, STA: 10, AGIL: 13, LEAD: 10, POW: 8, GAM: 12, SPD: 12, LCK: 12, WPN: Dagger, and Therr (a Pixie): Class: F, Align: LG, LVL: 1, HTK: 4, AT: None, SL: 3, STR: 7, INT: 13, WIS: 12, CON: 10, DEX: 15, CHAR: 13, END: 13, STA: 11, AGIL: 17, LEAD: 10, POW: 6, GAM: 18, SPD: 18, LCK: 14, WPN: Long Dagger, are wandering, searching for a possible quest to defeat evil.

Eric was an only child, born seventeen years ago. His decision to leave home for adventuring broke his mother's heart, and his guilt at her sorrow forces him to push himself to the utmost in an effort to make her proud of him. This has placed him in severe danger several times, when he just barely survived.

As with most Warrior-Priests, he owns little more than what he carries. His friends hold a purse of 20 PP to pay for his food and drink. Eric did manage to learn to speak Pixie from Therr, as well as Elvish (in which to sing) and Halfling (in order to read their cookbooks in the original), as well as Common and Alignment.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Ivar the Archer				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	RGR	CG	10	77	None	7					
16	14	15	17	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				16	15	16	17	13	16	15	7	15	15	+2
														Longbow

Ivar hunts the dark fastness of Dearthwood, usually in search of deer and other wild game, though he sometimes stalks the fierce creatures that lair within the great forest. He has a cabin in Hex 3122 on Campaign Map 1. Although he is basically a loner, he has an eye for the ladies, and a generous application of feminine charm can melt his heart quite readily.

Ivar has a quiver of twenty +2 magical Arrows to complement his magic Bow.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

				Class	Align	LVL				HTK			AT	SL
Mikhail Goldhide				W-P	LG	3				24			None	7
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
12	9	13	12	12	17	13	12	12	16	11	5	11	14	Two-handed Sword

Mikhail is twenty-one, and he has been battling evil for some ten months. Prior to that, he handled his father's money affairs in his home district. When his oldest brother (Mikhail is the third of five children, and the only other son) died in the Battle of Manock Burough (in which some six thousand archers and sixty horsemen led by Burch Goldhide halted the advance of forty thousand soldiers and Orcs under the banners of the Three Black Moons), Mikhail joined the militant order of the Church of Tyrebill (**The Unknown Gods**, p. 15). While in training, he learned the value of silence, but he often (35% chance) belches accidentally in the heat of combat.

He carries 250 SP and wears a copy of his Father's signet-ring seal, worth 50 GP. He rides a medium warhorse (12 HTK), and he is looking for a White Charger. He wears a bright red cape trimmed with Tiger fur which he took from an animal which he slew in fair combat. Out of his armor, he wears homespun, again trimmed with the Tiger fur. He still has much of the pelt as spare fur, and it can be used as a blanket.

Mikhail tends to speak a highly aristocratic form of Common and a smattering of Halfling that he picked up from an old family retainer. He also can converse fluently in his Alignment Tongue.

The young man has a Shield painted bright red which he refuses to use although it is Magical (+1). He is transporting, for his Church, a +1 Sword, which is *Cursed*. It affects the bearer by causing Leprosy which is incurable while the weapon is within one day's walk, no matter what spell is used. His own Sword will aim towards water whenever the Warrior-Priest thirsts; however, it carries no magical combat bonus. He is also carrying a brace of Crossbows, one of Accuracy and one of Speed, which he will also turn over to his Masters at his destination point. To help guard these items, his Patriarch assigned ten of his devoted guardsmen to accompany Mikhail. The group is now on its way back to the Temple.

Mikhail is searching for a mistress, among other things (such as excitement, treasure, and fame), to bring home and settle down with. His idea of a perfect mistress is one of 18 CHAR and learned in the mystic arts of magic. Needless to say, he may be searching for a very long time. He plans to renew his search, which was interrupted by his current mission, as soon as he returns the items which he is carrying to the Temple.

Mikhail has very high morals, and he always takes the "proper" course of action, depending on what he believes that course to be. He is also very naive to the ways of con-men and the like because he has never encountered one before. He is somewhat gullible, and that makes him a doubly-easy target for con-men.

The men he has with him are all 2nd Level Fighters with 11 - 14 HTK, armed with Two-Handed Swords, and armored in Chainmail. They each have a Light War Horse (HTK: 11 - 18) and ample supplies for the journey.

Mikhail's home is outside the city of Warwick (Hex 3402, Campaign Map 1), and he is now in the city of Lightelf (Hex 4622, Campaign Map 1). He plans to go to Modron (Hex 3615, Campaign Map 1) to book passage to Seahill (Hex 3204, Campaign Map 1) or Seastadholm (Hex 3406, Campaign Map 1). From there, he will go overland to his home.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Chester Ray					Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	DEX	ILLUS	N	5	13	None	4				
14	16	12	9	16	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
					8	9	9	17	13	12	9	12	7	Dagger

Thirty-five year old Chester will be found destitute in a small cafe, performing tricks for the audience. He is the black sheep of his family and has been turned out for "lack of Moral Standards" and for being a spendthrift fellow. His hobby is women, and he usually pays for their attentions because he seldom attracts it otherwise. He will be found wearing a dull yellow suncoat and pantaloons covered by a dark brown cloak. This is the extent of his possessions. He owes the cafe owner 15 GP.

Identified by a broken nose (bent left), he usually has a twinkle in his eye as well, as he is a very good-humored individual. He keeps, in hiding, a map of a nearby tomb complex rumored to be filled with mummies but containing a great treasure. He also has a Staff of Ice and a Wand of Magic Negation, neither of which he has identified besides knowing that they are magic. He will trade for Wands or Staves with powers which he can use (or he will sell them for the best offer over 15,000 GP each).

His spells include: First Level: *Lively Lights, Sphere of Light, Fog Wall, Minor Illusion, Hypnotize, Sphere of Darkness, and See Invisible Objects*; Second Level: *Veil of Blindness, Blurriness, Veil of Deafness, Detect Magic Auras, Fog Cloud, Mass Hypnotism, Illusion, Invisibility, Magic Message, Multiple Images, and Ventriloquism*; and Third Level: *Permanent Sphere of Darkness, Dispel Illusion, Illusionary Script of Confusion, Invisible Sphere, Hide, Paralyzation, and Major Illusion*.

Chester is a religious fellow, and he attends services of the god Tar-Ark (**The Unknown Gods**, page 23) regularly. He is well-liked at this Church because, while he had money, he was a major contributor to the building of its new West Wing. Aside from speaking his Alignment Language and Common, he learned, by studying his parents' Grammars and Dictionaries, Elvish, Brownie, Pixie, Hill Giant, and Ogre. He has only used Elvish in long conversation, although he has spoken briefly to a Pixie. He is hungry for knowledge.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Rivvin					Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	DEX	F	LG	1	10	Chainmail	6				
16	10	9	16	11	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
					10	17	16	10	9	16	10	8	15	Flail

This trusty Dwarf, unknown to the people of the area, is spying for a group of raiders who hold two of his companions captive. If he meets an obviously powerful party or any Dwarves, he will abandon his mission to attempt a rescue. At present, all of his money and possessions are in the hands of the raiders.

Thirty years of age, he has had little time to learn any more than the basic Dwarf languages while he learned the skills of smith and warrior. Only recently has he decided on following the latter. A horrible blast at the smith destroyed his beard and made it impossible for him to grow another, thus forcing him into this decision.

Rivvin can be recognized by his black cloak embroidered in the shape of a sundered mountain. He also habitually chews tobacco and can spit up to fifteen feet.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Harribalt				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	BARD	NG	5B/8F/5T	67	None	9					
15	16	15	10	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
				15	15	11	11	16	12	15	14	13	10	Throwing Daggers

This grim, small man of thirty-two years almost exclusively sings of doom and terrors. Early in his adventuring, he was imprisoned in the planes of the Abyss. He was rescued by a Great Patriarch of Neutral Good Alignment whom he followed for several years thereafter. His experiences, however, have forever tinged his choice of material. He speaks Demon, due to his stay, as well as his Alignment Language, Druidic, Common, Bugbear, Dwarf, Orc, and Halfling. He can sing in all of these to the music of his concertina.

The Druidic spells from among which he may choose are: First Level: *Animal Friends, Detect Magic Auras, Detect Snares and Pits, Plant Animation, Faerie Light, Invisibility to Animals, Find Fauna, Pass Without Trace, Predict Weather, Purify Water, Magic Stick, and Converse With Animals*; and Second Level: *Tree Skin, Nature Charm, Create Water, Heal Minor Wounds, Coma, Fire Lock, Heat Metal, Find Flora, Fog, Produce Flames, Trip Stick, and Warp Wood*.

He also owns a pouch with a dozen gems worth 35 GP each. He has, in addition to his concertina, a flute which he will play only when he is alone and thinks no one is listening. The tunes he will play on this instrument will bring tears to the eyes of anyone of Charisma 6 or over, or to any female. . . regardless of the species of the listener. He wears grey clothing and cloak, and owns nothing of bright colors besides his gems. He also possesses a staggering amount of Magical Equipment, including a Neutral Blue Dragon Slaying Sword (+2, IQ: 1), a Magical Warhammer and Mace (+2 each), a Potion of Mind Reading, and a Druidic Scroll of *Change Rock to Mud*. His primary weapons, however, are his nine Throwing Daggers (+1), as he refuses to fight anything hand-to-hand except in the direst of circumstances. Exception: There is a 10% chance that he will run away in terror at the sight of any denizen of the demonic planes of the Abyss, but, if he does not, he will attack them in a berserker rage (+2 to hit). Finally, he owns a Shield which he carries on his back but never uses. It is ensorcelled to sing a dirge at his funeral, and he will insist on the party salvaging it in preference to his destroyed body.

Harribalt actively seeks out people who summon demons from the Abyss so he can send them there (via death) "where they belong." To this end, he wanders the great roads of this world, singing songs, and gathering rumors.

Harri, as his friends are wont to call him, is currently staying at the Golden Lyre Inn in Tarantis (Hex 2327, Campaign Map 4). There, he is much in demand for his songs of doom and despair. He does not plan to stay in Tarantis very long; he will remain just long enough to recuperate from a nasty cold he contracted while plumbing the slimy depths of a ruined Dwarven town.

Incidentally, the dirge his magic Shield will sing at his funeral is an enchanted song that will aid Harribalt's spirit in finding "heaven," and it will ward off any denizens of the Abyss that might try to snag his spirit and bring it back to the Abyss.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
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 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Jenderil				Class	Align	LVL	HTK	AT	SL			
STR	INT	WIS	CON	MU/F	CG	1/1	4	None	5			
12	12	9	7	DEX	END	STA	AGIL	POW	GAM	SPD	LCK	WPN
				17	6	7	18	11	8	14	9	Dagger and Longbow

Uncertain of himself, this Elvish youth of sixty-five years decided not to choose to specialize in either the fighting skills or the arcane. He is, however, displeased with his choice and is considering giving up all for thievery. He is presently destitute, counting only 12 CP in his money pouch. He also retains a small bone whistle upon which he can play several dance tunes. He speaks his Alignment tongue, Elven, Gnomish, Halfling, Goblin, Hobgoblin, Orc, Gnomish, and Common with facility. He was born to members of a wandering band of Elves. Jenderil wears a brown cloak and cap over blue-gray trousers and jerkin. He carries his spell books in a rucksack which is tied over his left shoulder. His spells include: First Level: *Flaming Fingers, Charm, Comradery, Read Magic Script, Growth, Slow Fall, and Lock.*

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Renweliel				Class	Align	LVL	HTK	AT	SL			
STR	INT	WIS	CON	MU/F	CG	4/4	9	+1 Shield	7			
13	17	8	9	DEX	END	STA	AGIL	POW	GAM	SPD	LCK	WPN
				9	8	10	9	12	17	12	16	Shortsword

This Elf-maiden is proud of her record as a Warrior, although she normally uses her Magical abilities. There is, however, a price on her head of 500 GP footed by the newly-crowned Chief of a nearby tribe of Ogres. She has painted on her +1 Magic Shield a slain, crowned Ogre in memory of a victory of her arms. She also wears the Chief's Robes of Silver Fox, cleaned and tailored to fit her; she has one suit for winter and a skimpier suit for summertime. A rather well-to-do adventuress, she possesses some 1,700 GP in gems and coins. She owns a light Warhorse (10 HTK). She has a Scroll, *Stun*, which she is unable to read, a Rod of Magic Draining which she sheathes alongside her Sword, and a Rod of Magic Detection which she wears along her spine, under her cloak. She speaks all the normal Elf Tongues, Ogre (the race she despises most and whom she slays whenever possible), Pixie, and Were Bear. In her seventy-nine years, she has visited all the largest cities of the world, and she continues to wander, searching for a means to eliminate all creatures of the Ogre race. Her family (mother, father, grandfather, and sister) was slain by a raiding band of Ogres when she was twelve years of age. The horrified Elf watched the battle from hiding and so survived to begin her crusade. Her spells include: First Level: *Affect Fires, Charm, Understand Languages, Lively Lights, Growth, Erase, Invisible Servant, Invisible Porter, Human Fly, Slumber, Shield of Magic, Bolt of Magic, Personal Protection From Evil, Sphere of Light, and Read Magic Script*; Second Level: *Mind Reading, Invisibility, Levitate, Break, Swamp Gas, Spider Web, Improved Lock, Rope Trick, Magic Message, Find Possession, Magic Trap, Forgetfulness, Fools Gold, and Sphere of Darkness.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Elladen Elf-Mage				Class	Align	LVL	HTK	AT	SL							
STR	INT	WIS	CON	F/MU	CG	7/11	50	+3 Leather	17							
18	18	15	13	DEX	END	STA	AGIL	POW	GAM	SPD	LCK	WPN	14	15	14	Balrogsbane

This prince of ancient days has been alive since millenia before mankind arrived on this world. He was present and fought in the wars between the Demons and Elves after they kidnapped his fiance, Li Ling Lissing, a Princess of great beauty and grace. The Demons cursed him so that he could never travel to places beyond the material, and then they spirited his love away. He has searched for her ever since.

He is famous throughout the world for his quest of love, and every Bard knows at least one lay of his search and adventures. Every Elvish village has at least one story of one of his visits. Whenever he stays at such a village, he requests and receives a tax for his expenses, as well as room and board, because he is High Elvish Royalty. All Elves give gladly and wish him well.

He wears Elven boots, medium green cloak over +3 Magic Leather Armor. He carries a +3 Magic Bow and 10 Arrows (+2), and, as hand-to-hand combat weapons, he has a +2 Dagger and "Balrogsbane," a famed Sword of Ice (IQ: 3). He also has Spectacles of Godsight with which he carries out his search. He speaks only Elvish, but he communicates with his Ring of Telepathy.

His spells include: First Level: *Fiery Fingers, Charm, Detect Magic Auras, Comradery, Sage Memory, Sphere of Light, Bolt of Magic, Repair, Personal Protection From Evil, Read Magic Script, Slumber, Human Fly, Invisible Servant, Scribe Magik, Affect Fires, Growth, Slow Fall, and Whisper*; Second Level: *Permanent Sphere of Light, Detect Evil Auras, See Invisible Objects, Invisibility, Levitate, Find Possession, Frighten, Break, Swamp Gas, The Hercules Ensorcellment, Spider Web, Improved Lock, Sphere of Darkness, Multiple Image, Weakness, Rope Trick, and Forgetfulness*; Third Level: *Clairaudience, Clairvoyance, Fireball, Fire Arrow, Flight, Wind, Speed, Stop Person, Bolt of Lightning, Minor Illusion, Slow, Suggestion, Tongues, Gills, Spatial Shift, Minor Sphere of Weather Protection, and Protection From Evil*; Fourth Level: *Creature Charm, Increased Duration I, Minor Mnemonics, Remove Curse, Ice Wall, Fire Wall, Shape Change Other, Flora Maturation, Mass Shape Change, Ice Storm, Clumsiness, Shield of Fire, Minor Weapon Enchantment, Flame Enchantment, Illusionary Terrain, Confusion, and Minor Teleportation*; and Fifth Level: *Inter-Planar Divination, Invisible Door, Telekinesis, Teleport, Change Rock to Mud, Force Wall, Stone Wall, Shape Stone, Creature Conjuraction C, Stop Monster, Spell of the Simpleton, Increased Duration II, Minor Inter-Dimensional Maze, Pyramidal Ray of Glacial Cold, Cloud of Death, Create Zombies/Skeletons, Fauna Maturation, and Breatheable Water*.

Li Ling Lissing is actually asleep in a strange area of Altania. She sleeps among poppies and cannot be seen by anything living. A legend, unknown to Elladen (as is her location, which he has passed ten times in the last many thousands of years), states that a blind human will find her on the morning that he loses his sight; he will waken her accidentally.

Li Ling rests within Hex 5104 on Campaign Map 2. The human that is destined to find her is a Beggar from the village of **Horaja**. Li Ling is an 11th Level Hourai and 10th Level Bard. None of her ability ratings are below 14, and her CHA, LED, and SPD ratings are an extraordinary 19!

Elladen never rests from his quest and will be receptive to Elves, Half-Elves, and Bards that may wish to accompany him for a while. He can be encountered anywhere on any of the campaign maps as he searches for his lost love.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Sheduliander				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	MU	NG	2	7	None	8					
7	15	11	15	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				17	13	16	14	16	12	8	9	17	11	Thro- wing Daggers

This forty-year old Elf Mage spent the early years of his life as a slave in a charcoal works in the Eastern Lands. He escaped and was befriended by a youthful Human Magic User who taught him all he could. Upon his friend's return to his homeland, Sheduliander opted to remain and search out the mystery of his origin.

Although poorly clothed and poorly moneyed (85 CP), this youth has in his possession two Staves of Commanding, one of which he gained from the hoard of six Trolls which he and his friend slew, and the other of which he got in a dice game with an adventurer who could not use it. To hide his power, he pretends to be lame, requiring two canes. His play-acting may fool Humans (95% chance), but it will never fool Elves.

The young Elf has learned all of the standard Elvish Tongues, but speaks most of them haltingly. He also speaks Ogre because it was the tongue used in his Slave Pens to hide knowledge from the Captors. He is basically a proud and brave being; however, the sight of a Whip causes him to drop to his knees and cower in terror.

Sheduliander's spell book includes: First Level: *Slumber, Detect Magic Auras, Bolt of Magic, Charm, Sage Memory, Invisible Servant, Slow Fall, Sphere of Light, Repair, Erase, Affect Fires, and Read Magic Script.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Keladil				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	F	CG	7	27	Chainmail	7					
18	9	11	9	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				11	12	9	10	10	11	18	4	13	12	Two- handed Sword (Align: C, IQ: 1, +1) and Shortsword (Align: C, IQ: 1, +1, +2 vs Lycanthropes)

This ninety-seven year old lady Elf has fought for fifteen years throughout the West. Early in her career, she hid her femininity, but, as her power and fame grew, so did her confidence. Now she goes to war in short, silk shirts over Chainmail. She presently has hidden, in several spots, her wealth which is rumored to be in the range of 6,000 - 10,000 PP. She will normally be carrying 600 PP in Platinum and gems, as well as a Potion of Zombie Control.

Her education was poor; she speaks the standard Elf tongues poorly, and she never could understand the use of stealth in combat or anything more complex than to slash at the enemy until its death. She has been retained in the past as a bodyguard for famous persons due to her ruthlessness in combat.

She originated from a small Gnomish village where she was raised after her parents were slain by Orcs in a nearby ambush. She was soon repatriated by Elberon Elflord, whose warlike mien she never forgot. She is now known to be searching out the tribe that once slew her original parents, intending to wipe them out.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Elberen Elflord				Class	Align	LVL	HTK	AT	SL					
				F	CG	6	20	+1 Plate and +4 Shield	13					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	16	13	9	11	17	10	8	12	18	18	13	13	17	Sword and Bow

The only son of a High Elvish Duke, Elberen, age 379, and his tutor/bodyguard/friend, Legothia, age 1,507: Class: F, Align: CG, LVL: 4, HTK: 27, AT: +1 Plate Armor and +4 Shield, SL: 8, STR: 14, INT: 12, WIS: 10, CON: 17, DEX: 13, CHAR: 13, END: 18, STA: 17, AGIL: 12, LEAD: 12, POW: 15, GAM: 13, SPD: 12, LCK: 15, WPN: Sword, Bow, and two Magic Items described below, have, as their permanent quest, the task of bringing Elfdom once again to the power and glory it once enjoyed. To this end, they aid in Elvish colonization of woodlands, help to find mates for forlorn Elvish Maidens in small hamlets, and accomplish other such missions. They are usually friendly to any group that may communicate with them in the Elvish Tongue.

They carry money in the form of 10 GP gems, of which there are usually at least three dozen. Each owns Magic Armor; the Elflord owns +1 Plate and a +4 Heavy Shield, and Legothia owns Magical Mirror Armor which will reflect any spells cast against the wearer back upon the spellcaster 50% of the time. In addition, Legothia owns a ring which allows him a telepathic link with his lover once a week. Each speaks the normal Elvish languages, but Elberen also speaks Hill Giant and one other Human dialect (such as Altanian; this is the Judge's choice).

The reason for the strange lifework for the Elflord relates to his high position. His father's lands would become his if his father were to die, but such an occurrence is unlikely in the near future (1,000 years or so). Most of the good lands nearby were colonized by the various other Humanoid races, with whom the Duke had peaceful relationships. Therefore, to carve out his own Dukedom would require tremendous growth in the status and birthrate of all Elfdom, and it was to this end that Elberen bent his efforts. What once began as a selfish attempt to gain power soon became an obsession for altruistic reasons as Elberen aided his brethren to maintain the freedom of their towns and villages from the alien races. His successes have made him beloved by all Elves whom he meets, but he also has the Wisdom to cultivate the friendships of Humans who, when they reach positions of power, return his favors to the benefit of local Elves.

Elberen currently is traveling the wildernesses of the **Elephant Lands** (Campaign Map 9). He loves the great **Irminsul Forest** and has made some friends there, such as **Faron Mighty-Grasp** of Ailill (Hex 3621), **Elfes Llawes** of Tarsa (Hex 2926) and **Lighthoof Greatbow**, the Centaur who roams the forest and lives in Hex 3824.

Lighthoof (6 HD, 47 HTK, +3 Greatbow with double distance, and +2 Broadsword) is traveling with Elberen at this time and plans to remain with him for the next year or two.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

Relg the Shadow				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	MU/F/T	NE	2/2/3	9	+5 Leather	4					
13	12	11	8	DEX 15	CHAR 9	END 8	STA 7	AGIL 16	LEAD 8	POW 12	GAM 14	SPD 11	LCK 13	WPN
Poisoned Dagger														

Prowling the streets of major cities after dark, a man might find this character. Relg never registers with the local Thieves' Guild. This is a trait which has caused a price to be laid upon his head in two great city-states. For seventeen years, he existed in a Human orphanage, beaten and cursed by his peers, but, for the last eight years, he has systematically taught himself all the skills he could and has slain all of his taunters and any other Elf-haters he has found. This Elf is never found with any money other than that which he has just stolen. He has hidden some 1,200 GP of treasure and owns a fine suit of clothes, but he normally wears dark grays and browns and blackens his face with soot before his nightly forays.

Due to his extremely poor education, he speaks only Common, but he can understand most of the Elf standard languages. He also forgets things easily. . .except for grudges.

His magical possessions include +5 Leather Armor and a nearly-fully-charged Staff of Ice which he uses only when he has chosen a victim to slay.

His spells include: First Level: *Slumber, Lock, Charm, Understand Languages, Fiery Fingers, Lively Lights, Shield of Magic, and Read Magic Script.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Barak the Killer Dwarf				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	ASN	CE	10	64	Furs	4					
17	13	7	17	DEX 13	CHAR 7	END 15	STA 15	AGIL 12	LEAD 6	POW 16	GAM 13	SPD 14	LCK 12	WPN
Battle Axe														

Barak is an evil-tempered, vicious Dwarf who hates all Elf-type beings such as Elves, Pixies, Sprites, etc. He will not go out of his way to kill them, but they had better keep their distance from him if they wish to remain alive. Barak is also something of a hermit. He lives alone in the **Majestic Mountains** (Hex 2307, Campaign Map 1) for most of each year. Once a year he travels to any of several villages to get staple supplies, although he provides for most of his needs by hunting. Every twenty years or so, he gets the wanderlust and leaves his home to travel, but he returns after two or three years to resume his solitary ways.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL		HTK	AT		SL			
Will Malfbreed				MU	N	3		7	None		3			
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
12	14	6	8	8	11	7	8	7	10	12	6	13	8	Dagger

An eighteen-year old half-Elf, Will is embarrassed by his genetic background. Unable to integrate his double background in his own mind, he cannot cope with other non-half-races and so is basically a loner. He was born in a largely Elven village after his mother was raped by a Glowworm Steppe raider. Never trusted by his peers, he left home at age seventeen, carrying his spell books in his backpack.

He can be found at the lowest class of Inns, usually at a table by himself. He carries 80 GP with him in a money belt under his dark brown cloak and clothing. Although he speaks all normal half-Elven languages, he normally speaks in Halfling. He will be seen, if found on the road or in the wild, leaning on a staff which is a Staff of Metal Detection. If he is treated well, he will be distrustful, but if he is insulted, he will do all he can to eliminate the taunter.

His spells include: First Level: *Slumber, Detect Magic Auras, Read Magic Script, Scribe Magik, Leap, Lock, Bolt of Magic, Shield of Magic, and Invisible Servant*; and Second Level: *Swamp Gas, The Hercules Ensorcellment, Find Possession, Invisibility, Permanent Sphere of Light, Improved Lock, Frighten, See Invisible Objects, and Open.*

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



				Class	Align	LVL		HTK	AT		SL			
Molochik				F	CG	7		27	None		6			
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
17	7	9	13	11	11	12	14	10	10	17	15	14	16	Two-handed Sword

This famous half-Elven Warrior and his band of 10 Footmen: LVL: 1, HTK: 10, AT: None, SL: 8, STR: 12, INT: 13, WIS: 8, CON: 17, DEX: 15, CHAR: 11, END: 18, STA: 18, AGIL: 14, LEAD: 10, POW: 14, GAM: 10, SPD: 12, LCK: 14, WPN: Longsword, are normally employed as bodyguards for well-to-do merchants. Molochik guards the Unit Treasury of 17 gems worth 50 - 500 GP each, a Potion of Treasure-Finding, a Potion of Clairvoyance, and a Pill of Orcishness!

Molochik can be identified by his bright orange robe and surcoat and by the Pseudo Dragon (HTK: 14) on his shoulder. His knowledge of curses in nearly every known language belies his facility in only those languages known to the half-Elven. In his thirty-five years, he has visited every continent, and his knowledge of geography is unparalleled.

Once a citizen of Tarsh, Molochik received his early military training in the Valley of the Ancients against the Steppe raiders. He learned the warlike art well and chose it as his profession when his liege in the city was assassinated.

A canny commander, any Caravan under his protection is safe.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
Boppin Bakerson				F	LG	6	18	+1 Shield	7					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	11	11	14	11	11	15	14	12	10	18	15	10	16	Short-sword

Bearing a +1 Magic Shield with his insignia of a Steaming Loaf of Bread, this tall Halfling Warrior grins his way through life, from battle to battle. His good-natured kidding occasionally causes him problems, but he seldom riles people to violent action.

Dressed in sky-blue clothing, he rides his pony, Sprite (HP: 11), humming tunes, and gazing at the flowers. He has, in his fifty-two years, fought eleven pitched battles, and he has been on the victorious side ten times. His presence on the battlefield is considered to be a good luck charm to those on whose side he fights, and so his Sword brings a high price. He carries some 2,200 GP worth of coins and gems on his person.

Boppin speaks the normal Halfling languages and no others. He has often had the desire to study new and strange languages, but his professional requirements keep him too busy.

The Halfling was born in a peaceful farming village; his parents were respected members of the community. One fateful night, the young Bakerson was awakened by the howls of Goblins and the clash of arms. Terrified, he escaped to the nearby woods and watched as the whole village was consumed by flames. He wandered to the seashore, growing tall and strong for his race, and lived in a small fishing village. When a recruiter for the Imperial Marines entered the town, Boppin was first in line. From then on, his fate was sealed.

When he has found himself on Garrison Duty or on a long, slow march, the Halfling amuses himself by whittling pipes from odd woods and other materials. He carries several dozen with him in a backpack with his spare clothes and half of a kilogram each of three different types of pipeweed.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
Tell Slitpurse				T	N	4	12	Leather	3					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
13	9	12	17	14	9	18	17	13	9	12	11	10	14	Daggers

This 80-year old Halfling has been wealthy, but now he has only 60 SP to his name. Difficult to recognize due to his habit of wearing different clothing each day, even if they must be stolen, he is tired of burglary and is looking for an interesting proposition. The normal tongues of his race are available to him, and he speaks no others.

The Thief does own a suit of Magical Leather Armor which warns him of attackers from the rear and a Magical Sword (+1, Align: L, IQ: 1) which he is willing to sell because he never uses it. Otherwise, he owns nothing of interest.

Once a bright, young Halfling of promise in his tiny village, he was smitten by wanderlust and traveled to Tarantis where, a year later, he entered the Thieves' Guild. In his training, he severely injured his right hand which forced him to rely on his other limb. His injury was caused by a wicked strike by a Flail, and so, whenever faced with such a weapon, he retires rather than face the wielder.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

Fand du Gree				Class	Align	LVL	HTK	AT	SL		
STR	INT	WIS	CON	F	N	4	13	Chainmail	3		
15	16	8	16	DEX	END	STA	POW	GAM	SPD	LCK	WPN
				10	16	17	16	10	9	13	Shortsword

The Gnomish warrior with his pet woodchuck is remarkable for his feisty attitude about his background; anyone calling him a Dwarf gets a Sword in his gullet. He is well off; he has 630 GP and a 1,500 GP ring as well as silk clothing. Once a burglar in a large Gnome community, a bad crop and poor choice of investments ruined his fortune. At sixty, he became an adventurer, and now, four years later, he is an up-and-coming Mercenary. He speaks the Gnomish basic language as well as Pegasus and Sprite. He is terrified of heights due to a flight he once experienced in the claws of a Hippogriff. He was saved by a War party of Sprites, with whom he stayed for eight months.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Aeschulas				Class	Align	LVL	HTK	AT	SL		
STR	INT	WIS	CON	MU	N	4	9	None	7		
17	17	8	14	DEX	END	STA	POW	GAM	SPD	LCK	WPN
				12	13	14	17	18	13	18	Dagger

A twenty-seven year old man, Aeschulas was once a stable swain, but he apprenticed himself to the great Wizard, Hargan Zubass, at the age of twelve. He still retains the ability to communicate easily with all the beasts of burden. He is an atheist who once worshipped Ra (Egyptian mythos). Since his days as an apprentice, he has had no worries about feeding or clothing himself; he always carries 40 PP under his silken clothes (or fur, depending upon the season). His treasure is more than ten times that amount, and he has it hidden in three separate places. He always has with him two Scrolls, one of *Scribe Magik*, and the other with *Minor Weapon Enchantment* and *Creature Conjunction F*.

Aeschulas is a gambler - especially with the Dreidle, a four-sided top (one side loses the pot; one side loses the spin; one wins half the pot, and one wins the whole pot). He never drinks, however; he sips only fruit juices or milk. He speaks Neutral, Common, Orc, Elf, Demon, Nixie, Werewolf, and Griffon. He has with him a pet hawk (2 HTK) which is his familiar.

His spells include: First Level: *Slumber*, *Fiery Fingers*, *Summon Familiar*, *Personal Protection From Evil*, *Invisible Servant*, *Shield of Magic*, *Repair*, *Charm*, *Read Magic Script*, *Detect Magic Auras*, *Scribe Magik*, *Human Fly*, *Whisper*, and *Sphere of Light*; and Second Level: *Permanent Sphere of Light*, *The Hercules Ensorcellment*, *Break*, *Levitate*, *See Invisible Objects*, *Multiple Image*, *Detect Evil Auras*, *Spider Web*, *Frighten*, *Find Possession*, *Invisibility*, *Sphere of Darkness*, and *Fool's Gold*.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

 Property: _____ Mate: _____



Howluck				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	MU	LG	5	17	None	5					
12	17	14	9	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				15	16	8	9	16	15	11	9	14	19	Dagger

Howluck, also known as The Wanderer, is, at age twenty-two, one of the best-known "Warriors" in the assemblage of Law. He is famed for his bravery in halting the spread of evil in all its forms throughout the world. Called upon time and again by the leaders of the forces of Good, he knows most of the greatest men of his Alignment, world-wide.

An intense young man, The Wanderer's motto is paraphrased as "Learning may be found anywhere." Thus, he may be found anywhere, listening to tales and facts from anyone. He swears by this philosophy and states that his life has been saved on four separate occasions due to this knowledge.

Howluck worships selectively; he worships only those Gods whose Religions fit his personality, and they must be both Lawful and Good. However, due to his beliefs, he carries coins in only the Copper and Silver denominations, usually about one hundred of each, to give to the poor. He wears a gray traveling cloak and soiled clothing; however, beneath his tunic, he wears a silver belt worth 25 GP.

He rides a Light Warhorse which he calls Gray Beast (11 HTK), and he also has a Pack Mule carrying rations named Stubbornness Incarnate, or Stubby for short (8 HTK).

Magically speaking, he is equipped with a Necklace of Find Possession Ability, and Scrolls with one spell apiece of *Detect Magic Auras*, *Ventriloquism*, *Lock*, *Levitate*, *Flight, Flight*, *Stop Person*, *Read Minds*, *Fireball*, *Sphere of Invisibility*, *Iron Wall*, *Wish*, *Speed*, *Inter-Dimensional Maze*, *Creature Conjuraction G*, and *Rope Trick*. He also has a pair of Bracers of Clumsiness (+2 for opponents to hit) which he will destroy in the next volcano he encounters.

In addition to Common, Howluck speaks Altanian and Steppe (two Human tongues), and Elvish.

Howluck's spells include: First Level: *Invisible Porter*, *Detect Magic Auras*, *Luck*, *Read Magic Script*, *Understand Languages*, *Sphere of Light*, *Charm*, *Slumber*, *Shield of Magic*, *Bolt of Magic*, *Ventriloquism*, *Lively Lights*, and *Growth*; Second Level: *Weakness*, *Magic Message*, *Spider Web*, *The Hercules Ensorcellment*, *Sphere of Darkness*, *Permanent Sphere of Light*, *Read Minds*, *Detect Evil Auras*, *Improved Lock*, *Invisibility*, *Levitate*, and *See Invisible Objects*; and Third Level: *Flight*, *Stop Person*, *Dispel Magic*, *Clairaudience*, *Fireball*, *Sphere of Invisibility*, *Heat Vison*, *Slow*, *Speed*, *Minor Rune of Warding*, *Rope Trick*, *Suggestion*, and *Creature Conjuraction A*.

Howluck has many friends all over the world, but his best and most influential friends live in the wildernesses of the **Elephant Lands** (Campaign Map 9). His best friend is **Faron Mighty-Grasp**, the Elven leader of the village of **Ailill** (Hex 3621, Campaign Map 9). Faron has a strong alliance with **Elfes Llawes**, the leader of the mystical Elven market village of **Tarsa** (Hex 2926, Campaign Map 9). Elfes, in turn, has a strong alliance with **Paredur Yellow Hair**, the leader of the Human market village of **Hillcrest** (Hex 4233, Campaign Map 9). Faron of Ailill also has strong ties with **Culwane the Winged**, the Halfling leader of the market village of **Blackspell** (Hex 5124, Campaign Map 9).

Other friends in the Elephant Lands include **Derthar Nine-teeth**, the Sage and leader of the market village of **Turnkeep** (Hex 5105, Campaign Map 9), **Gladderfin III**, the Dwarven hero-leader of the copper-mining village of **Frikka**, and **Corky Mendal**, the Halfling Priest-leader of the market village of **Archfield** (Hex 0126, Campaign Map 9).

Howluck has also made a good impression on **Alberich Whitesword**, the owner of a citadel (Hex 4118, Campaign Map 9) and leader of 40 men, and on **Furnifold Gadsby Gassaway**, a Sage and owner of a castle (Hex 2404, Campaign Map 9). Furnifold has 90 men at his disposal. Howluck has a tenuous friendship with a Sage of great learning - **Cat Licor the Sure**, the leader of the market village of **Lidenstrand** (Hex 1114, Campaign Map 10).



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Wonloosh				Class	Align	LVL		HTK	AT		SL	
STR	INT	WIS	CON	MU	LE	STA	AGIL	POW	GAM	SPD	LCK	WPN
17	12	13	12	DEX 14	14	13	13	16	11	15	13	Dagger
				CHAR 12								

This vaguely Oriental-looking, thirty-year old fellow has traveled much of the world in his time. Preferring cities to the countryside, he is most likely to be found within their safe walls. If not, he will be traveling on the most direct routes between them.

He was formerly a highly acclaimed assistant to an advisor to the High Emperor of Karak. A political upheaval led to the assassination of Wonloosh's mentor, and so he took to the road. The man is not really an adventurer but a refugee and a wanderer, and he seeks a land and situation which he can manipulate to his own aggrandizement and advantage. He is presently considering trying a coup in the City State and offering himself as Viceroy for the World Emperor.

Due to his wanderings, he speaks nearly all major modern Human tongues. He has collected a few knickknacks in his travels, and, as he replaces clothing as it wears out, his wardrobe looks increasingly odder and odder because it includes styles garnered from every world capital. He presently owns fifteen 50 GP gems and also has 40 GP-worth of coins in various denominations for his use on a day-to-day basis.

Wonloosh swears he has spoken to Ayu in his wanderings, and so he worships this goddess (*The Unknown Gods*, p. 36) although usually only in emergencies. Strangely, he has been seen occasionally chatting with the empty air in his native tongue, and it is not known whether this is a conversation with his goddess or insanity from the stress of his wanderings.

His spells include: First Level: *Charm, Fiery Fingers, Read Magic Script, Detect Magic Auras, Bolt of Magic, Shield of Magic, Scribe Magik, Summon Familiar, Human Fly, Personal Protection From Good, Sphere of Light, Erase, Understand Languages, and Read Magic Script*; Second Level: *Invisibility, Open, Find Possession, Frighten, Break, Swamp Gas, The Hercules Ensorcellment, Spider Web, Forgetfulness, Read Minds, See Invisible Objects, Detect Evil Auras, Sphere of Darkness, and Multiple Images*; and Third Level: *Fireball, Fire Arrow, Flight, Minor Illusion, Slow, Tongues, Gills, Creature Conjunction A, Heat Vision, Wind, Minor Rune of Warding, Clairaudience, Spatial Shift, and Minor Sphere of Weather Protection*.

Wonloosh does not have any friends though he does have thousands of acquaintances. This scarcity of friends is due, in part, to his insistence that he has seen and worships Ayu, The Goddess of the Winds, but he does not act like a follower of Ayu at all. Wonloosh makes new friends readily, but they seem to tire of Wonloosh before too long. He has a way of filibustering any issue to boredom; even trivial chatter is not immune to his long-winded interruptions and explanations.

Once in a while, a particularly greedy streak in Wonloosh exposes itself. Usually when quantities of gems are involved, Wonloosh becomes quickly greedy and sneaky.

One of his habits from the days when he was a powerful politician, and the one habit he cannot break, is the compulsion to have a fine wine with every meal. To assure himself of an adequate supply of fine wine, he owns a pack mule that carries only full bottles of wine that he has collected from throughout the world. He is quite proud of his collection, and it is his most prized possession.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Rachel Sural		Class		Align	LVL	HTK	AT	SL						
STR	INT	WIS	CON	MU	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
12	16	10	9	DEX	8	8	10	14	4	12	5	14	9	Dagger

Rachel, a twenty-year old practitioner of the magical arts has had a difficult life since her parents rejected her. At a young age, she showed aptitude in thaumaturgy, and, against her parent's wishes, she entered what was, to her, the fascinating world of the Wizard. Her two older brothers followed her parent's lead, and all four refuse to see or to speak to her. This has caused her to feel insecure, and she has become a wallflower, slow to speak to strangers or to groups.

The young lady worships Isis (Egyptian mythos), but she will always give a donation to any Religious group that strikes her fancy. She is well loved to afford this because she has managed to gather some 15,000 GP; much of it is converted to jewelry. She also owns a small farm outside of the town in which she is met and it is there that she grows magical herbs and studies ancient texts. Her land is also set up to pasture her Unicorn, Elrita (HTK: 28), with whom she is often seen in deep conversation. Rachel speaks Unicorn, Common, her Alignment Tongue, Pegasus, Nightmare, Lammasu, and Black Dragon.

From a Merman she befriended some months ago, she has received a Ring of Swimming. Aside from this, she carries only a Dagger and her jewelry under a Monkish robe and cowl of a dark green color. Although she is known to the townspeople, she is generally ignored. All the citizens would be pleased to see her leave.

Her spells include: First Level: *Read Magic Script, Fiery Fingers, Detect Magic Auras, Personal Protection From Evil, Shield of Magic, Scribe of Magik, Summon Familiar, Invisible Servant, Affect Fires, Understand Languages, and Sphere of Light*; and Second Level: *Swamp Gas, The Hercules Ensorcellment, Break, Open, Find Possession, Levitate, See Invisible Objects, Read Minds, Detect Evil Auras, Forgetfulness, and Permanent Sphere of Light*.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Rogloo the Bear		Class		Align	LVL	HTK	AT	SL						
STR	INT	WIS	CON	MU	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	15	13	18	DEX	10	18	18	10	10	18	9	12	11	Dagger

This shaggy-haired, twenty-year old worshiper of Teros (*The Unknown Gods*, p. 34) received his nickname because of the rumor that his parents were Werebears. He was left on a Temple doorstep, so his actual parentage is unknown, but credence is lent to the theory by huge amounts of brown body hair that began growing in his early childhood. Unfortunately, no matter how often he bathes, he is unable to remove a plague of fleas from this pelt.

A frugal fellow, Rogloo has buried three chests of 4,000 GP each in the forests near his home village. He is seldom found there, however, because he wanders far. As he puts it, "Why did the Bear go over the mountain? To see what he could see!" The money is the remains of the legacy left him at death by the old parson who raised him. Aside from buying new clothing, Rogloo has spent little of this windfall.

Rogloo has never bothered to learn many languages aside from those that are standard. One exception is Werebear, but he speaks it poorly. He has also learned a smattering of Brownie which was the result of visiting a tribe in the woods north of his home.

Although he is known as "The Bear," he is terrified by his namesakes. When confronted by living bears (even circus bears), he has been known to break down in shivering fits. The reasons for this response to the beasts are unknown.

His spells include: First Level: *Read Magic Script, Personal Protection From Evil, Invisible Servant, Comradery, Sage Memory, Lock, Charm, Shield of Magic, Repair, Leap, and Slow Fall*.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

 Property: _____ Mate: _____



				Class	Align			LVL	HTK			AT	SL	
Ter Welker				MU	CG			6	14			None	5	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
6	18	12	9	9	9	9	8	9	8	5	18	14	18	Dagger

A long-time Campaigner at twenty-five, Ter has been through two large-scale wars as well as innumerable smaller battles. He has had to mix it up with his Dagger more often than he cares to recall, and he is very sick of fighting. However, due to the dismal state of his finances (21 SP and 8 CP), he is very likely to leap at the opportunity to enter into an expedition, especially if there are at least two Fighters in the band. An Atheist, he is usually punished by any gods whose Shrines he enters or by any who might manifest themselves to the members of the groups he may be with. This has happened to him twice, and has caused him to be even more recalcitrant in his attitude towards Celestial Authority.

Ter loves learning languages and picks up vital words, such as "eat," very quickly. He speaks a little of every intelligent language; however, he speaks Elvish, Dwarvish, Orcish, Demon, Griffon, Djinn, and Merman as well as Common and his Alignment tongue with the greatest ease. Several of these were learned once while he was lost on other planes. On the Plane of Fire, he acquired a Wand which, on the Prime Material Plane, works as a Wand of Illumination.

His parents run a mill in the far north, but they are very proud of their son. Each year, near their wedding anniversary, he visits them and leaves a gift of Gold, Silks, or Jewels. They have become highly respected members of the community since Ter began adventuring. He is the youngest of two sons; his brother now does most of the work of the mill because his father has fallen ill.

He has the following spells: First Level: *Read Magic Script, Slumber, Charm, Bolt of Magic, Fiery Fingers, Detect Magic Auras, Shield of Magic, Personal Protection From Evil, Sphere of Light, Luck, Summon Familiar, Growth, Scribe Magik, Understand Languages, Affect Fires, Human Fly, Invisible Servant, and Slow Fall*; Second Level: *Detect Evil Auras, See Invisible Objects, Read Minds, Forgetfulness, Open, Knock, Levitate, Find Possession, Frighten, Swamp Gas, The Hercules Ensorcellment, Improved Lock, Rope Trick, Magic Message, Weakness, Fool's Gold, Fireworks, and Break*; and Third Level: *Spatial Shift, Clairvoyance, Coma, Fireball, Flight, Heat Vision, Creature Conjunction A, Protection From Evil, Minor Sphere of Missile Negation, Tongues, Gills, Fire Arrow, Wind, Sphere of Invisibility, Minor Sphere of Weather Protection, Clairaudience, Dispel Magic, and Minor Rune of Warding*.

Ter Welker would love to stay in his home town of **Aldebaren** (Hex 2001, Campaign Map 5), but he has made several enemies, and he feels that it would endanger the lives of the members of his family if he stayed there. Someday, he hopes to rid himself of these enemies (two Magic Users of 5th and 6th Level, one Assassin of 5th Level, one Thief of 7th Level, and two Fighters of 4th and 6th Level) and then move back home to help his family and friends get rid of the evil ruler of Aldebaren, **Kalzarck the Ogre**.

Though trouble seems to follow him wherever he goes, he seems to always get a lucky break which enables him to walk away from it relatively unscathed. Ter Welker is currently living in **Thunderhold** (Hex 2606, Campaign Map 1) and is staying at the **Shadow Mirth Lodge** as a guest of the **Lady of Green Knowledge**, a charitable White Witch. The Lady has taken a liking to Ter, and has decided to help him get rid of some of his enemies as soon as he can put together a fighting force to help. Ter, however, does not want her to get involved and, possibly, be hurt, maimed, or worse. Therefore, he is looking for a group of adventurers that are leaving the area so he can join them and discreetly leave town.

ORSON



AROCHO - 80



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

		Class		Align		LVL		HTK		AT		SL		
		MU		NG		2		6		None		4		
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
7	15	14	12	10	17	11	12	11	18	6	13	13	18	None

This twenty-four year old Magic-User is famed throughout the Borough for his peace-making abilities and placid demeanor. Three different groups of bandits were confronted by this young man, and soon they were seen to leave the area to begin a search for other, perhaps more profitable, neighborhoods. In keeping with his placating attitudes towards other men, he "worships" any and all gods with which he comes into contact.

Maintaining a show of monetary lack, he actually has buried a chest containing 650 GP and an equal number of SP. He will normally be found carrying 70 CP on his person. He is cursed with the burden of wearing a Ring of Infirmity which he is desperately desirous of removing.

He is very proud of his fame as a negotiator and peace-maker and is often heard to brag of his prowess over an ale at his favorite Inn. His Achilles heel is definitely alcoholic beverages which he quaffs at the slightest excuse.

Jeball has learned, in addition to the Common tongue and the language of his Alignment, Orc, Elvish, Gnomish, and Gnomish in his role as mediator. He has a few words in most other humanoid tongues, but no great facility.

His spells include: First Level: *Slumber, Invisible Porter, Understand Languages, Summon Familiar, Personal Protection From Evil, Read Magic Script, Shield of Magic, Whisper, Affect Fires, Comradery, and Leap.*

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

		Class		Align		LVL		HTK		AT		SL		
		MU		CE		3		6		None		3		
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
6	16	13	8	10	7	7	6	12	5	5	10	10	9	Poisoned Dagger

Always seen with her clothes in disarray and with mud and twigs in her hair, this thirty-year old "witch" is quietly held in scorn by her neighbors. She has lived in the vicinity ever since her arrival some ten years ago. At that time she was muttering about losing the luck of her gods and being attacked by pig-faced creatures who ruined her. Her ranting decreased over the years, but people fear to speak with her because they have no desire to start a new spate of raving.

Rita seldom has more than 50 CP on her person, but her hovel has a pot filled with 150 SP. Other than household goods and her spell books, she own nothing. In the rafters of her hut, she keeps a pet bat (1 HTK) who loves her but is very sickly. She is presently disturbed about its condition.

She has been heard to rave in unknown tongues (Demon and Minotaur), but, usually, her speech is confined to Common.

Her spells include: First Level: *Bolt of Magic, Charm, Fiery Fingers, Personal Protection From Good, Detect Magic Auras, Read Magic Script, Shield of Magic, Affect Fires, Invisible Servant, Understand Languages, and Repair;* and Second Level: *Detect Good Auras, Invisibility, Open, Weakness, Frighten, Spider Web, Improved Lock, Sphere of Darkness, Levitate, Magic Message, and Fool's Gold.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class			Align	LVL		HTK	AT			SL
Timothy O'Callaghan				F			CG	3		22	Chainmail			3
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
16	15	10	7	13	18	6	7	14	9	15	13	14	13	Claymore

A worshiper of any Celtic god handy, this twenty-two year old hearty is known throughout the district for his easy-going attitudes about life and religion. Among the lasses, he is known for the number of hearts he has broken. Among the shopkeepers, he is known for the money he owes. At present, he has 30 CP to his name.

Lazy in his studies, Timothy has learned no languages other than those that are standard, nor has he ever learned any of the various trades. He has learned the many tricks of the con man, but he usually uses these in play rather than in an attempt to harm persons, financially or otherwise.

Timothy was born in a port city; his father was a fisherman, and his mother was an Amazon turned housewife. She had left the order out of love for the fisherman after he saved her from a shipwreck on a jagged reef off the coast. From his mother, Timothy learned the use of Weapons, and, from his father, he learned patience. Being the middle child of three, he felt left out, and, at age eleven, he ran away to find his fortune.

At this moment he is likely to be found wearing clothes similar to those of a traveler, worn but not ragged. He has with him an Irish Setter (HTK: 5) which stays by him loyally and which he feeds before feeding himself. The dog's name is "Grubber," but, when Timothy is in high spirits, he calls the dog "Timothy, Jr." The Setter answers to both.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class			Align	LVL		HTK	AT			SL
Tina of Tergonis				F			CE	3		12	None			3
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
13	9	12	14	13	11	15	13	12	10	13	15	16	12	Rapier

This worshiper of Loki (Norse mythos) has traveled far from her original Homeland. No man knows where this might be, and there are few who bother to overcome Tina's reserve to inquire. Of late, this nineteen-year old war maiden has been more reticent than ever, but it is thought that she seeks employment for her weapon-arm.

She is likely to be seen at sup in an Inn, wearing rather unbecoming clothing, but with clear space to draw her Rapier. She is outfitted completely for dungeon delving and has a purse of 60 GP to boot. In a box by her side, she keeps a baby Giant Leech which she drugs so that it grows more slowly and has a decreased appetite. Her Sword is a Chaotic +1 Magical Sword (+3 vs regenerating creatures), and, for her Short Bow, she has 10 Arrows of a Magical nature (+3), as well as twenty normal and 10 Silver Shafts.

Rumor has it that Tina fought in the Wars of the Forest, recently ended, on the side of the Orcs and Goblins. Such rumors are borne out by the fact that she speaks (and curses) fluently in both languages. Little more is known about the red-headed lass, but much investigation will indicate the possibility that she murdered the last three (and perhaps all) of her lovers. She has lately been hiring out as a flock-guard to a band of shepherds who still fear an Orcish attack from the woods, and they say that she spends the day playing a flute.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align				LVL	HTK		AT			SL
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
17	10	10	9	9	17	11	10	10	17	17	10	13	8	6	
														Lance and Broadsword	

This seventeen-year old lad is "questin" for the honor of his lady-love who gave him a ring with a Moonstone inset. When he rubs the ring, a vision of his true love passes before his eyes. Unbeknownst to him, she has sent him out as Knight-errant to be rid of him once and for all because she loves another chap.

As he rides his Warhorse (HTK: 15) with his Hunting Owl perched on his shoulder (HTK: 2), he seeks out adventures to perform for the ageless glory of his lady's name (Angela). He wears a brilliant scarlet surcoat over his armor at all times, and his Shield is bare of any device or color at all. He is searching for wrongs to right and good deeds to do. To any true Neutral, he is thoroughly despicable.

As befits such a Knight, he faithfully worships at all shrines he recognizes as those of gods of his ilk. At other shrines, he attempts to convert the "heathens" and is usually driven away by stones and, occasionally, by Arrows.

He learned Elvish in his youth and sings a few Elvish lays with a fine voice. He wants to learn Gnomish as soon as possible because his voice is more suited to their songs. Singing is a hobby for him, and he is considering the profession of Bard. If he meets a Bard, he will seek to persuade him or her to join him on his quests. If Richard gets a Bard to join him, he will continually pester the Bard to reveal trade secrets and constantly request love songs to be played.

A very handsome sort, in a boyish way, he has tickled the fancy of many a farm girl and Innkeeper's daughter on his journey. He is unaware of this, however, and, as he rubs Angela's gift ring, he only has eyes for her.

At the present time, he has 75 GP which he received as a reward for capturing three Thieves who had been robbing the town blind. He has been quite generous to charities, though. The reward was 400 GP.

Richard is currently traveling along the **Ebony Coast** (Campaign Map 13). He plans to eventually reach **Valon** (Campaign Map 5) and then to travel south all the way to the **Southern Reaches** (Campaign Map 16). After this continental trek, Richard will be heading home to his lady love (who will probably be married to someone else by that time). Richard's home is in the village of **Landhaven** (Hex 5220, Campaign Map 13). His family is not native to the area; they moved there just before the birth of Richard. It is rumored by some that his family was fleeing the wrath of the Invincible Overlord, but this has never been proven (and is only a rumor with very little basis in fact).





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
T. B. Cheka				F	N	10	56	See Below	6					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
15	10	9	15	12	14	16	16	11	13	16	16	15	16	Hammer (+2)

This former leader of a Mercenary Battalion is lying low just now. He was convicted, *in absentia*, of stealing over 5,000 GP from the Unit Treasury, a charge he vehemently denies. (It is buried nearby.)

At this time, Cheka is found wearing poor clothing without Armor; he appears to be a hideously ugly old man. In actuality, he is wearing a Chameleon Robe, +1 Studded Leather Armor, a +1 Ring of Defense, and he is carrying a +2 Shield, as well. He appears to have a cane over his shoulder, but it is actually a Crossbow of Speed. Aside from these, he carries 500 GP-worth of gems in a pouch at the top of his left boot.

In his forty years, he has worshiped many gods, but his favorite, his private choice, is Bes (Egyptian mythos). Due to this and other arrangements, he has become fluent in Dwarvish, and he also knows a bit of Gnomish. However, he is terrified of subterranean passages, and, though he loves Dwarvish lore and history, he refuses to enter dungeons.

A survivor of the massacre at the Steaming Wasteland, he bears a grudge against Air Elementals and seeks to eliminate any means of calling them forth. He will tell the story of the battle in which his younger brother was slain by the Swirling Winds and seven of his friends were killed.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



				Class	Align	LVL	HTK	AT	SL					
Helga Jengbraut				F	LE	4	27	+1 Leather and +1 Shield	5					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
15	8	13	10	11	11	10	11	11	10	14	12	14	13	Sword

This twenty-two year old warrior-maid is easily recognizable because she always has her pet Cockatoo, Eric (HTK: 1) on her shoulder. Eric knows several tricks, and imitates several words; one of them is a Black Lotus password. Helga, who is a medium-level operative of that organization, accidentally let it slip, and she is too attached to the bird to kill it and replace it.

Helga's home town is the City State, and she lives within an easy walk to her god's temple, that of Odin. Her duties within the Black Lotus require her to travel, however, because she is a courier between the various spy missions. She will be found traveling to a major city if encountered by the party, and may join the party if it appears strong enough to protect her.

She is well paid, and her piggy-bank will hold 650 GP and twice that number in SP and CP. She has a large number of dresses for social occasions, and she is often seen accompanying an Ambassador or Embassy Official to the Noble Playhouse, thus mixing business with pleasure. When adventuring, she wears +1 Magical Leather Armor and carries a +1 Magical Shield. She also carries a +1 Magical Dagger (+2 vs creatures smaller than man-sized).

Unfortunately for any social-climbing aspirations she holds, her grasp of Common is of low level, and she speaks no other tongue except for that of her Alignment. This is due to her childhood as a farm girl on the borders of Dearthwood. She never had the time to learn the language in depth between fighting Orcs and tending the crops. When the homestead was burnt out for the fourth time in ten years, her family gave up and moved to the City-State of the Invincible Overlord.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Federico				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	F	LG	7	37	See Below	6				
15	12	12	10	DEX 10	END 10	STA 9	AGIL 11	LEAD 5	POW 14	GAM 18	SPD 18	LCK 17	WPN +1
Broadsword													

This eighteen-year old warrior will brag to anyone about his prowess and cite as proof the tale of his victory over an ancient Green Dragon. If tortured, he will reveal the location of five chests containing 100,000 GP worth of small gems buried nearby. He will be carrying 600 SP on his person.

However, such a course is likely to be noticed by the fellow's god, Apollo (Greek mythos), to whom he built a temple near the Dragon Lair. Federico will be clothed garishly in loudly-colored clothing of variable quality. Over it all, he wears an Elven cloak. When adventuring, his Armor is Leather with Shield and a Ring of Defense (+3).

From the Dragon Lord, this youth gained a Ring of Mammal Control and a Magical Javelin (+2), as well as a suit of Golden Chainmail which he wears to State occasions. Otherwise, it remains hidden beyond all attempts by the Thieves' Guild to acquire the item. Even so, Federico tends to brag about his possessions, and he is likely to someday let slip his secrets (25% chance on any given day).

Federico speaks the standard languages and Brownie, which he learned as a child playing in the woods with the younger Brownies. He can tell the presence of these creatures at any time, and they will be more likely (+3 on reaction dice) to react positively towards the group due to the young man's presence.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Orson the Northron				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	F	CN	7	61	None	4				
18	10	8	17	DEX 12	END 17	STA 18	AGIL 10	LEAD 15	POW 18	GAM 8	SPD 9	LCK 15	WPN +2
Trident													

Orson is an active sailing man. In fact, he was the First Mate on the ship, *Sea Dog*, before it sank in bad weather just a short time ago. Orson prefers to fight with a Trident and wears naught but a ragged bear-hide loincloth. He has a very forceful personality and enjoys boasting, drinking, and wenching. He is a huge man of 6' 2" and weighs 246 lbs. His body is covered with very thick, dark hair and he wears the hair on his head long and held in place by a silver band. His long beard is worn in two braids banded at the ends with silver bands. He is extremely irreligious and often dares the gods to show themselves. So far, he has been lucky.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL		HTK	AT			SL		
Chegag the Green				F	CG	9		43	See Below			7		
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	13	8	10	9	6	15	16	9	9	18	15	9	8	+3
Broadsword and +1 Mace														

Decked out in voluminous robes and trappings in shades of green, Chegag cuts a fine figure. This officer in the guard of the World Emperor's Commanding General has been in many major battles, but he has never been underground in a "dungeon" adventure. He is terrified of the dark, and he burns candles all night long. The lack of sleep this causes him has, over the years, decreased his Dexterity from its original 16 to the present rating of 9. His two bodyguards, Rog'l and Shrek (LVL: 1, HTK: 7, 8), are accustomed to his fears and manage to sleep the night through.

Aside from some 8,000 CP in jewelry (mostly in rings, and not including his +1 Ring of Defense), the forty-year old Fighter has little money - only about 15 SP. He owns a variety of Magical Items, including +1 Chainmail Armor, a +2 Shield, a +3 Broadsword, a +1 Mace, and two Potions, one of Speed and one of Fire Resistance.

He is often seen worshipping the gods or goddesses of Light, Sun, or Moons, or any other having to do with such things. His fear drives him to give generously to such gods, and their Patriarchs have blessed all of his possessions.

Chegag speaks Elvish, Common, Orc, Halfling, and his Alignment tongue, and he is studying Fire Giant. The Elvish and Halflingish he learned while a member of the World Emperor's Scouting Cavalry; the Orcish he learned while he was awaiting ransom in an Orc Dungeon. He is learning Fire Giant because he was informed that he was to be given command of a Squad of six of these living ballistas. This is a high honor to which he eagerly looks forward.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL		HTK	AT			SL		
Murdoch the Rogue				G/T	CG	8/7		30	None			9		
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
13	15	12	15	16	18	14	15	16	14	12	8	16	13	+2
Stiletto														

Murdoch is a Gigolo and a Thief. He enjoys his work and his escapades. He frequently courts rich and beautiful maidens in order to steal their valuables, and he is also quite capable of surviving in the darkest of city alleyways. Murdoch has many enchantment spells available for use, but he prefers to use *Silvertongue*, *Kiss of Slumber*, *Kiss of Waking*, *Charm*, *Ecstasy*, *Love Spell*, and *Lovesickness*.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

				Class					Align	LVL	HTK					AT	SL
Kublai the Terror				F					CE	3	17					None	3
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN			
16	8	3	12	10	8	13	15	9	7	16	15	14	12	+1 Mace			

A dull-witted murderer, this twenty-five year old warrior has built up a reputation for sadistic slayings in all of the Inns of the county. At one time, he was the Lord's Personal Bodyguard until he was found flaying the cat.

Since he is now out of work, he is living on his last 100 CP. He is now watching for a victim to slay and so collect the person's money. Stupid is the Watchword for him, though. He is as likely to attack a fully-armed and warned prey as an unarmed opponent.

Kublai worships Feninva (*The Unknown Gods*, p. 16) and has an Amulet which he is certain will call her, although he has never tried it. (It won't.) He did receive a Scroll of *Protection from Spells* when he rendered a service to a band of Blood-Worshippers; however, he can barely read it, and he often forgets what it is for. His possessions are otherwise unremarkable except for a medium Warhorse (HTK: 18).

Rumor has it that Kublai is a Half-Orc, and the clothing he wears sheds little light on the subject. He is not, however. The scarring on his face is due to the many cuts he took in swordplay with his siblings when he was young. Being the last of three sons, he took much abuse. His education was much poorer than that of his brothers (may they rest in peace), and so his grasp of Common is poor.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

				Class					Align	LVL	HTK					AT	SL
Celia Ravenshair				F					NG	2	10					None	4
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN			
15	8	13	10	11	11	10	11	10	10	14	18	17	16	Short-bow			

Often seen strolling in woods or among Natural Wonders, with whom she can converse, this nineteen-year old warrior is well-known for the care she showers on the flora and fauna she encounters. A follower of Druidic tenets, she defends nature against those who would despoil it. She has none of the powers of the Druid or Ranger, but she has cunningly-crafted clothing that hides her well in forest or woods. She also has a huge, white wolf, Moonshadow (HD: 4, HTK: 30, DAM: 3 - 12), that follows her everywhere.

Among her possessions are full camping gear, a small social wardrobe for the few forays she makes into towns, a Short-bow (she makes her own Arrows), and a Shortsword. Her coin pouch jingles with 50 GP, and at her belt gurgles a Potion of Flight which she is saving to capture a Pegasus.

Once, she was a happy-go-lucky young lady whose family lived within a forest glade. The entire family grew up with a hatred for Orcs; a small tribe lived nearby and raided their settlement for food. After ten years of this, a nearby Lord enlisted her father and brothers as Guides to clean out the pesthole. In the ensuing massacre of human soldiers, the homestead was overrun, and all the family members but Celia were taken as slaves or killed. Since that time, Celia has slain all Orcs and their ilk with a bloodthirstiness bordering on sadism.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Howard Shintonk				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	F	NE	3	19	Chainmail	3					
15	7	8	11	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
				9	9	14	15	8	7	15	11	12	10	War- hammer

At twenty, this non-descript warrior has survived two pitched battles and a siege (from the inside!). Originally a soldier for Tarsh, he has had occasion to be a Marine aboard a Pirate vessel out of Tarantis. From the Pirates, he picked up the habit of drinking a glass of Sea Water each day if he can find it. He will explain that it clears the humors from his head and will not be dissuaded from this notion by even the most persuasive persons.

Howard is now living off a purse of 300 GP that he appropriated from a corpse he had just ushered into the afterlife. He is not especially seeking employment, but he can be talked into a short, adventurous foray for a full share of the treasure.

An atheist, he often finds himself in trouble if he enters an active shrine. In fact, he is presently under a curse that makes his mind susceptible to all Mind Reading probes and psychic attacks. The curse will be dispelled if he returns a small, leather pouch to the nearest patriarch of Aphrodite (Greek mythos).

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

Rivera				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	T	NG	2	3	None	3				
10	11	12	8	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				14	9	9	15	14	9	16	15	15	Dagger

A happy-go-lucky sort, he maintains a *modus operandi* of befriending those whom he later pickpockets, and he often sees his victims socially several times after the crime has been committed. Thus, he has a large number of friends outside of the Thieves' Guild of the City-State, of which he is a member.

Seventeen years ago, this rogue was born, of unknown parentage, near the docks. Only a few years later, this urchin was roaming the streets, looking for food, money, or trouble. When he showed some small amount of aptitude, the Thieves' Guild and the Temple of Bes (Egyptian mythos) took him in and began training him for a future as a burglar.

Rivera has some 60 GP to his name, as well as a chest full of clothing and a fine feather bed. He is interested in gaining some items of Magical Power for himself, and he is watching carefully for a party that appears powerful enough to join. If questioned as to his Class by the group, he will inform them that he is a renegade Assassin who refused to slay a Lawful-Good politician.

At this time, he has learned to speak Gnollish in addition to Common and his Alignment tongue. He is eager to learn other languages, and he will plague the party members to teach him other languages. He will explain that he wishes to learn in order to be able to write poetry in those tongues because poetry writing is his hobby.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align		LVL			HTK	AT			SL
Sheila the Shewolf				T	NE		8			30	Special			3
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
16	13	9	13	17	12	13	14	18	11	15	15	17	13	+1

Dagger

Laden with finely-tooled +1 Magical Leather Armor and a +1 Ring of Defense, she is nearly impregnable to normal attacks by the average person. Her responses to such persons are of a cruel nature; she will leave harm behind when she strikes for her "due."

Early in her life, she was abused by her father which left her a bit insane and very leery of men. Under any given circumstance, she will torture or disfigure men who come under her power. Due to this peccadillo, she has been purged with disgrace from the Thieves' Guild. In return, she has been assassinating the higher-echelon members, one by one, for the the last three years. Now twenty-five, she has promised herself vengeance on the Guildmaster himself before she reaches thirty.

Although she is nominally owner of a Villa in the City-State, it was put to the torch by Thieves' Guild arsonists, destroying nearly all of her possessions. She now has 80 SP and disguises herself as a beggar, but she tends to rob and/or kill only Thieves at this time.

Aside from her other personality quirks, she has denied the existence of any gods and has, thus, provoked their wrath. It is not unlikely that a group may soon be enquested to eliminate her no matter what gods they worship.

Sheila has learned to speak Demon, Werewolf, and Winterwolf. At one time, she had a pet companion who was a Winterwolf, but the canine beast was slain by a team of hired thugs. All four of the men who did it are now dead by Sheila's hand.

Sheila is now looking for a new Winterwolf companion and plans to continue to search for one as soon as the snows come. She is also intent on building up her cash reserves, and is planning to pull a few big jobs in the near future. She has been thinking of starting an all-female Thieves' and Assassins' Guild; she knows almost enough female Thieves and Assassins to do it, but she needs much more money than she now possesses in order to start the guild. Another drawback is that Sheila is not naturally drawn to humans of any type. She has a natural empathy for canines and feels most comfortable when in their presence. In fact, she has never known a dog or a wolf with which she could not be friends.

She is not without human friends, however, but all of them are female, and most are Amazons. Her best friend is **Shantra of Altania**. Shantra owns the **She-Devil Tavern** on **Regal Street** in the **City-State of the Invincible Overlord**. Sheila is always welcome there, and often spends her days sleeping curled up in some dark corner of the tavern.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Sameul the Sly				Class	Align	LVL	HTK	AT	SL		
STR	INT	WIS	CON	T	NE	3	8	None	3		
9	9	13	12	DEX	END	AGIL	POW	SPD	LCK	WPN	
				7	12	11	10	14	15	10	Dagger

A relatively rich young man with 1,400 GP squirreled away in four different locations, Sameul does not reveal it from his dress. He appears at all times as though he were a normal working class fellow and not too bright, at that. His specialty is to confuse money-changers, and he often walks out with twice as much as he had when he started.

This twenty-five year old man is a member of the Thieves' Guild and its attendant Temple of Bes (Egyptian mythos), but he pays them both scant attention. He pays his dues and his share, but his real love is the sea. He despises the land and has a deep desire to become a pirate. Any offer taking him to sea will meet with his immediate and enthusiastic approval.

Once a Cabin Boy, Sameul's ship was destroyed in a running battle with a buccaneer vessel. Sameul received a blow on the head as a result of the catapult strikes and has since become the thieving man now seen. His family, far to the north, believes him to be dead, and Sameul cannot even recall them.

Aside from Common and his Alignment tongue, Sameul speaks Gnomish, which he learned soon after his injury while the survivors of his ship recuperated along the coast and built a raft to return to the nearest port. From there, he wandered until he reached the City-State where he learned his present trade.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Vino Redeye				Class	Align	LVL	HTK	AT	SL		
STR	INT	WIS	CON	T	CG	2	9	None	4		
8	10	6	8	DEX	END	AGIL	POW	SPD	LCK	WPN	
				8	11	3	8	6	18	18	Bottle

Vino gave up Thievery long ago; now he just tends bar part-time at The Silver Eel Inn in the City-State of the Invincible Overlord. Vino is a very "flexible" person. He never gets into trouble of his own choosing; he just bends with the wind, rides with the tide, and goes with the flow. If treated well, he can be very informative. He is almost always drunk.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Rasi Roo				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
10	9	8	7	16	5	7	8	17	3	8	16	15	8	Dagger
				T	NE	2	5	None	3					

Seen only at night with his pet rat, Felix, whom some say has telepathic powers (HTK: 1), Rasi, a fifteen-year old youth, scurries in and out of cover, slitting throats and purses wherever he can. He has an inordinate fear of light, especially that of the sun, and he is afraid he will melt away and die if he is taken into sunlight.

Rasi worships Mungo (**The Unknown Gods**, p. 30) and swears that he has met him in his younger days. If so (and assuming that gods are used in the campaign as participating beings), give him a +1% chance of attracting the god's attention.

The youngster has been a street urchin since age five, and he speaks only Common, Elven, and his Alignment language.

He is usually found destitute, wearing rags, and carrying 1 - 10 CP; however, he has buried 60 PP which he once "inherited" that he is afraid to spend for fear of his life. He knows that his "friends" would swarm over him if they knew of his fortune. He already bears the scars of beatings and whippings given him by the bullies and the authorities.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



Ducret				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
9	14	9	11	16	13	10	10	17	15	9	4	11	17	+2
				T	NG	2	3	None	3					Dagger

At age fifteen, Ducret entered the Thieves' Guild for his training in the skills of burglary. Now, two years later, this good-natured youth is seeking employment that will take him away from this city to voyage across the many wildernesses in his world. He is willing to go at 50% - 150% of normal wages (this is up to the Judge's judgement and Ducret's reaction dice).

With his strong features and pleasant personality, Ducret attracts and accepts the attentions of many young women in all social strata. Presently, one of his lovers is the daughter of a noble in charge of the minting of coins in the realm, and the youth has used his influence on the lass to maintain himself in grand style. At this time, he has eighty PP and four suits of very fine clothing besides the ratty clothes he wore through adolescence. With the aid of his lady, Ducret hired a linguist tutor, and he now speaks Elvish and Brownie in addition to Common and his Alignment languages.

Ducret is awed by intelligent persons, and he often goes to the Sages' Guild to listen to their learned arguments. He has several friends there now, and he has begun to worship Bachontoi (**The Unknown Gods**, p. 9), hoping for a sign or the flash of a brilliant idea. He is terrified by the thought of madness or the destruction of his intellect.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
Rita Nimblefingers				T	NE	7	30	+4 Necklace of Defense	4					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
8	11	10	10	16	17	9	9	17	16	8	15	18	18	Black-jack and Dagger

Lovely Rita works at night as a streetwalker and attacks her clients at inopportune moments for them to defend themselves, robbing them, and often slaying them. It is said among the members of the underworld that her hatred of men runs so deep that it is insanity itself, masquerading as normalcy. Whatever the truth may be, she seldom leaves male survivors. She has been thrown out of the Thieves' Guild for her bloodthirsty behavior, but she has eliminated three assassins who have attempted to kill her on Guild orders.

This twenty-year old woman can be seen, dressed as a strumpet, at night among the others of that type. She chooses only one target each night, randomly. She never chooses men in armor for her subjects. If her subject struggles with her, she usually wins due to her +4 Ruby Necklace of Defense.

She has a small chest which now contains 832 GP, 1,257 SP, 2,997 CP, two Gems at 500 GP each, and a necklace worth 190 GP. In addition, she has three full disguises inside the chest. The entire chest is trapped with a contact poison venom which causes delirium and madness within 6 rounds (Roll 1D6).

She speaks only Common and her Alignment tongue, normally; however, she understands perfectly the language of Derivishes, and it is known that she slays them on sight.

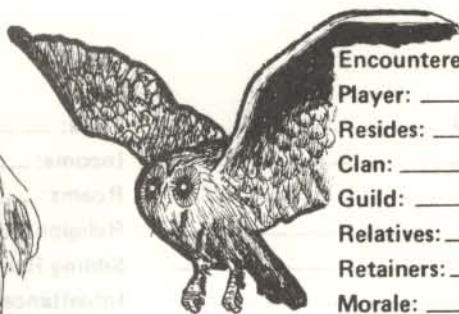
Once a day, she is seen at the Temple of Rashtri (**The Unknown Gods**, p. 4) making a small donation and praying for half an hour. Two of the assassins died there when they attacked her in the midst of prayer. She countered berserkly and slew them with seeming ease. Her whereabouts during the daylight hours are unknown.

Rita has a small following of female bandits that operate outside the **City-State of the World Emperor** in the Elsenwood forest just north of the Emperor's Wall. Her bandits have an understanding with the Wood Elves of the forest, and both groups have an alliance of mutual protection.

Rita's bandit group is composed of 20 *femme fatales* of which eleven are 3rd Level Fighters with 21 - 26 HTK and armed with Short Bows and Broadswords, four are 2nd Level Houris/3rd Level Thieves with 10 - 13 HTK and armed with Stiletos and spells (usually *Charm* and *Animal Charm*), three are 4th Level Assassins with 18 - 21 HTK and armed with Long Bows and Short Swords, and two are 5th Level Amazon Warriors with 44 and 46 HTK and armed with Two-Handed Swords and Hand Axes. All have horses, though they are usually used sparingly because it is easier to hide in the forest if one is not on horseback.

The group has a very comfortable camp with ample supplies stolen from various travelers and caravans. Rita allows the Amazons, who are her best friends, to lead the group as she "enjoys" herself within the **City State of the World Emperor**.





DM

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align		LVL		HTK		AT		SL	
Sharon Kre				T	NG		3		18		None		3	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
10	7	16	18	15	15	18	17	15	6	11	17	16	13	Dagger

This twenty-year old lass will be seen around the City-State of the World Emperor carrying her pet Screech Owl on her shoulder. A member of the Thieves' Guild of the great city, she has only recently begun her training. She mistakenly feels that she is capable of great burglaries, but she is still being assigned as a pickpocket in busy marketplaces. Her dissatisfaction is quite apparent, and she will respond readily to any suggestion of travel or adventure outside the area controlled by the Thieves' Guild of this city.

Dressed plainly, she is not a striking figure amongst the city's robbers. She can be easily recognized, however, by the fact that her left arm is a dark brown while the remainder of her skin shines a pinkish-white hue. She will generally hide this under long cloaks or shirts and gloves, but, due to her coloration, she is often known as "Two-Tone."

She is an occasional worshiper of Limtram (*The Unknown Gods*, p. 8). As part of the ceremonials, she learned to chant a few verses in the Druidic tongue, and she also understands Centaur, Common, and her Alignment tongue.

At this time, her possessions are rather meager although she has a supply of 15 GP and a change of clothes hidden in her Inn room. She is a poor cook, but she feeds herself as she has little money and much time.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____



				Class	Align		LVL		HTK		AT		SL	
Habbulapur				T	NE		7		41		Special		4	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
8	18	3	17	16	11	16	16	17	9	9	13	15	15	+1
														Dagger

Seldom noticed, this thirty-year old free-lance criminal hides easily with his Elven Cloak in many situations. Possessing one of the all-time "familiar faces," he blends easily within crowds throughout most of the "civilized" world. Even if cornered, though, seldom does a single blade touch his skin due to the +1 Magical Leather Armor and his +4 Magical Ring of Defense which he wears constantly.

A devout worshiper of Vishnu (Indian mythos), he spends over 500 GP each year at Shrines to this deity. He is easily able to afford such amounts; he carries on his person gems totaling 65,000 GP as well as 75 SP for day-to-day expenses. Among his minor possessions is a small Golden Harp which he strums at night while he lies awake. He is, unfortunately, struck with insomnia, and only the soft tones of this harp will lull him to rest.

Habbulapur can speak in almost all of the living tongues of man, but he manages to speak them all with a horrible accent. His rendition of his Alignment tongue is impeccable, however.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Warwik Shrop				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	CL	CG	4	22	None	5					
10	10	13	15	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				6	15	15	14	5	15	11	7	8	17	War- hammer

When traveling on defended roads, this man of eight and twenty years will be seen astride his donky, "Ears" (HTK: 10). A being always on the move, Warwik will never stay and play the missionary in any village for more than a week. Monetarily poor, the Cleric does own much cold weather camping equipment because he often travels, spreading the comfort of his faith, straight through the winter. He is seldom unable to lecture an audience due to his extensive knowledge of human languages and dialects. He is always willing to follow a party of similar Alignment if they are traveling to or towards an area he has seldom or never visited.

It is rumored that the little man in the brown robes (similar to the color of his mount) was an orphan taken in by Temple attendants of the goddess Feninva (*The Unknown Gods*, p. 16) with the intention of using him as a sacrifice. Instead, the youngster escaped and hid for over a decade amidst the shadows of the Temple Catacombs. Warwik twisted the worship of Feninva (for the lad did learn to honor the deity), and managed to form a heretical off-shoot of this evil religion. His new faith denies the need for human sacrifice or any spillage of blood; instead he uses fresh spring water (other changes may be made as needed). Feninva is apparently amused with him or else some other deity has blessed him with powers as if a normal Cleric so as to enrage the deity so worshiped. However, minions of Feninva are constantly tracking and/or attacking Warwik to eliminate this heresy.

Warwik may choose his spells each day from among: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Evil, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary*; and Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Detect Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*.

Warwik is known for his clumsiness and for his tremendous good fortune. He is respected and revered by peasants and common tradesmen, but he is looked upon with disdain by those of monetary and political power. Warwik's good fortune does not extend to his Gaming Skill, however; no matter how hard he tries, he can't seem to break even when he gambles, which is fairly often but only for low stakes.

Warwik will fight the evil minions of Feninva with a berserk fury rarely equaled by even the most proficient of warriors. Warwik gains a +4 to hit and damage versus such opponents due to his extreme hatred and fear of them.

Warwik is now heading for the town which bears his name, although there is no relationship there at all, after hearing of it in a tavern in **Turnkeep** (Hex 5105, Campaign Map 9). He is heading there very slowly, making sure to stop at all the villages along the way. He will probably detour out to the **Sidhe Hills** (Campaign Map 9) just to see what, or who, lives out there.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align				LVL	HTK		AT			SL
Cherliy the Rotund				CL	LE				7	32		Plate and +1 Shield			6
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
15	7	16	18	10	10	18	18	9	15	16	3	13	12	+1	
														Mace	

This thirty-two year old religious man often surprises his foes when he manages to move his corpulent form with grace - usually to smash their Helms down between their shoulders with his Mace. He is well-protected in Plate Armor with a +1 Magical Shield, and he is seldom bothered in combat as he bellows his god's battle cry of "Storm on, by Aeger's Bolts!" (Norse mythos).

Cherliy lives in a villa by the sea, and, four times a week, he rows out past the breakers to sacrifice a sea gull or an albatross and then read the Augury. He is in semi-retirement now, hiding behind thick walls and forty fanatical troops led by a berserker.

Among his possessions are 4,000 GP collected from around the world as well as from many ancient civilizations. In addition, he has a treasury of 6,000 more GP. He has several wardrobes of well-tailored clothes which he calls his "tents" (and they would cover the same area as a pup tent!). Also, hidden in a safe niche behind a hinged painting in a well-lit corridor is a Potion of Climbing and one of Flight.

The many bits of odd bric-a-brac which adorn the villa were collected over the fifteen-year span of Cherliy's adventures. He spent most of the time with a group of four other brave warriors, but, when they put their money together to buy the villa, he "allowed" them all to pass on to Valhalla. He rationalizes this by describing to himself the terror he experienced at watching them be slain by a Demon Prince, but he conveniently forgets that he brought them there. Now he wanders to a village Inn once in a while to play some mischief on any "adventurers" he meets, particularly Elvish ones.

In his spare time, he studied languages, but, outside of the Church tongue, Common, and the language of his Alignment, he has been unable to press any to his memory. He does recall his prayers, however, and his spells include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Good Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Good, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary*; Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Locate Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*; Third Level: *Create Zombies/Skeletons, Permanent Sphere of Light, Sustenance Conjunction, Cure Blindness, Cure Disease, Dispel Magic, Coma, Runes of Warding, Find Possession, Spiritual Plea, Remove Curse, and Converse with Dead*; and Fourth Level: *Heal Wounds, Discern Lies, Prophecy, Exorcise, Lower Water, Neutralize Poison, Sphere of Protection From Good, Converse With Plants, Sticks to Serpents, and Tongues*.

Cherliy's villa is located on the small peninsula west of the **Shiedling Mountains** (Hex 3902, Campaign Map 5). His out-of-the-way location assures Cherliy that unwanted visitors will be at a minimum. He has had some problems with the Goblins of Kirilith (Hex 4003, Campaign Map 5), but they are in the past. He has proven himself a formidable opponent, and they now leave him alone.

Cherliy owns several boats which he keeps anchored at crude docks on the east side of the peninsula, just below his villa. He has, in addition to his rowboat, a coastal fishing boat and a canoe.

Cherliy is 6' 4" tall and weighs an astounding 355 lbs.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Brad Fr'd'shen				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	CL	CE	1	6	None	4					
16	8	16	10	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				11	9	10	11	10	7	15	13	10	8	Staff

At sixteen, Brad ran away from the Abbey that he was to serve after he was caught studying heretical texts. After hiding for two years and practising his skills, he has become a minion of a cult worshipping Lord Skortch (*The Unknown Gods*, p. 33), and he seeks to slay members of his former religion, the worship of Odin (Norse mythos). He seldom reveals his powers except to his victim whom he slays coldly and quickly as the opportunity presents itself. His normal actions include striking the victim until unconscious and then causing wounds upon the body. He does take prisoners, whom he tortures, and then he feeds their souls to his demon tutors.

Once the adopted son of a murderer, he was beaten several times daily until the Abbot saw him lying, bloody, in the road. The good man brought him to the Abbey to "restore the spark of human decency in the poor child," but Brad rebelled at the authoritarian rule of the monks. He sought to study the texts because they were forbidden to him.

He now has only a few CP, ragged clothing, and a stout staff. He lives in a hut in a copse of woods outside of town and makes his living cleaning up the Inn for food and drink. Any coin he finds on the floor, he keeps for himself. On his own in the woods, he has learned the language of Demons and of Nightmares, as well as Common and the Chaotic Evil Alignment tongue. He has also learned the necessary prayers to cast the following spells: First Level: *Curse, Cause Minor Wounds, Sphere of Darkness, Frighten, Command Word, Detect Good Auras, Personal Protection From Good, Ice Resistance, Water Conjunction, Detect Magic Auras, Purify Food and Drink, and Sanctuary.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Shalin				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	F	LG	1	10	Partial Plate Armor	7					
12	5	9	14	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				10	11	13	14	10	6	11	15	9	13	Warhammer

This 25-year old Dwarfven Warrior has only just left home to find his fortune in the outside world. Although trained as a jeweler, he decided to become a Sell-Sword. Carrying his small earnings (13 GP), his weapons and Armor, and a suit of bright green clothing, he intends to carve out a Barony.

Educated poorly, he speaks the Dwarfven standard tongues with a tiny vocabulary, much of it curse words which he uses long and often. His parents, realizing his lack of wits, had a Sorcerer enchant the youth's Armor to allow them to always know his whereabouts in case he needs their aid.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT			SL			
Tonio Tortonz				CL	N	6	37	+5 Belt of Defense			6			
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
11	17	18	7	12	14	7	8	12	11	10	10	13	14	Battle-staff

This twenty year old fellow often surprises those he meets in combat because he dresses in light clothing and fights with his Magical Battlestaff (+3 to hit and double damage). Actually, he wears a +5 Belt of Defense which is his most treasured possession. A wanderer, he carries a dozen gems of denominations from 10 GP - 1,000 GP on his person, as well as 600 SP in coins. He also owns three scrolls, one of *Shield of Fire*, one with a writing of the spell *Dispel Magic*, and one with *Water Conjunction* and *Detect Charm* spells. On his horse, "Driftwood" (HTK: 13), he has been throughout most of this continent, and he speaks all of the local dialects.

He is renowned for the enthusiasm with which he travels, and he is always willing to investigate new vistas. He is now frequenting port cities, waiting and watching for a long expedition overseas. He has had difficulty in finding a post because he has been demanding a double share because of his prowess.

Tonio tips his hat to over a dozen deities in various communities. He states emphatically that he believes that the gods who rule pantheons are all one and the same and that, by worshipping one, he worships all. His theory is considered heretical by many.

His theory may be correct, however, as his spells work. They include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Evil, Purify Food and Drink, Dispel Fear, and Sanctuary*; Second Level: *Chant of Blessing, Detect Charm Auras, Locate Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*; and Third Level: *Create Zombies/Skeletons, Permanent Sphere of Light, Sustenance Conjunction, Cure Blindness, Cure Disease, Dispel Magic, Coma, Runes of Warding, Find Possession, Spiritual Plea, Remove Curse, and Converse With Dead*.

Tonio is now heading for the **City-State of the Invincible Overlord** (Hex 2623, Campaign Map 1), via **Tegel** (Hex 4416, Campaign Map 1), **Sunlitten** (Hex 4314, Campaign Map 1), **Seastrand** (Hex 4313, Campaign Map 1), and **Bier** (Hex 2926, Campaign Map 1). From the City-State, Tonio plans to finally find someone to hire him even if he has to relinquish his demand for a double share. Tonio is skilled as a Sailor and Navigator, so, even if he drops his double-share demand, he will want triple normal pay because he can perform the jobs of three men, Sailor, Navigator, and Healer.

Tonio has a friend at the City-State who will keep Driftwood for him. The friend is **Anaran the Tavernkeeper**, the co-owner of the **Root Hog Tavern** on **Guardsmen's Road**. Anaran has known Tonio's family since before Tonio was born. Anaran used to live in **Benobles** (Hex 4518, Campaign Map 1) where Tonio's family lives and where Tonio can be found at this time.

Tonio particularly longs to explore the lands surrounding the **River of the Ancients**, of which he has heard many ballads. The River of Ancients flows through **The Valley of the Ancients** on Campaign Map 3.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Cynthia Raventress				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	CL	LN	1	8	None	3				
8	7	15	12	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				9	11	12	8	13	8	4	11	13	Staff

At sixteen, this girl escaped from the stifling confines of her home to the freer, more beautiful world as Librarian at a Nunnery dedicated to the worship of Sashu (*The Unknown Gods*, p. 13). She studied many books of law as well as religious tomes while she worked at recopying or repairing the vast collections. Now twenty, she has decided to go out into the world to spread the learning she acquired from the Libraries of the God of Justice.

During her studies, she managed to gain an adequate knowledge of legal terminology, but her grasp of Common and her Alignment tongue is a bare minimum. She stutters, as well, except when praying, at which time she appears to be in ecstasy.

Very poor, Cynthia wears ragged, old clothing and carries a purse of 6 CP over her shoulder. However, an elder "sister" at the Nunnery who had adventured for well over a decade befriended her, and, as a parting gift, the old woman gave her a Ring of Mammal Control. Cynthia is uncertain of its use, but she does know what it is.

When she prays, Cynthia is able to use these spells: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Evil, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary.*



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

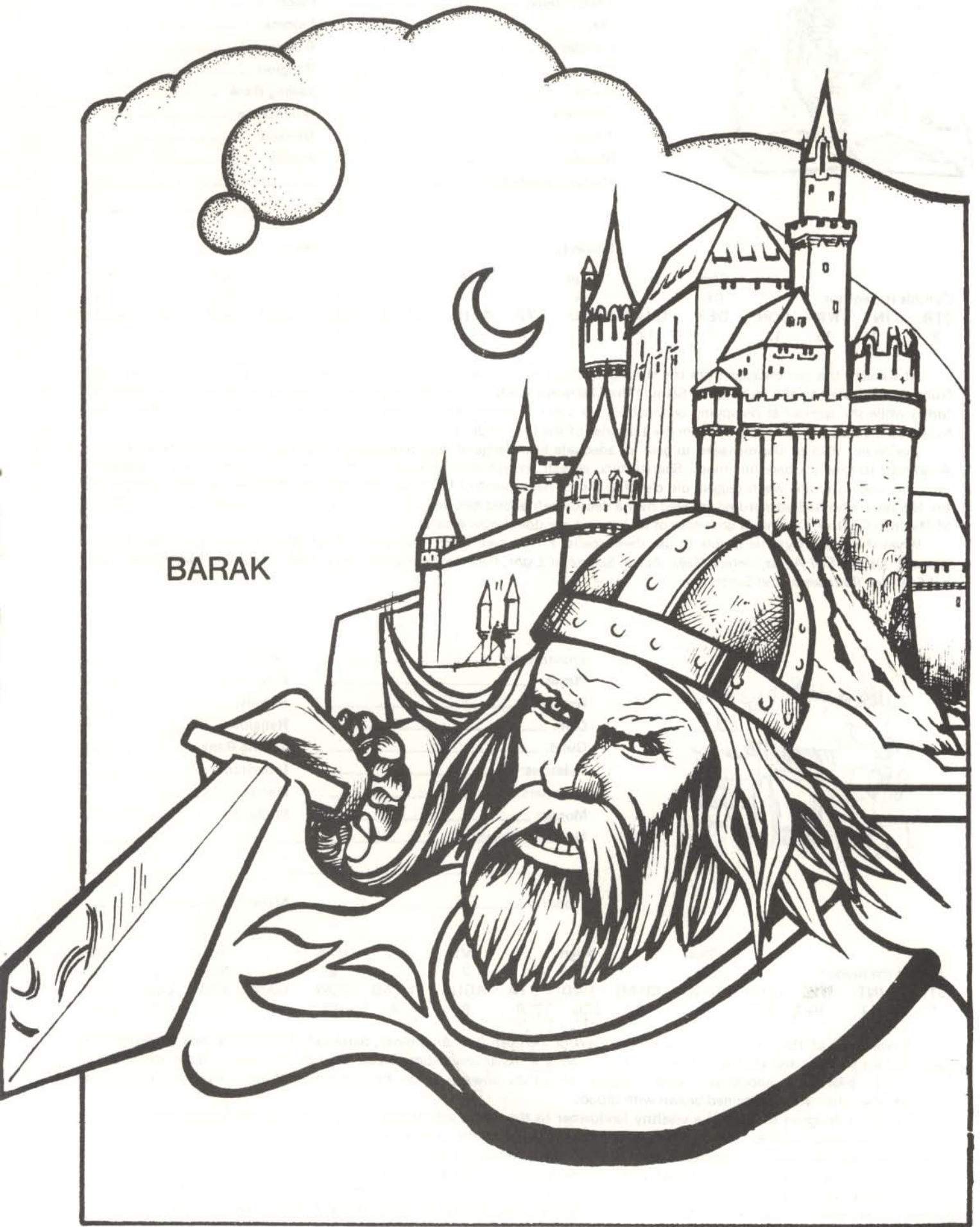
Jane of the Moor				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	CL	CE	2	8	None	2				
13	11	16	8	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				8	9	9	8	4	12	3	16	16	Staff

A worshiper of Hermes (Greek mythos), this girl of eighteen lives on a bleak, barren plain where she uses her powers to waylay lone travelers and sacrifice them in horrible rites. She has amassed some 6,000 SP in this business, but she spends little on herself, preferring to appear as a ragged peasant to trap the unwary. Under her hut on the Moor, in a pit dug by hand, is her sacrificial altar which is stained brown with blood.

The third daughter of four of a wealthy landowner to the south, she refused to marry another landowner's son to seal a pact binding lands together. For this, she was driven from her home, and, embittered, she drifted to her present place of habitation. She has been empowered Clerically since she entered the Moors, and she believes that if she leaves them, her powers will remain behind. Due to her lack of travel and experience, she speaks only Common.

Her spells are: First Level: *Curse, Command Word, Water Conjunction, Cause Minor Wounds, Detect Good Auras, Detect Magic Auras, Sphere of Darkness, Personal Protection From Good, Purify Food and Drink, Frighten, and Sanctuary.*

BARAK





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
Geshram the Toady				CL	LE	6	38	None	7					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	10	17	16	12	15	16	15	11	14	17	5	9	12	Mace

Geshram will not introduce himself with the nickname which he has received by "kissing up to" the ruler of the area. He is now the fellow's personal confessor and High Magistrate, as well. Geshram plots to overthrow the ruler, as he is aged and infirm. Already, Geshram's assassins surround the Royal Family as "bodyguards."

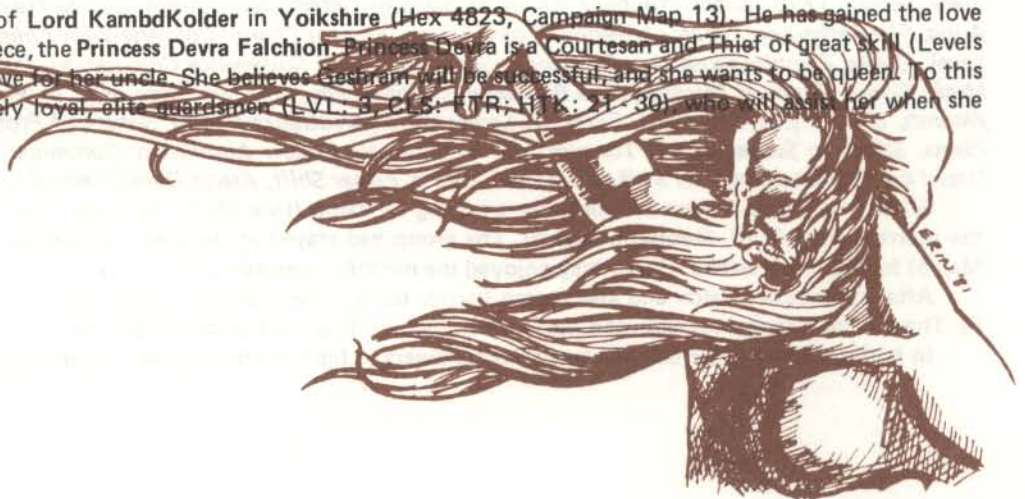
Once a brave warrior for Law, his intentions became perverted in an overwhelming lust for power. Not an immensely rich man, he has hidden away four caches of 600 GP each for use as needed later. He lives in a very well-appointed room in the Lord's Castle, and he owns seven items of jewelry as well as four suits of rich clothing. Now thirty-eight, he intends to rule by the time he is forty years old, and he hopes to gather treasure to rival a Dragon's horde by age forty-five.

Well-educated in the various languages of man, he usually entertains his Lord's guests and Ambassadors from afar. Thus, he gathers much intelligence about the world around, and he is quite well informed about current events. He does entertain audiences, during which, for a fee, he will answer questions about the political situations of most of the world around; however, if a group begins asking about areas over which he intends to rule someday, he will send assassins against them. He will always answer questions truthfully at these audiences, within the limits of his knowledge (88% chance of some knowledge on the subject).

Geshram has neglected the worship of his god, Shiva (Indian mythos), so he is afraid to use his spells lest they rebound on him. He is considering founding a Shrine to Shiva to regain the god's good will.

Geshram's spells (if he uses them) will include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Good Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Good, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary*; Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Locate Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*; and Third Level: *Create Zombies/Skeletons, Permanent Sphere of Light, Sustenance Conjunction, Cure Blindness, Cure Disease, Dispel Magic, Coma, Runes of Warding, Find Possession, Spiritual Plea, Remove Curse, and Converse With Dead*.

Geshram lives in the palace of Lord KambdKolder in Yoikshire (Hex 4823, Campaign Map 13). He has gained the love and loyalty of KambdKolder's niece, the Princess Devra Falchion. Princess Devra is a Courtesan and Thief of great skill (Levels 7/8, HTK: 29), and she has no love for her uncle. She believes Geshram will be successful, and she wants to be queen. To this end, she has hired thirty extremely loyal, elite guardsmen (LVL: 3, CLS: FTR; HTK: 21-30), who will assist her when she and Geshram make their move.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align		LVL		HTK		AT			SL
Serena				CL	CG	9	53		+4 Bracelets of Defense			9		
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
13	16	18	15	12	15	13	12	11	16	14	11	14	15	Serpent (cobra) Staff

A great and powerful Cleric, at thirty-five she is at the height of her power. Strangely, though, she refuses to settle down to build an abbey; rather, she still travels the countryside, doing good deeds, and righting wrongs. She has been recruited several times by the great Lords of the Continent to join the permanent staff of each, but she continues to politely ignore the requests.

Serena has four followers: Rachel: Class: CL, Align: CG, LVL: 4, HTK: 20, AT: Chainmail, SL: 5, STR: 10, INT: 12, WIS: 14, CON: 10, DEX: 8, CHAR: 13, END: 10, STA: 10, AGIL: 17, LEAD: 9, POW: 10, GAM: 12, SPD: 13, LCK: 9, WPN: Mace; Jack Tar'n'Feathers: Class: F, Align: NG, LVL: 6, HTK: 51, AT: Chainmail, SL: 4, STR: 16, INT: 7, WIS: 6, CON: 16, DEX: 10, CHAR: 11, END: 16, STA: 16, AGIL: 9, LEAD: 6, POW: 16, GAM: 14, SPD: 12, LCK: 10, WPN: Flail; Perrets Wildeye: Class: MU, Align: CG, LVL: 3, HTK: 7, AT: None, SL: 4, STR: 7, INT: 14, WIS: 11, CON: 9, DEX: 11, CHAR: 12, END: 8, STA: 8, AGIL: 12, LEAD: 10, POW: 8, GAM: 6, SPD: 16, LCK: 12, WPN: Dagger; and Swiftfire the Elf: Class: MU/F, Align: CG, LVL: 2/2, HTK: 10, AT: None, SL: 5, STR: 15, INT: 15, WIS: 11, CON: 11, DEX: 14, CHAR: 13, END: 14, STA: 13, AGIL: 15, LEAD: 13, POW: 14, GAM: 15, SPD: 16, LCK: 12, WPN: Longbow and Dagger. These four are very loyal to her, and she, in return, responds lovingly to their requests. They protect her, and she heals their wounds and any other ailments which befall them.

This Cleric will normally be dressed in traveling gear and will be seen either on horseback (her horse is called Ether and has 21 HTK) or in a tavern with ale in one fist and a sandwich in the other. She has one pack horse loaded with 3,000 PP which is her treasury. In addition, she wears Bracelets of Defense (+4), a Ring of Invisibility, and a Ring of Fire Resistance.

Whenever she enters a country, she spends a week brushing up on the local tongue. She is well-known for the ease with which she learns a new language and how quickly she slips into the proper accent. However, at any one time, she will speak only Common, her Alignment tongue, and the local dialect.

Serena worships Mesha (**The Unknown Gods**, p. 44), and, as she has brought many new members into the fold, she has been rewarded by her goddess in that she will achieve Sainthood within the religion after her death. Until that time, however, her powers include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Evil, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary*; Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Locate Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*; Third Level: *Create Zombies/Skeletons, Permanent Sphere of Light, Sustenance Conjunction, Cure Blindness, Cure Disease, Dispel Magic, Coma, Runes of Warding, Find Possession, Spiritual Plea, Remove Curse, and Converse With Dead*; Fourth Level: *Heal Wounds, Discern Lies, Prophecy, Exorcise, Lower Water, Neutralize Poison, Sphere of Protection From Evil, Converse With Plants, Sticks to Serpents, and Tongues*; and Fifth Level: *Bestow Absolution, Commune With Deity, Heal Major Wounds, Dispel Evil Conjunctions, Fire Strike, Plague of Insects, Planar Shift, Assign Quest, Bestow Life, and God-Sight*.

Serena and her followers are currently traveling to Valon (Hex 2603, Campaign Map 5), and should reach Berclazaw by the morrow (Hex 1110, Campaign Map 5). The group had stayed at the castle of Joshuan the Hearty (Hex 0711, Campaign Map 5) for the last 3 weeks. There, they enjoyed the mirthful hospitality of Joshuan and his retinue.

After she reaches Valon and visits some friends there, Serena plans to travel west to the Land of Beasts (Campaign Map 9). This will be a dangerous trek, and she is interested in filling out her ranks a bit more.

In battle, Serena never allows any of her followers to fight the most powerful adversary - that task she leaves for herself.

Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____



Property: _____ Mate: _____

				Class	Align			LVL	HTK			AT		SL
Tergram				T	NE			6	30			None		4
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
12	15	8	8	17	9	9	10	18	11	11	14	13	9	+3
														Sword

This thirty-year old man has a reputation for violent crime even though it has usually been the fault of his Chaotic-Evil henchmen (F; LVL: 1, HTK: 10, 9, and 8). However, he seldom chastises them unless the loot is lost. His group is normally seen haunting ports and lurking down by the docks. They usually keep track of the ships in harbor and their estimated dates of arrival and departure, and they have often escaped retribution aboard some dingy old freighter that just happened to be pulling out to sea at an opportune moment.

Presently, the gang has, in its coffers, 600 GP plus twice that in SP and 2 - 12 CP apiece. In addition, Tergram has a Ring of Flame Resistance and another of Invisibility. He retains few possessions due to his philosophy of "cut and run" when the forces of law and order begin to take notice of him. He does, however, collect old maps, and he will be found with a waterproof packet containing fifteen of them. Eight will be fanciful, two will be maps of major cities, three will be blurred and illegible, and two will be Treasure Maps; one of these will be to a 2,000 GP Treasure, and one will be to a Magical Treasure.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align			LVL	HTK			AT		SL
Drago the Soft				T	NG			3	12			None		5
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
18	17	4	10	18	18	11	11	18	18	17	13	18	18	Six
														Throwing Daggers

At nineteen, the lass, Drago, has received her nickname for never slaying unless attacked and for always leaving money in the hands of her victim. An amazing beauty, she commands great respect in all whom she meets. To minimize being set upon by bands of rogues, she wears filthy clothing and cakes mud upon her face, but, when she stands tall and proud and calls out in a full voice, few beings can withstand the force of her personality.

Moderately well-to-do, with 2,000 GP hidden away in a trapped chest, she is infrequently seen in the company of nobles. When she is with these lords, she is dressed radiantly in silks and furs of the finest. She is known to be friendly with Elven, Gnomish, and Dwarven emissaries, and she speaks these languages along with Common and Neutral-Good.

Somewhat religious, she is worshiping, at present, Frantilla (*The Unknown Gods*, p. 14), though she seems to vary her beliefs almost monthly. Her explanation 'is that she seeks a deity whose tenets coincide with her own, somewhat confused, personal ethics.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL	
Redti				ILLUS	LE	2	6	None	11	
STR	INT	WIS	CON	DEX	END	STA	POW	SPD	LCK	WPN
11	17	12	14	17	14	14	11	10	4	Dagger

Ten years ago, at the age of six, Redti was struck by a bolt of lightning which caused horrible scarring on his body. He has worshipped Loki (Norse mythos) ever since and has a hatred for all magical persons with the capability of using *Lightning Bolts*. Thunderstorms cause him to cower in terror. Due to his deformities, the youth wears heavy clothing and a cowl when he is not using Illusionary spells.

Born of well-to-do parents, the third of five children, he is usually well moneyed, carrying 200 - 800 GP as well as wearing a jeweled armband worth 400 GP. His father was a jeweler, so Redti is able to appraise gems and jewelry for their value, although he never learned to produce jewelry. He collects Emeralds and already owns five (one each worth 75 GP, 125 GP, 250 GP, 300 GP and 1,200 GP). He also owns a ring which summons a 5' radius fog for two rounds, once per week. He is aware of its ability.

His spells include: First Level: *Disguise, Rainbow Rays, Lively Lights, Sphere of Darkness, See Invisible Objects, Magic Mirror, Hypnotize, Sphere of Light, Minor Illusion, and Fog Wall.*

Redti prefers to let his companions do most of the work. He usually tries to trick them into allowing him goodly portions of any treasure found. However, he has never allowed a body to be left behind to be desecrated by monsters and has even risked his life to retrieve a body.

Redti speaks Common well and tends to use a highly educated vocabulary. He **never** uses his Alignment Tongue, although he understands it. He has learned the Tongue of Devils by study of proscribed texts. He also speaks Troglodyte, Hobgoblin, and Orc from encounters with such individuals when he studied his present occupation abroad. He dislikes Troglodytes, particularly their stench, but he has a Hobgoblin attendant, Grrowrlern, 9 HTK, Mace, whom he commands in its own Tongue.

Redti is currently trying to organize some sort of harrassment against the local Thor worshipers and is contemplating some manner of desecration of a local shrine of Thor. Given his devious nature, he seeks to have the shrine not merely desecrated but desecrated by the very worshipers of Thor if he can. In any case, he will not risk the wrath of the local Thor worshipers by doing the dirty deed with his own hands. He seeks, instead, to locate those who are new to the area and, by pretending to be a Cleric of Thor who has been struck by the curse of Loki (which explains the scars he bears), to persuade them to destroy a "false" shrine of Thor. He will insist that Loki is using the shrine to control the local inhabitants to the degree that they believe the shrine to be a real shrine to Thor. (Of course, it really is a shrine dedicated to Thor!) Redti will bravely hold off the forces of Loki while the players destroy the "false" shrine. Of course, this is going to really irritate the worshipers of Thor who use the shrine, and the players who are taken in by this charade are in grave danger of their lives, not only in this community but in any community in which a group dedicated to Thor exists!

Grrowrlern the Hobgoblin is Redti's faithful attendant and bodyguard. He eagerly assists Redti in all of his nefarious activities (being careful not to risk his own hide too much) for he believes that, due to Redti's devious nature and skill, he will someday rule a land, and Grrowrlern wants to be Redti's right-hand hobgoblin when that day comes. Nothing is so good for a hobgoblin's career as getting in on the ground floor of an evil Wizard's rise to power.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Harold Goldhair				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	CL	CG	3	12	None	5					
6	18	18	6	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				15	4	6	6	15	3	6	13	9	4	Quarter-staff

This man of twenty-four years has been through much agony. Five years ago, the Lord of his native town, an evil man, took offense at the bright, blonde fellow and his way with the village girls. Angered, he had Harold's face thrust into boiling oil. After months of horrible pain, he survived to find that his face was grotesquely scarred. Now, he is a broken man in spirit and in body, and the force of his once-brilliant personality has been dissolved. Now he sits in a hut near the main road and watches listlessly as life passes him by.

Harold wears hooded cloaks and robes to keep his face in the shadow. He shuns company because he is, for the most part, afraid of jeers at his appearance. He has forgotten all the languages he once knew except for Common and his Alignment tongue due to several years of disuse. He has little money (60 CP), and his possessions are, for the most part, household items. He also owns much of the land along the road for several miles.

Once, Harold was a Cleric of Losborst (*The Unknown Gods*, p. 19), but now he worships Horus (Egyptian mythos). He has plotted and schemed for revenge, but his deeply good spirit has kept him from carrying out his designs. However, if opportunity knocks, he will answer.

His spells include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil, Detect Magic, Sphere of Light, Protection From Evil, Purify Food and Drink, Remove Fear, Ice Resistance, and Sanctuary*; and Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Detect Traps, Stop Person, Detect Alignment Auras, Fire Resistance, Sphere of Silence, Retard Poison, Serpent Charm, Converse With Animals, and Hammer of Force*.

Harold has become a little unstable since his "accident." Once he was a bright, outgoing, happy young man; he is now an introverted being full of phobias. Harold is afraid of the sunlight and will venture out only in the dark. Although he refuses to associate with other people because he doesn't want them to see his deformed state, the townspeople feel sorry for him and will leave food and drink outside his hut. Harold does appreciate this and will sometimes gather flowers at night and leave them on his own doorstep with a note to the villagers thanking them for their kindnesses.

Harold has a Dagger with which he practices late at night hoping to become good enough to assassinate the man who did this terrible thing to him. This plan is mostly fantasy, though, because he will probably never carry it out. The thought of killing even such an evil man is not becoming to him and fills him with fear.

One of the village girls still loves Harold, although it is unknown to him. She is saving up her copper pieces to pay a Healer for him. When the time comes that she has enough to pay for the Healer, she will approach Harold with the idea in the hopes that he will agree and, in gratitude, eventually marry her.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL			HTK	AT		SL		
Rosh Kudsh				DRUID	N	2				7	None		3	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
9	7	12	9	12	15	9	8	11	5	9	6	13	7	Spear

This twenty-year old young man had, until just recently, been a member of the entourage of an 8th Level Druid. The two had disagreed over the "borrowing" of some honey from a beehive which was on a Beekeeper's property. Rosh felt justified in removing an amount because the hive was an "unnatural" one.

Left behind by the group, he has some camping gear and a suit of light brown clothing, but he has only 20 SP. As he speaks only Druid well (as opposed to poor Common, or Alignment), he has had difficulty in finding work, and he is becoming very bitter.

Throughout his tenure with the group, he was known by all for interpreting the Tenets of Druidic Lore to his own advantage. However, he was also famous for his treatment of meadowland flora and fauna, and so it was decided to be lenient, until the last incident which parted him from the group. The red-haired Rosh seeks to gain money and Druidic power to revenge his "honor" against the members of the band, which is six strong.

Rosh is a third-generation Druid; his mother was a milkmaid in a tiny hamlet near a Sacred Grove which his father tended. He and his two sisters joined the order when each reached the age of sixteen and wandered off with their teachers. His sisters, traveling with other bands, have reached sixth and fifth Level in much less time than it has taken their brother to reach second Level. He is jealous of them and makes up excuses for his poor performance.

His spells are: First Level: *Animal Friends, Detect Magic Auras, Detect Snares and Pits, Plant Animation, Faerie Light, Invisibility to Animals, Find Fauna, Pass Without Trace, Predict Weather, Purify Water, Magic Stick, and Converse With Animals*; and Second Level: *Tree Skin, Nature Charm, Water Conjuraton, Heal Minor Wounds, Coma, Fire Lock, Heat Metal, Find Flora, Fog, Produce Flames, Trip Stick, and Warp Wood.*

Rosh has made some new friends, of late. They are of the rougher element of society, and their influence is beginning to rub off on him. Day by day, Rosh falls farther and farther away from the Druidic philosophy and closer to the philosophy of the street punks.

Dirty Danaly is the most forceful of Rosh's new friends. Dirty is a very sadistic person. He loves to pick on helpless victims such as old people, cripples, children, and puppies. Rosh is afraid to reprimand him because Rosh fears that Dirty might beat him senseless, and he might. Dirty uses Brass Knuckles and Chains as weapons.

Another of Rosh's new friends is Lola, a very mischievous woman. Lola loves to tease all males and spouts malicious gossip about everyone. Lola is not liked at all outside her clique, but fear of retribution from Dirty and the others keeps her out of serious trouble. Lola carries four razor-sharp Stilettos within her Leather jacket, and she is not afraid to use them. Both Dirty and Lola are 6th Level Fighters with 45 and 47 HTK, respectively.

Rosh and his new friends hang out at the **Bristling Tavern** just outside the **City-State of the Invincible Overlord** on Twilight Road.



Encountered: _____	Place: _____
Player: _____	Income: _____
Resides: _____	Roams: _____
Clan: _____	Religion: _____
Guild: _____	Sibling Rank: _____
Relatives: _____	Inheritance: _____
Retainers: _____	Nemesis: _____
Morale: _____	Phobias: _____
Useful Knowledge: _____	

Property: _____	Mate: _____

				Class	Align				LVL	HTK			AT	SL	
Weck				MU	NE				6	16			None	6	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
8	6	9	9	8	12	8	10	7	14	7	15	13	15	Dagger	

A vile person, this twenty-seven year old Mage has spent a decade of robbery and murder to gain the minor powers he presently holds. Prejudiced to the point of insanity against any other member of the Wizards Guild, he immediately slays any prisoners he takes. He once had a band of warriors with whom he waylaid caravans along mountain passes in wild Altania until a group of adventurers slew the Mercenaries and sent Weck into terrified flight. He now prays for the doom of the band of adventurers, unaware of their deaths at the claws of a great White Dragon.

Weck was gifted with Magic-Using abilities by Bes, his god (Egyptian mythos), when a youth, although the god decided to temper these abilities with Weck's near-idiot level of Intelligence. To learn more spells, Weck must make a sacrifice of at least one 5,000 GP gem to the nearest temple and spend at least two months in seclusion. Weck has learned the following spells: *Personal Protection From Good, Shield of Magic, Bolt of Magic, Lively Lights, Improved Lock, Open, The Hercules Ensorcellment, Read Magic Script, Flight, Stop Person, Clairvoyance, and Clairaudience.*

Due to a minor miracle, Weck has managed to gain a Staff of Leadership (he stabbed its owner in his sleep at a whorehouse), but he has squandered its powers, and there are only nineteen charges remaining. He will be seen wearing outrageously clashing colors, even when attempting to ambush an enemy. This will decrease his chance of Surprise by one pip in six. He carries his wealth with him; it is presently about 200 GP in various denominations.

He has a vocabulary of about six hundred words in Common. He does not know how to read in any language, except for the spells in his spell book entitled "Dicing'."

Weck has never been able to maintain a coherent plan of action in his whole life. He is forever forgetting his previous plans and constructing new ones. All of his plans are equally worthless, however. He has a fondness for strong drink, chiefly whiskey, and never knows when to stop drinking. He can frequently be found in a drunken state of incoherence.

Weck currently resides in the small village of **Stumpy Point** (Judges Guild Campaign Map Five, Hex 1511). How he arrived at this place is still a mystery to him. He would love to leave immediately, but he doesn't know how to get back to Altania alone. Therefore, he is trying to hire mercenaries and guides.

The only thing Weck does really well is to fabricate and remember all the twists and turns of elaborate lies. He does this so well, in fact, that he must make an effort to tell the truth - lies just flow from his mouth like water over a dam. Any who might catch him at his lies are quickly disposed of by Weck or by hired thugs. His treachery and deceit know no bounds. Another of his weaknesses is his extreme egotism. He secretly thinks he is better than anyone else, so he will not associate with anyone who acts as if they think they are better than he is.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

George Graybeard				Class	Align	LVL	HTK	AT	SL				
STR	INT	WIS	CON	CL	CG	2	12	None	4				
14	6	18	7	DEX	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
				14	8	9	13	16	13	5	12	12	Club

This twenty-five year old youth has become prematurely gray; some say it is due to his longing to eliminate trouble from the earth, and others say that it is due to a curse he received from a dying demon. Involved in only one major combat, George joined forces with seven other adventurers and slew a Vulture Demon. All eight were harmed seriously by the conquest; in fact, only three survived the first day of post-combat.

The division of the demon's horde left George with over 3,000 GP-worth of PP and gems. He has distributed half of that in good works, and, with most of the remainder, he has built a new Shrine to Mesha (**The Unknown Gods**, p. 44), the goddess whom he worships. The Shrine is not opulent and is normally left unattended, but the nearby villagers will attack *en masse* anyone who despoils the area. These villagers were the recipients of the 1,500 GP-worth of charity.

Once a farm boy in this area, he is quite untutored, and his knowledge of biology, geography, and language is minimal. His store of folk lore, however, especially of the area within seventy miles of his hometown, is unexcelled by even the village elders. He will be found in the town's only Inn paying travelers to tell tales of occurrences nearby in space but distant in time. He can be recognized by his gray, short beard and his midnight blue robes.

His spells include: First Level: *Bless, Command Word, Water Conjunction, Heal Minor Wounds, Detect Evil Auras, Detect Magic Auras, Sphere of Light, Personal Protection From Evil, Purify Food and Drink, Dispel Fear, Ice Resistance, and Sanctuary.*

Graybeard has spent the last three years wandering the area encompassed by Judges Guild Campaign Map 5 (**Valon**). The shrine to Mesha that he built is just four miles north of **Fairway** (Campaign Map 5, Hex 4505). Prior to this recent wandering about his homeland, Graybeard traveled extensively throughout Judges Guild Campaign Map 3, **The Valley of the Ancients**. He is particularly known and hated in **Pyre** (Hex 3911). Pyre is a Goblin town, ruled by a fanatical demon prince named **Coatl of Scorn**.

Graybeard's philosophy caused him much grief in Pyre, but he was able to evade all lethal disagreements with the residents there. However, he will not be forgotten, and it will be very dangerous for him if he were ever to return.





Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class		Align		LVL		HTK		AT		SL	
Jessiena				T		CE		10		44		Special		6	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
8	13	14	12	18	16	11	11	18	18	9	15	16	12	+1	
															Dagger and +1 Sword

Jessiena, a thirty-year old, highly skilled Thief, travels the countryside with her three warriors (F; LVL: 3; HTK: 28, 26, and 21) on horseback. Usually, they kill any travelers that they find but, often, tortured bodies are found amidst the ruins of one of their caravan camps. It is well known that she has a lair in the hills of the area that is guarded by a pack of twenty wolves (3 HD: HTK: 17, 14, 17, 17, 16, 8, 16, 15, 14, 9, 15, 14, 9, 14, 10, 15, 14, 13, 11, and 12), and is comprised of nine males, eleven females, and fourteen young (HTK: 1 each). The lair contains 18,000 GP. The lair will, aside from being hidden and guarded, be trapped with a poison gas released when the jewelry is removed. The gas is odorless, colorless, and causes the victim to lie, retching, on the floor for 2 - 20 hours. Jessica also carries two flasks of this gas for use in combat.

Since she wears a Chameleon Robe, she is usually impossible to distinguish from her companions, or from a tree if need be! She also wears a +1 Ring of Defense as well as Leather Armor for her excellent Armor class. She will be the Warrior on a pony (HP: 7) rather than a medium Warhorse, if discovered.

She is quite religious and has a small Shrine in her lair dedicated to Lord Skortch (**The Unknown Gods**, p. 33). She has learned from Clerics, early in her career, the most painful of tortures, and she delights in causing agony. Her lair will also contain a variety of torturing devices. She speaks all the Human tongues.

Once the leader of a band of sixty Thieves, Fighters, and Clerics, she was defeated in open battle with a force of militia from a City-State tributary city. Now she is left with the only survivors, or bravos, who still remain loyal to her. She intends to gather enough power to raze the town to the ground as soon as possible. Word is being passed along dark alleys and through darker minds to come join her for loot and blood.

She is currently hiding out in the small forest between the **River Hagrost** and the village of **Rockhollow** (in Hex 3824, Judges Guild Campaign Map 1). The town of **Bier** (Judges Guild Campaign Map 1, Hex 2926) will soon be the target of her revenge.

In her travels, she has explored the **Irmisul Forest** (Judges Guild Campaign Map Nine, the Elephant Lands) and has made friends with an old hermit Wizard that lives within the forest. The hermit is deeply enamored of Jessiena and will do almost anything for her. She will use the hermit's skills if things get any worse for her.

She has also made many good contacts in **Warwick** (Judges Guild Campaign Map 1, Hex 3402), in **Valon** (Judges Guild Campaign Map 5, Hex 2603), in **Tarantis** (Judges Guild Campaign Map 4, Hex 2328), and in **Orcholding** (Judges Guild Campaign Map 5, Hex 5015). She is well respected and feared by the Thieves' Guilds in these areas. She can probably get whatever she desires from them but prefers not to have to go to others in her business for help.

Jessiena is currently searching for a "powerful" Wizard which she can control through her feminine charms. She is not unaware of the hermit's feelings for her, but she mistakenly thinks he is not powerful enough to do her any good. She also mistakenly thinks he is not powerful enough to harm her should she cross him. Jessiena has absolutely no morals and will do anything to obtain more power.



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

			Class	Align	LVL	HTK	AT	SL						
Jacob Avramson			CL	LE	2	10	None	4						
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
15	13	16	15	17	9	15	16	16	8	15	6	13	9	+1
Warhammer														

This twenty year old Priest is attempting to find the best place to open a Shrine of his own for the greater glory of his God, Tel Star (*The Unknown Gods*, p. 29). He expects that if he builds a Temple near a reef, it will be funded by "donations" from shipwrecks offshore. Thus far, he has not found an ideal spot, but he is willing to prowl the coastlines of the whole world, if need be.

Jacob was the third son of a sailor, and all of his brothers were members of the sailing clan as well. All of his family were hearty men, renowned for their strength, but Jacob, being the weakest, turned towards books and, finally, religion to escape his overpowering family. From them, he learned at least enough of all human tongues, as well as many Sea-men languages, to make himself understood. He still tries to learn as many new phrases as he can when he travels.

Seldom seen decked out in more than a robe and pantaloons, he will be most likely to be traveling in his small sailboat in search of the site of his future Temple. He has 1,200 GP and twice that in SP buried under gravel in the keel of his boat. In addition, he owns a Scroll with a reading of *Converse with Monsters* Spell hidden amidst a stack of rough maps of his journeys.

His spells are: First Level: *Bless, Heal Minor Wounds, Sphere of Light, Dispel Fear, Command Word, Detect Evil Auras, Personal Protection From Evil, Ice Resistance, Water Conjunction, Detect Magic Auras, Purify Food and Drink, and Sanctuary.*

Jacob is currently prowling the coastline of Tarantis (Judges Guild Campaign Map Four) after working his way up from *The Isles of the Blest* (Judges Guild Campaign Map 13). He has reached the town of Bastinadi (Hex 2007) and is now considering crossing the ocean to search the far continent's shoreline. His small boat is not capable of making such a journey, so he is on the lookout for an honest trans-oceanic sea captain. If such a captain cannot be found, Jacob knows of a "trustworthy" pirate who has his base of operations in the *Silver Skein Isles* (Judges Guild Campaign Map 17). Of course, Jacob's little boat cannot make the journey to the Silver Skein Isles either, but it is easier to find safe passage to that place than it is to find safe passage across the ocean.

Jacob travels alone, but this is solely because his personality is so unremarkable as to make him an easily forgettable person. He does not know how to talk to people to gain their interest; he only talks about what interests him.

Jacob disdains the use of alcoholic beverages because he cannot handle more than two or three beers without becoming extremely unsteady on his feet. This fact has caused him to be ridiculed more than once, and he does not take kindly to being the object of ridicule. In retaliation, he will often hire some common thugs to settle the score for him.





Encountered: _____ **Place:** _____
Player: _____ **Income:** _____
Resides: _____ **Roams:** _____
Clan: _____ **Religion:** _____
Guild: _____ **Sibling Rank:** _____
Relatives: _____ **Inheritance:** _____
Retainers: _____ **Nemesis:** _____
Morale: _____ **Phobias:** _____
Useful Knowledge: _____

Property: _____ **Mate:** _____

				Class	Align			LVL	HTK			AT	SL	
The Hag's Daughter				MU	NE			3	5			None	3	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
6	17	10	9	10	6	8	10	9	3	5	4	15	7	Long
														Hat Pin (Poisoned)

Seen near the village hawking "Love Potions" that are actually sleeping draughts, this young woman of twenty-three years learned much of witchery from her mother who passed away recently. An Atheist, she is rumored to have contact with a demon prince, but this has not been substantiated. She can be recognized by the horribly scarred face (from acne) and her grey wool robes and cowl.

Little money is left to this girl whose name is unknown in the village, and she keeps to herself. All she owns is a mud hut with a thatched roof located at the edge of the village. She does possess an interesting magical arsenal which includes a Wand of Ice, a Wand of Foe Finding, and a Mystic Robe which she wears beneath her peasant clothing.

As a child, she grew up rather normally, but, at puberty, she became horribly disfigured and was the butt of many jokes. She withdrew from contact with her peers and delved more and more into the occult. Before her mother's death and her acquisition of her Magical Treasures, she began preparing herself to go adventuring. When she has become very powerful, she intends to return to this village and destroy it.

She has never bothered to learn more than the basic languages; instead, she studied the lore of Poisons and gained the ability to concoct poisons for any use.

Her spells include: First Level: *Read Magic Script, Charm, Bolt of Magic, Fiery Fingers, Detect Magic Auras, Sphere of Darkness, Personal Protection From Good, Invisible Servant, Scribe Magik, Leap, Understand Languages, Erase, Comradery, and Summon Familiar*; and Second Level: *See Invisible Objects, Read Minds, Invisibility, Open, Levitate, Find Possession, Swamp Gas, The Hercules Ensorcellment, Improved Lock, Break, Frighten, Rope Trick, Magic Trap, and Sphere of Darkness.*

She lives in the village of **Beacon** (Judges Guild Campaign Map Ten, Lenap, Hex 3116). When she is ready to leave (as soon as she can find companions), she intends to travel inland and explore the **Molting Mountains**, especially **Maiden Peak**. She has heard interesting rumors of an Enchantress of the Mountains (all false), and she is eager to check them out.

She has also heard rumors of a blue Dragon living in the south-westernmost section of the **Dangerous Jungle** near the **Charging River**. (This rumor is true.) Other rumors she wants to check out are: (1) The burial vault of a powerful Wizard lies in ruins in the desert northeast of Maidens Peak (true), (2) A ruined Gnomish worship area is located within the **Ameretat Forest** (true), (3) A sunken city lies about 20 miles north of **Bouyan Isle** and 30 miles west of the **Keys of Shadow** (true), (4) A magic-casting, giant Iron Man resides in the **Great Roaring Jungle** (false), and (5) Cavemen living approximately 10 miles north of the **Weeping Forest** worship a glowing gemstone (true).



Encountered: _____ **Place:** _____
Player: _____ **Income:** _____
Resides: _____ **Roams:** _____
Clan: _____ **Religion:** _____
Guild: _____ **Sibling Rank:** _____
Relatives: _____ **Inheritance:** _____
Retainers: _____ **Nemesis:** _____
Morale: _____ **Phobias:** _____
Useful Knowledge: _____

Property: _____ **Mate:** _____

				Class		Align		LVL		HTK		AT		SL	
Ree Maral				MU		N		1		2		None		5	
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN	
7	17	14	8	11	8	7	7	12	7	6	15	14	15	Stiletto	

This twenty-four year old witch is known to be connected with the Assassin's Guild of the City-State. She has declared the Guildmaster as her liege Lord a few weeks after receiving a scar across her cheeks and nose. She was saved when an Assassin gave his life to the beast being fought; the beast was slain soon after. Whispered rumors suggest that the girl was forced into this declaration.

Ree took up the arcane arts after many (to her) boring years as a seamstress. Now, instead of carrying spell books, she embroideres her spells on bolts of cloth, using one bolt for each level of spell. Thus far, her experiment has worked well. Her spells presently include: First Level: *Charm, Detect Magic Aura, Read Magic Script, Scribe Magik, Shield of Magic, Personal Protection From Evil, Bolt of Magic, Sphere of Light, Summon Familiar, Slow Fall, Shove, Repair, Lock, and Comradery.*

She presently lives on the third floor of a dark and dirty boarding house in the Thieve's Quarter of the City-State. She wears poor clothing and a cowl to hide herself and her scar from prying eyes, and she carries her fortune of 300 SP on her person. She is presently saving her money for language lessons because she wants to learn a tongue other than the two basic ones that she already speaks.

She grew up worshipping Ihlwynd (*The Unknown Gods*, p. 42), and the tales of the god's powers have caused her to become terrified of any disease. She will bathe thrice daily, if possible, and she buys elixirs and tonics the way a soldier on leave buys beer.

Ree can be found walking up and down **Dead-Broke Street, Slash Street, Silver Street, Regal Street, Street of Shadows, Cutpurse Row, Old South Road** and **Guardsmans Road**. Occasionally, she visits the **Park of Obscene Statues** and the **Groaning Falls** (just outside the City-State walls). She has also been known to frequent the **Cup and Dragon** on Cutpurse Row, and the **Movert Bath** on the Street of Maelstroms.

Recently, she has toyed with the idea of moving to **Viridistan (City-State of the World Emperor)** but is afraid of any repercussions that might ensue from the Assassins' Guild. But, if anybody should offer to protect her from their possible wrath, she will gladly leave this "rats' nest of a city!"



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Rooms: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

Solomon the Free				Class	Align	LVL	HTK	AT	SL					
STR	INT	WIS	CON	MU	CG	9	22	None	7					
6	18	13	8	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LKC	WPN
				10	12	7	7	11	12	5	11	13	13	Dagger

A worshiper of Molna (*The Unknown Gods*, p. 32), this thirty-year old has spent twelve years on Adventure's road. He has been on too many adventures to boast of his prowess. Now he sits back and watches others. He claims that his greatest pleasures are gained by watching neophytes fumbling on their way towards first blood.

Solomon's needs are simple. He gives generously to charitable organizations, such as Orphanages, that he trusts will spend the money well. Normally, he will have 300 GP on his person and a cache of ten times that nearby. He wears simple clothes and rides an elderly mare (HTK: 8). He wears one ring; it is a Ring of Spell Reversal. He also wears a bracelet with a secret compartment containing a sleeping powder. He carries three Daggers. One is a Throwing Dagger which is sheathed under his clothes between his shoulder blades; the second is a Stiletto that he carries in his left boot, and there is a hunting Knife in his belt.

Originally, he was a slave in Tarantis. Since his escape, he has slain all slavers that he has ever encountered. Freeing slaves is not his purpose; he is taking vengeance for the ill-treatment he received at the hands of Task Masters in his youth. He knows their tricks well, and he watches for such men carefully wherever he goes.

In his travels, he has learned the Seven Tongues of Man besides Common and his Alignment language. He has never felt the need to learn the various speech forms of the now Human races, for, with a wave of his hand, he can comprehend all.

His spells include: First Level: *Read Magic Script, Understand Languages, Slumber, Comradery, Sphere of Light, Lock, Charm, Bolt of Magic, Detect Magic Auras, Human Fly, Whisper, Sage Memory, Personal Protection From Evil, Invisible Servant, Shield of Magic, Erase, Slow Fall, and Leap*; Second Level: *Swamp Gas, Frighten, The Hercules Ensorcellment, Spider Web, Improved Lock, Open, Sphere of Darkness, Detect Evil Auras, Read Minds, Invisibility, Forgetfulness, Levitate, Find Possession, Rope Trick, Break, and Multiple Image*; Third Level: *Dispel Magic, Flight, Speed, Stop Person, Creature Conjuraction A, Minor Illusion, Slow, Tongues, Gills, Heat Vision, Fire Arrow, Coma, Clairvoyance, Spatial Shift, Clairaudience, Wind, Minor Sphere of Missile Negation, and Sphere of Invisibility*; Fourth Level: *Creature Charm, Minor Teleportation, Pyramidal Ray of Frightening, Ice Storm, Minor Sphere of Selective Magic Negation, Creature Conjuraction B, Shape Change Other, Remove Curse, Ice Wall, Magic Eye, Confusion, Flame Enchantment, Fire Lock, Illusionary Terrain, Shape Change Self, Minor Mnemonics, Invisible Ditch Digger, and Minor Weapon Enchantment*; and Fifth Level: *Breatheable Water, Create Zombies/Skeletons, Cloud of Death, Elemental Conjuraction A, Invisible Door, Shape Stone, Telekinesis, Teleport, Iron Wall, Stone Wall, Increased Duration B, Spell of the Simpleton, Pyramidal Ray of Glacial Cold, Inter-Planar Divination, Change Rock to Mud, Force Wall, Creature Conjuraction C, and Minor Inter-Dimensional Maze*.

Solomon now lives in the **City-State of the Invincible Overlord**, having crossed the **Winedark Sea** close to seven years ago. He has no desire to ever sail back to his homeland of Tarantis. He can be found at the **Tattoo Shop** listening to **Sadinen Scuttle** spin wild tales of the high seas, at the **Last Ale Inn** discussing the probability of the rumor being true of the inter-dimensional nexus point in the **Mermist Swamp**, or at the **Pig and Whistle** making passes at the exotic dancers who usually return his proposals with enthusiasm. Solomon is especially good friends with **Bountiful Normiena**, one of the exotic dancers.

Solomon has become a hero to several street urchins, and they usually follow him around begging for a story which Solomon will reluctantly relate. One of the urchins displays an extraordinary capacity for learning, and Solomon is thinking of teaching him the mystic arts of spell conjuration. The urchin's name is **Sloppy Jho** (HTK: 4, Age: 10 yrs., INT: 15).



Encountered: _____ Place: _____
 Player: _____ Income: _____
 Resides: _____ Roams: _____
 Clan: _____ Religion: _____
 Guild: _____ Sibling Rank: _____
 Relatives: _____ Inheritance: _____
 Retainers: _____ Nemesis: _____
 Morale: _____ Phobias: _____
 Useful Knowledge: _____

Property: _____ Mate: _____

				Class	Align	LVL	HTK	AT	SL					
Rada Brak				CL	CE	5	16	None	3					
STR	INT	WIS	CON	DEX	CHAR	END	STA	AGIL	LEAD	POW	GAM	SPD	LCK	WPN
10	18	10	8	15	16	8	7	16	7	9	4	13	14	Club

Resplendent in a bright yellow cloak over +1 Magical Leather Armor and carrying +1 Magical Shield emblazoned with five lightning bolts flashing outward, star-fashion, from a center point, this worshiper of Selyton (*The Unknown Gods*, p. 41) is known to be somewhat of a rake. When the twenty year old youth enters a social gathering, he is quickly surrounded by eligible women. What he does after choosing the recipient of his attentions keeps him moving from town to town to escape angry fathers or brothers.

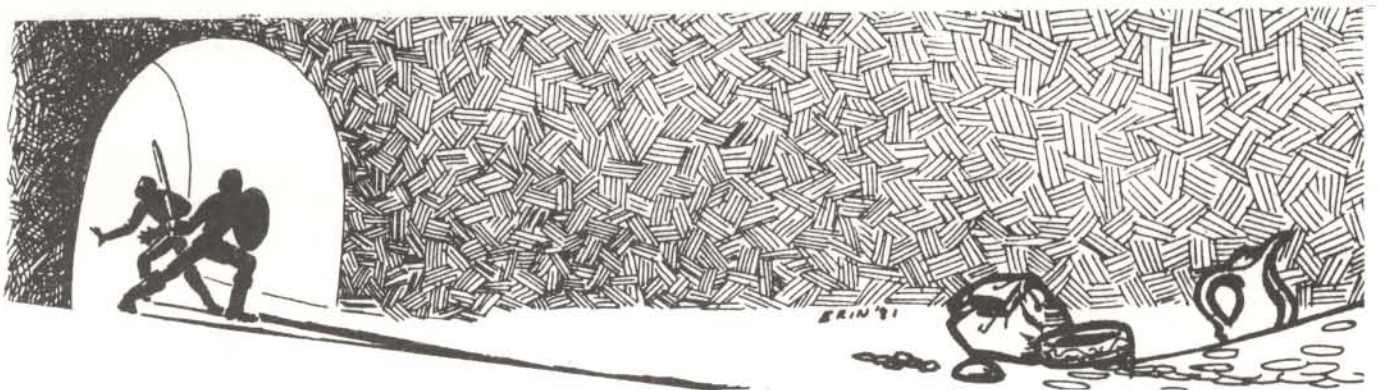
For the most part, Rada carries his possessions on his person. These include five items of jewelry, a dozen gemstones and seventy coins each of Platinum, Gold, and Electrum. He also owns a mandolin which he plays fairly well. He knows songs in four languages, as well as Common and his Alignment tongue. The four languages are Demon, Orc, Kobold, and Halfling. He speaks these languages as well. He also communicates well with his horse, Hooter (HTK: 16), whom he has trained to leap over high fences or wide fissures.

Rada does have one, all-abiding fear; it is that of love. He enjoys perverting the love showered on him by women and twisting it into hatred of all men. He has become quite accomplished at this and can manage to warp the emotions in as little as a week. He has decided to continue to practice until he is able to ruin a woman emotionally in less than a day.

His spells include: First Level: *Curse, Command Word, Water Conjunction, Cause Minor Wounds, Detect Good Auras, Detect Magic Auras, Sphere of Darkness, Personal Protection From Good, Putrefy Food and Drink, Frighten, and Sanctuary*; Second Level: *Minor Prophecy, Chant of Blessing, Detect Charm Auras, Locate Traps, Stop Person, Detect Alignment Auras, Sphere of Silence, Accelerate Poison, Serpent Charm, Converse With Animals, and Hammer of Force*; and Third Level: *Create Zombies/Skeletons, Permanent Sphere of Darkness, Sustenance Conjunction, Cause Blindness, Cause Disease, Dispel Magic, Coma, Runes of Warding, Find Possession, Spiritual Plea, Curse, and Converse With Dead*.

Though Rada has been very successful in perverting the love which is directed toward him, he is very vulnerable to the same type of ploy, should it happen to him. He has a secret desire for Altanian women (e.g. red-skinned, long, black hair), and such a woman with a CHAR of 17 or more will find herself with an adoring "puppy dog." The "puppy dog" has a mean streak but can be handled with a little force and deception.

Rada is currently living in Valon (Hex 2603, Campaign Map 5), which makes meeting an Altanian a very rare occurrence. He has just arrived and has been settled in for less than a month, so he doesn't know too many people. Rada worships Selyton because his father did. Rada's father was a Master Torturer, as was his father before him and his father before him and so on since before the family records begin. Rada's break with the family trade resulted in his disinheritance. He cannot return to his home for fear of death and/or humiliation. Rada's family lives in the market village of Kauran (Hex 4502, Campaign Map 2).



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